



# WinCraps

## Getting Started

### Understanding Craps:

Craps theory

Table layout

Bets / Betting

Come-out roll / Establishing a Point

Rolling the dice

Handling winnings

Tips

### Menus:

Game

Action

Statistics

Order form and information for Registered version

Disclaimer

## Getting Started

WinCraps is a fully featured craps game for Windows™.

This comprehensive Help file includes everything you need to know to play real casino craps. It's built on Windows WinHelp and so, as a Windows user, you should already be familiar with how Help works. If not - then choose the menu item **Help** now and select **How to use Help**.

The graphics utilize a minimum of a 640X480 color monitor and the Sound utilizes a sound card or PC Speaker! The game plays easily with a mouse and/or keyboard!

If you've never played craps before, you should begin with the Help Contents section on **Understanding craps** and read through each item, from Craps theory to Tips. Try to avoid jumping around until you've read everything through to give yourself a good overview. Then read about the most basic bet on the table, the Passline bet, and go back to the table to experiment with it. Ignore everything else except for the dice and the Marker buck (that round disc at the top of the table that says OFF or ON). It will make more sense after you've tried it a few times. Next you should learn about when and how to make an Odds bet. When you've mastered the Passline and Odds bets, you can already consider yourself a good craps player even if you never learn about or play any of the other bets!

Take note: The game is fully Help context-sensitive, which means you can go directly to specific Help topics by pressing **F1** (the F1 key) in any of the following circumstances:

- From any menu item.
- From any pop-up screen.
- While pointing at anything on the craps table with the mouse-pointer.

Note: Windows is a trademark of Microsoft Corporation.

## Craps theory

Craps is a game where wagers are placed dependent on the outcome of the roll of two dice. Each die has 6 sides marked with 1 through 6 dots to represent numbers. The face-up values of both rolled dice add together to form one number. There are 36 possible Combinations of the dice with numbers ranging from 2 to 12. The number 7 as it turns out, can be rolled more ways than any other number. It therefore should come as no surprise that the game in large part hinges on the number 7.

Any number of possible wagers could be devised for the game, and certainly no Craps table could ever include them all. But by using the number 7 as the focal point and basing bets and payouts versus the 7, a nice symmetry is maintained. Bets that do this are called the Passline, Don't Pass, Come, and Don't Come bets. They are in essence the heart of the Craps game and among the best bets you can make in any casino since the House has only a very small advantage. Place and Lay bets as you'll see also hinge on the 7 but give the House a larger advantage. There are some bets however, which do not hinge on the 7. These are One-roll or Proposition bets which give the House the largest advantage of all, and therefore are among the worst bets you can make. Regardless of the bet type though, the game is a simple matter of comparing the number of possible winning and losing combinations. These are termed the Odds.

For instance, let's say we want to have a bet on the number 8 versus the number 7. That is if an 8 is rolled the player would win, if a 7 is rolled the player would lose, and any other roll we would ignore. Looking at the dice Combinations, we see that there are 5 possible ways to roll a winning 8, and 6 possible ways to roll a losing 7. We call this the **true odds** and annotate it as 5:6 (read as **5 to 6**). Well you wouldn't want to make a wager where you have more chances of losing than winning would you? Not unless you're offered some higher payout to compensate you for your greater risk. In a true system we do this by paying you what the Odds are **against** you - that is paying you 6:5 (6 won for every 5 bet). This keeps the system in balance. Thus, if we were to have a perfect distribution of 36 rolls of the dice and we bet \$5 on each roll, we would win \$6 on 5 of the rolls (total \$30) and lose \$5 on 6 of the rolls (total \$30).

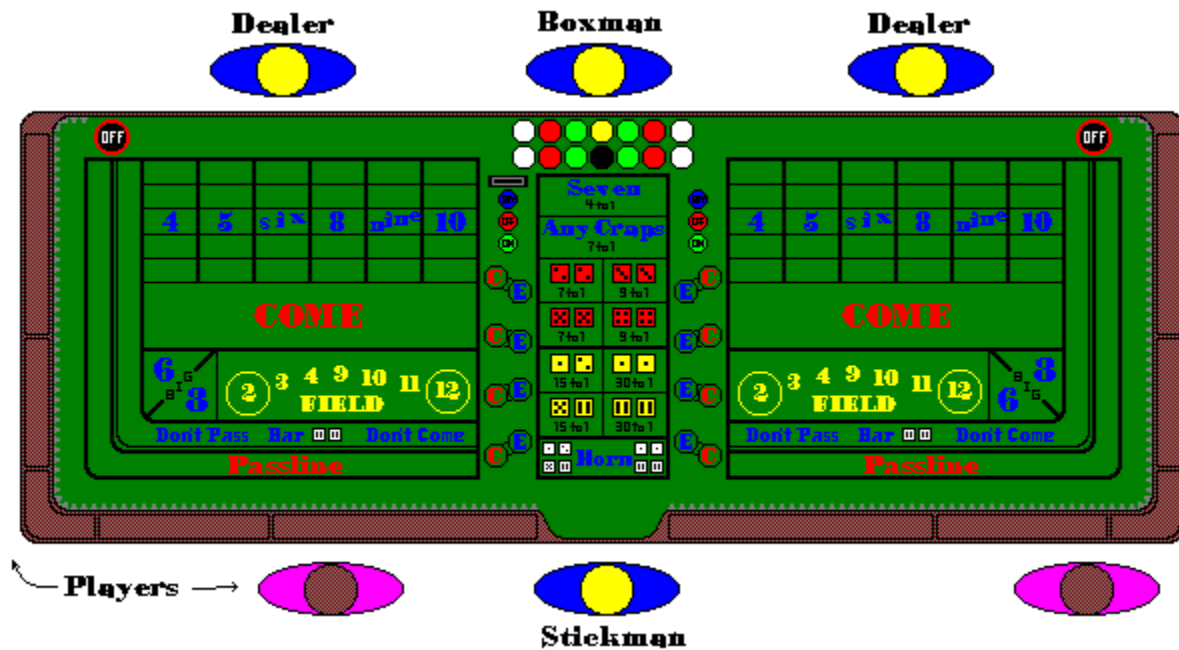
But what are the chances of having a perfect distribution of rolls? In the short run - very small! Herein lies the only reason you would want to play Craps at all - the hope that the distribution of rolls is unbalanced and favors your bets for the amount of time that you are playing. Note that time is a critical element here. For as time and the number of rolls increases, the actual ratios of numbers rolled will approach a perfect distribution.

Well, so what? In a true system the losses equal the wins, right? Right. But you don't think the House stays in business watching you break even do you? The true system has been tinkered with! The House takes a percentage or cut a number of ways. In some instances you are simply paid odds that are less than true. For example, if you make a straight wager on the number 8 (called a Place Bet), instead of paying the **true odds** of 6:5 (or 1.2 to 1), the House pays **adjusted odds** of 7:6 (or 1.167 to 1), about a 1.52% reduction in the payout. In other instances, the House pays

true odds but charges a commission up-front for doing so. For example, you may Buy a Place Bet for a 5% commission. In still other instances you must first place a Primary bet that pays even money (1:1) before you may place a Secondary bet that pays true odds. Rest assured that the House has figured their percentage into each bet one way or another. Just remember though, that the House percentage is not the same on all bets!

If all this seems too overwhelming, don't worry. Remember the Craps table includes many possible wagers. You don't have to know or play them all. In time you'll have memorized the odds payouts and will be craving the fast action that attracts players to Craps. Meanwhile, learn a few lessons with this game and have some fun!

## Table layout



The full Craps table has three main sections. Two outside sections and one center section between the Boxman and the Stickman. Since the outside sections are identical, only one of them is depicted in this game. The two standing Dealers handle most of the wagering at the table.

The Players stand anywhere around the rails.

## Bets / Betting

The following bets are available:

<u>Passline</u>	<u>Come</u>
<u>Don't Pass</u>	<u>Don't Come</u>
<u>Odds</u>	
<u>Place</u>	(4, 5, 6, 8, 9, 10, Big 6, Big 8)
<u>Lay</u>	(4, 5, 6, 8, 9, 10)
<u>Hardway</u>	(4, 6, 8, 10)
<u>One-roll</u>	(2, 3, 7, 11, 12, Horn, Field, Any Craps, C and E)

You make bets by placing your chips on them. To do this, first move the mouse-pointer to the Rail and click on the denomination chip you want to use. The chip you select will appear alone in the lower left-hand corner of the Rail. Next click the mouse-pointer on the bet. One of your selected chips will be added to the bet for each click of the mouse (up to the maximum table limit). You may also enter bets via the keyboard by selecting "Key in bet amounts" from the Action Menu.

You may **increase** the size of any bet at any time except for the Don't Pass and Don't Come bets after their Points have been established. This is because after the Come-out roll, these bets have an advantage over the House.

You may also **decrease** the size of any bet at any time except for the Passline and Come bets after their Points have been established. This is because the House advantage would be decreased or eliminated.

**How much should you bet?** Well, any amount is acceptable as long as it falls between the table maximums and minimums. However, since the House will only make payouts with the chips it has available and not any fractional amount, a wise player ensures that the amounts wagered will allow the House to make whole payouts.

For instance, a Place bet on the 4 has a payout of 9:5 (9 won for every 5 bet). So if you only bet \$1, the correct payout should be \$1.8. But since the lowest denomination chip here is \$1, the House can't make the whole payout - after paying a \$1 chip there is \$.8 left over. So rather than round the payout up to \$2 (wouldn't that be nice?), the House rounds it down to \$1 and keeps the fractional amount. You have in effect given the House a gift!

If instead, you had bet any multiple of \$5, the correct payout would be a corresponding multiple of \$9 which the house can easily pay in whole. The key is to look at the payout ratio **x to y** and bet in increments of **y**.

As you can see, in Craps it pays to know the Odds (payouts). If you forget what they are, just ask the dealer. See Auto-adjusting bet amounts.

**How much will the bet pay?** Payout ratios are expressed as either: **x to y** (annotated **x:y** herein), or **x for y**. Both mean that you will win **x** if you bet **y**. Take note however, that in the case of **x to y** - you also get back the amount you wagered. In the case of **x for y** you do not! This is a little trick casinos sometimes employ to make payouts appear to be larger. For example, **8 for 1** may appear to be larger than **7 to 1** but is in fact the same - both will pay you 8. A payout ratio of **1:1** is termed **even money**.

## Game Menu

Chips and Dice  
Sound  
Notify mode  
Odds allowed  
Save settings on exit

## Action Menu

Rolling the dice  
Betting style  
Auto-adjusting bet amounts  
Auto-arranging chips  
Keying in bet amounts  
Displaying bet amounts  
"Buying" Place bets  
Calling bets "ON"  
Calling bets "OFF"  
Removing bets  
Rolling your own numbers  
Resetting "Won / Lost" to zero

## Statistics

The statistics graph contains two sets of data. One set in blue (red for the number 7) depicts the **real data** of each number rolled as a percentage of total rolls. The other set in gray depicts the **ideal data** as a comparison. For instance, the number 2 can be rolled only one way in 36 ideal rolls which equals approximately 2.78%.

There are also two columns of data: one containing the actual number of rolls for each number, and the other containing the number of rolls since each number was last rolled.

As an example: If 3 Sevens were rolled and then 9 other numbers (for a total of 12 rolls) the graph would indicate in red that the number Seven was rolled 25% of the total and in gray that the ideal was 16.67% (thereby indicating that a higher than normal percentage of Sevens had been rolled). The first column would show 3 Sevens and the second column would show 9 numbers had been rolled since the last Seven.

Selecting **Reset**, zeros out all the statistical data only. Your "Won / Lost" balance and bets remain intact.



## **Chips and Dice**

You may select different chip patterns and dice colors for use in the game. Chips and dice that are already on the table will be replaced with your new selections.

Chips in general are referred to as **Color**. Also the \$5 chips are sometimes referred to as **Nickels** and the \$25 chips as **Quarters**.

## Sound

You may activate or deactivate any or all game sounds. The sound quality is best with a sound board, but the PC speaker will work fine if you have a PC speaker driver installed.

The volume scroll bar may or may not be usable depending on your computer.

If you have a microphone setup on your computer or have a friend who does, you can put your own voice into the game! Just run the Windows™ sound recorder or any other sound wave recording program and create the following sound files:

**M1.WAV** - "Please keep your hands off the House money"

**M2.WAV** thru **M12.WAV** - Actual number, i.e. "Seven" for **M7.WAV**

**M13.WAV** - "Pay the Line, Take the Don't"

**M14.WAV** - "Pay the Don't, Take the Line"

**M15.WAV** - "Push the Don't, Take the Line"

**M16.WAV** - "Hard"

Note: Use M1.WAV thru M16.WAV for male voice selections and F1.WAV thru F16.WAV for female voice selections. Also be sure these files are placed in the same directory as WINCRAPS.EXE

## Speaker driver

If you have neither a sound board nor a PC speaker driver, you can enable the game sounds by installing the Microsoft® speaker driver included with this program. This driver is included simply for your convenience and there is no charge for its inclusion. You could obtain this same driver freely from the Microsoft Driver Libraries through services like CompuServe. Cloud City Software® assumes no liability for its performance.

The driver comes with 5 files:

AUDIO.TXT  
LICENSE.TXT  
OEMSETUP.INF  
SPEAKER.DRV  
SPEAKER.TXT

You should read the text (.TXT) files for information on the driver and instructions for installation. The driver works with your whole Windows™ system and not just WinCraps! These 5 files are packed together in one self-extracting file called SPEAK.EXE.

## **Notify mode**

At certain times the game notifies you when an action is being taken, over which you have no control. For instance, charges imposed by the House on certain bets, or maximum bet limits reached. Since these are notices only, you may activate or deactivate their display as you wish.

## Odds allowed

The House allows the maximum size of Odds bets to be some factor of the Primary bet. At any given casino, this factor is set and may not be changed by you. However, since not all casinos allow the same odds factor, you may choose here between single, double, or triple. For example, if you had established a \$10 Passline bet then you would be allowed to place the following amount on Odds bets:

Single Odds: \$10  
Double Odds: \$20  
Triple Odds: \$30

Odds bet maximum size = Size of Primary bet X Odds allowed factor

This is the formula for the Passline or Come Odds bets. For the Don't Pass or Don't Come Odds bets, the maximum size is larger still because you are Laying Odds instead of Taking Odds. The easiest way to figure out how much you can bet is to calculate the maximum size as in the formula above and then ask yourself: If this were a Passline Odds bet, how much would it pay? The resulting figure is the amount you are allowed to Lay on the Don't Pass or Don't Come Odds bets.

For instance, let's say double odds are being allowed and you have established a \$5 Don't Pass bet with the Point as 6. If it were a Passline bet, you could make a maximum Odds bet of \$10 which would pay \$12. So there's your answer - you may bet \$12 on the Don't Pass Odds bet. This concept may take a little practice to master and might partially explain why few players bet Against the dice.

This maximum size limit for the Odds bet is not always a strict limit. The House may allow a greater amount in order to make correct Odds payouts. For instance, if single odds are being allowed and a \$5 Passline bet is established on a roll of the number Five, then the maximum Odds bet allowed will be \$6 (instead of \$5). This is because the Odds payout for the Five is 3:2 (\$3 won for every \$2 bet) and \$5 is not evenly divisible by 2 whereas \$6 is!

Additionally, the House may allow an Odds bet greater than the strict limit as a matter of convenience to you and the House. For instance, if double odds are being allowed and a \$10 Passline bet is established on a roll of the number Eight, then the maximum Odds bet allowed will be \$25 (instead of \$20). This is because the Odds payout for the Eight is 6:5 (\$6 won for every \$5 bet) and the payout would therefore be \$30 on a \$25 bet. The convenience is that the dealer pays your \$30 with only two chips: one \$25 chip and one \$5 chip; or six chips: all \$5 chips. Had only a \$20 bet been allowed, the dealer would have to pay your \$24 win with eight chips: four \$5 chips and four \$1 chips!

## **Save settings on exit**

This feature will save the following game settings when you exit the program:

- Chips and Dice
- Sound (not including volume)
- Notify mode
- Odds Allowed
- Betting Style
- Auto-Adjust bets
- Auto-Arrange chips
- Key in bet amounts
- Roll your own numbers

These settings are saved in the WINCRAPS.INI file in the same directory as WINCRAPS.EXE.

(This feature is not available on the Shareware version)

## **House**

A gambling establishment. The casino. The guiding authority at the Craps table.

## House chips

These are used to payoff bets and for exchange when players present cash. The cash disappears down the narrow slot in the table never to be seen again!



## House percentage / advantage

The reduction the House makes in the true payout of a wager is termed the House percentage. The greater the House percentage, the less there is for you. The percentage varies according to the bet type: (Note: expand this section to a full screen to view properly)

Bet type	True odds	Payout odds	House percentage
Don't Pass / Don't Come	1.0285:1	1:1	1.4
w/ Single odds			0.69
w/ Double odds			0.46
w/ Triple odds			0.34
odds on 4 or 10	1:2	1:2	0 (odds only)
odds on 5 or 9	2:3	2:3	0 (odds only)
odds on 6 or 8	5:6	5:6	0 (odds only)
Passline / Come	1.0287:1	1:1	1.41
w/ Single odds			0.85
w/ Double odds			0.61
w/ Triple odds			0.47
odds on 4 or 10	2:1	2:1	0 (odds only)
odds on 5 or 9	3:2	3:2	0 (odds only)
odds on 6 or 8	6:5	6:5	0 (odds only)
Place 6 or 8	6:5	7:6	1.52
Lay 4 or 10	1:2	1:2 (- 5% comm.)	2.44
Lay 5 or 9	2:3	2:3 (- 5% comm.)	3.23
Lay 6 or 8	5:6	5:6 (- 5% comm.)	4
Place 5 or 9	3:2	7:5	4
Any Place (bought)	varies	true (- 5% comm.)	4.76
Place 4 or 10	2:1	9:5	6.67
Field	10:9	1:1 (2:1 on 2&12)	5.26
Big 6 / Big 8	6:5	1:1	9.09
Hard 6 / Hard 8	10:1	9:1	9.09
Hard 4 / Hard 10	8:1	7:1	11.1
Any Craps	8:1	7:1	11.1
Three / Eleven	17:1	15:1	11.1
Two / Twelve	35:1	30:1	13.89
Seven	5:1	4:1	16.67

## Dice combinations

All the 36 possible combinations of 2 dice are organized in the table below:

#	Dice Combinations (ways)	Number of ways
2	1-1	1
3	1-2, 2-1	2
4	1-3, 2-2, 3-1	3
5	1-4, 2-3, 3-2, 4-1	4

6	1-5, 2-4, 3-3, 4-2, 5-1	5
7	1-6, 2-5, 3-4, 4-3, 5-2, 6-1	6
8	2-6, 3-5, 4-4, 5-3, 6-2	5
9	3-6, 4-5, 5-4, 6-3	4
10	4-6, 5-5, 6-4	3
11	5-6, 6-5	2
12	6-6	1

## Stickman

The dealer (not necessarily a male) standing at the side-center of the table who controls the flow of the dice, calls the rolls, and handles Proposition bets. This person wields a long L-shaped stick with which to retrieve the dice after being rolled, and to present the dice to the Shooter for the next roll.

## **Boxman**

The one who is in charge of the table. The Boxman (not necessarily a male) is seated at the side-center of the table by the House chips. He oversees all the table's action, collects all cash, inspects dice, settles disputes, and ensures the game is conducted properly.

## Table Limits

The maximum and minimum amounts that may be wagered per bet. The minimum bet at this table is \$1 and the maximum bet is \$2000. However, with a \$2000 Primary bet your Odds bet may be larger depending on the Odds allowed.

The limits at casinos vary and may sometimes change in the midst of your playing - usually as a function of how many players are present. The House would like to maximize its profits by keeping its tables full of players who bet lots of money. When there is an abundance of players, raising the minimum bet limits will effectively force players with smaller bankrolls to leave the tables and make room for the high rollers (big bettors). Conversely, when players are scarce, lowering the limit may lure back the small fry.

## Rail

The outside edge of the Craps table where the players' chips are placed. The lower rail is used here as the Status bar.

## Odds

The ratio of the number of ways of one thing happening versus another. In Craps the **true odds** are figured by comparing numbers of winning and losing dice Combinations. The only bets that pay true odds are Odds bets associated with the Passline, Don't Pass, Come, and Don't Come bets. This means that the payout ratio on these bets is a direct reflection of the actual number of dice combinations. Lay bets, and Bought Place bets also pay true odds but only after an up-front commission has been paid. The payouts on all other bets are to **adjusted odds** - less than true to maintain the House advantage.

## Taking / Laying Odds

On a bet where you can **Take the Odds** your potential winnings are larger than your wager. Where you can **Lay the Odds** your potential winnings are smaller than your wager.

Every bet has a payout ratio that can be expressed as **x to y** (x:y) and is derived from its number of winning versus losing dice Combinations. When you are allowed to **Take the Odds**, your wager is the smaller figure in the ratio and your winnings the larger figure. When you are allowed to **Lay the Odds**, your wager is the larger figure in the ratio and your winnings the smaller figure.

For example, there are 3 ways to roll a 4, and 6 ways to roll a 7, which makes the ratio **3 to 6**, or more appropriately, **1 to 2** (1:2). If you are allowed to **Take the Odds** and you bet \$20 you would win \$40 (a payout of 2 to 1). If you are allowed to **Lay the Odds**, and you bet \$20 you would win \$10 (a payout of 1 to 2).

You are allowed to **Take Odds** on bets With the dice and allowed to **Lay Odds** on bets Against the dice.

## Seven-out

Rolling a seven after a Point has been established. Also called a **Miss**.



## **Shooter**

The player rolling the dice.

## Line bet

A Passline or Don't Pass bet - the two most basic bets at the Craps table. Both are Primary bets.

## Primary / Secondary (Odds) bets

Passline, Don't Pass, Come, and Don't Come bets are the heart of Craps. Each is a Standing bet and has two components:

- 1) A primary bet - made before the Come-out roll.
- 2) A secondary **Odds bet** - allowed only after a Point is established.

For purposes of clarity we'll call them Primary and Secondary bets (although you won't hear these terms in a casino). You may not make a Secondary bet (Odds bet) without having first made its corresponding Primary bet. The House pays the Primary bets at even-money (1:1) and the Odds bets at the true odds of the Point rolled. This makes the Odds bet the best bet on the table because the House advantage is actually zero. However, when combined with the even-money Primary bet, the House still has the edge, though it becomes smaller as the Odds allowed becomes greater. For this reason you should always bet full odds when able and play at tables that offer the largest odds factors.

Curiously, the Odds bet is not depicted on the table layout but is there nonetheless. The Passline Odds bet is placed next to the Passline bet in the open area of the table. This is called **behind the line**. The Don't Pass, Come, and Don't Come Odds bets are placed on top of their Primary bets and slightly offset. This is accomplished if your bet is Auto-adjusted or if you have selected Auto-Arrange chips. Making an Odds bet is called either Taking or Laying Odds.

## **Standing bet**

A bet that may win, lose, or stand (neither win nor lose) depending on the roll of the dice. Unlike a One-roll bet, a standing bet may remain in play indefinitely until its particular winning or losing numbers are rolled.

## One-roll bets

Any bet that either wins or loses on one roll of the dice, as opposed to a Standing bet. The odds payouts of these bets are figured against the total number of Combinations possible rather than against just the 7. One-roll bets are: **2, 3, 7, 11, 12, Field, Any Craps, C and E, and Horn**. All one-roll bets are Proposition bets.

- The **2, 3, 7, 11,** and **12** bets are simply bets on one number. The 2 is sometimes referred to as **aces** or **snake eyes** and the 12 as **box cars** or **midnight**.
- The **Field** bet is a combined bet on 2, 3, 4, 9, 10, 11, and 12. If the number rolled is 2 or 12 then the payout is doubled. Some casinos offer a triple payout on one of these numbers instead of double.
- The **Any Craps** bet is a combined bet on 2, 3, and 12. The Stickman calls "Craps" anytime one of these numbers is rolled.
- The **C and E** bet is a combined bet on **Any Craps** and **11**. At a casino, the 2 circles depicting this bet are also used individually. For instance, if you made an **Any Craps** bet, the Stickman would probably place your chips in the circle marked with a **C**. However, this is identical to the normal **Any Craps** bet. For the combined **C and E** bet, the payout is figured as if you had made each bet separately. Your bet amount is actually divided in two. So if you don't bet an amount that is divisible by 2, your payout will include a fractional amount which the House can't pay you and thus keeps for itself. See Bets / Betting or Auto-Adjusting bet amounts.
- The **Horn** bet is a combined bet on 2, 3, 11, and 12. However, the payout is figured as if you had bet each number separately. Your bet amount is actually divided equally four ways. So if you don't bet an amount that is divisible by 4, your payout will include a fractional amount which the House can't pay you and thus keeps for itself. See Bets / Betting or Auto-Adjusting bet amounts. Occasionally you'll hear someone bet a **Horn high 2, 3, 11, or 12**. This means they want the bet divided in 4 non-fractional parts with the remainder added to the number called.
- A **Hop** bet (not used here) is a bet on particular dice numbers. That is to say, rather than betting on a general number, you bet on what each die would be. So if you told the dealer you wanted a Hop 45, on the next roll a 4 and a 5 would have to appear to win. Some numbers like Hop 33, have only one way to be rolled (3-3) and pay 30 to 1, giving the House a 13.89% advantage since the true odds are 35 to 1. Others like Hop 45, have two ways to be rolled (4-5 and 5-4) and pay 15 to 1, giving the House an 11.1% advantage since the true odds are 17 to 1. Hop bets are rarely depicted or used.

## Proposition bets

These are generally the One-roll and Hardway bets found in the center of the Craps table, but we'll include the Big 6, Big 8, and Field bets in this category as well. They're also termed **Sucker bets** because the House Percentages are the highest found on the Craps table. The Stickman is often heard propositioning the players to make wagers on these bets. To the delight of the House many players oblige, but the wise player avoids them completely.

## Status bar

The bottom rail is used as the Status bar. It displays the following information:

- **Won / Lost** - the total amount of money you have won or lost. This amount can be Reset to zero if you desire. Note: Your actual bankroll is not a factor in the game - you decide when you've won or lost enough!
- **Total bets** - the total amount of money on all table bets.
- **Individual bets** - when the mouse-pointer is over a bet, the amount of money on that bet is displayed as well as its Working status. Note: When you have the Key in bet amounts feature in use, the betting-window determines which bet is displayed.

## Passline bet

A Primary bet normally placed before the Come-Out Roll. On the Come-out roll 1 of 3 things happens:

- 1) A **7** or **11** is rolled and the Passline bet wins. (Termed a Natural)
- 2) A **2**, **3**, or **12** is rolled and the Passline bet loses. (Termed a Crap-out)
- 3) A **4**, **5**, **6**, **8**, **9**, or **10** is rolled and the Passline bet neither wins nor loses but a Point is established and marked with the Marker Buck.

If a Point is established, then on subsequent rolls 1 of 3 things can happen:

- 1) A **7** is rolled and the Passline bet loses. (Termed a Seven-out)
- 2) The Point is rolled again and the Passline bet wins.
- 3) Any other number is rolled and the Passline bet neither wins nor loses but rolling continues.

That's right, the Passline bet can both win and lose on a roll of 7 - depending on whether it's on or after the Come-out roll! The payout on the Passline is 1:1 (even-money).

On the Come-out roll the player actually enjoys an advantage over the House of 2:1 (8 rolls that win versus 4 rolls that lose) however, after a Point is established the advantage swings back to the House. This is why you may **not decrease** your bet amount after a Point has been established. You may Increase it but doing so would only further benefit the House.

Once a Point is established you are permitted to add a secondary Odds bet behind the line (in the unmarked area of the table, adjacent to your Passline bet). This is called Taking the Odds.

The Passline bet is considered to be betting With the dice.



## Come bet

A Primary bet that is identical to the Passline bet. The difference is that while the Passline bet is made **before** a Point is established, the Come bet is made **anytime**. (Note: When the Shooter is on a Come-out roll, a bet on Come is the same as a bet on the Passline, so you might be asked to move your chips to the Passline even though it changes nothing.) Whenever a Come bet is made, the next roll is treated as a Come-out roll for that bet. Also while the Point for the Passline is marked with the Marker Buck, the Point for the Come bet is marked by picking the bet up and moving it to the numbered box on the table corresponding to the number rolled. The actual placement in the box is below the number and the chips act as their own Marker Bucks. Once this occurs, you are permitted to add a secondary Odds bet which is placed on top of the Come bet and slightly offset. This is called Taking the Odds.

Let's see how this works: Say you make a Come bet and the Shooter rolls a 4. Your Come bet is picked up and moved to the 4 where you may now place an Odds bet along with it. Next you make another Come bet and this time the Shooter rolls a 5. This time your Come bet is picked up and moved to the 5 where you may once again place an Odds bet along with it. Let's repeat this for the 6, 8, 9, and 10 giving you 6 established Come bets on the table. Now you make another Come bet bringing the total to 7 Come bets! At this time if the Shooter rolls another Point number, you will win the already established Come bet for that number, and the new Come bet will be moved up to replace it. The associated Odds bet will also win if it was Working, otherwise it will be returned.

If you have been in the habit of making Odds bets with all your established Come bets, and your new Come bet is the same size as the one it's replacing, the dealer will most likely leave the established chips alone and simply pay you your winnings. This is termed **OFF-and-ON** and your winnings are placed along side the new Come bet which for this case does not get moved. You must quickly retrieve your winnings or they will be working as a Come bet for the next roll! This of course is to make less work for the dealer by avoiding having to take down, pay out, and rebuild the chips for the same bet. You don't have to worry about this at this table.

At any time during the above process, had a 7 been rolled, the established Come bets would all lose and the not yet established Come bet would win. The associated Odds bets would also lose if they were Working, otherwise they would be returned.

## Don't Pass bet

A Primary bet that is placed before the Come-Out Roll. On the Come-out roll 1 of 4 things happens:

- 1) A **7** or **11** is rolled and the Don't Pass bet loses.
- 2) A **2** or **3** is rolled and the Don't Pass bet wins.
- 3) A **12** is rolled and the Don't Pass bet neither wins nor loses. The bet is a **push**. This is what is meant by the **Bar 12** depicted on the table. (Although some casinos use **Bar 2** instead, the odds are the same)
- 4) A **4, 5, 6, 8, 9, or 10** is rolled and the Passline bet neither wins nor loses but a Point is established.

If a Point is established then on subsequent rolls 1 of 3 things can happen:

- 1) A **7** is rolled and the Don't Pass bet wins.
- 2) The Point is rolled again and the Don't Pass bet loses.
- 3) Any other number is rolled and the Don't Pass bet neither wins nor loses but rolling continues.

That's right, the Don't Pass bet can both win and lose on a roll of 7 - depending on whether it's on or after the Come-out roll! The payout on the Don't Pass is 1:1 (even-money).

On the Come-out roll the player is at a disadvantage to the House of 3:8 (3 rolls that win versus 8 rolls that lose) however, after a Point is established the advantage swings to the player. This is why you may **not increase** your bet amount after a Point has been established. You may decrease it but doing so would only further benefit the House.

Although some casinos (and this game) combine the Don't Pass and Don't Come bets, it has no affect on their payouts.

Once a Point is established you are permitted to add a secondary Odds bet which is placed on top of the Don't Pass bet and slightly offset. In most casinos this odds bet is actually laid next to the Don't Pass bet. This is called Laying the Odds.

The Don't Pass bet is considered to be betting Against the dice.

## Don't Come bet

A Primary bet that is identical to the Don't Pass bet. As a matter of fact, some casinos (and this game) combine the Don't Pass and Don't Come bets. The Passline bet could be combined with the Come bet in a similar manner but is never done.

On tables where the Don't Pass and Don't Come bets are separated, the only difference is that the Don't Pass bet is made **before** a Point is established, whereas the Don't Come bet is made **anytime**. (Note: When the Shooter is on a Come-out roll, a bet on Don't Come is the same as a bet on Don't Pass, so you might be asked to move your chips to the Don't Pass even though it changes nothing). Whenever a Don't Come bet is made, the next roll is treated as a Come-out roll for that bet. Also while the Point for the Don't Pass bet is marked with the Marker Buck, the Point for the Don't Come bet is marked by picking the bet up and moving it to the numbered box on the table corresponding to the number rolled. The actual placement in the box is above the number and the chips act as their own Marker Bucks. Once this occurs, you are permitted to add a secondary Odds bet which is placed on top of the Don't Come bet and slightly offset. This is called Laying the Odds.

Let's see how this works: Say you make a Don't Come bet and the Shooter rolls a 4. Your Don't Come bet is picked up and moved to the 4 where you may now place an Odds bet along with it. Next you make another Don't Come bet and this time the Shooter rolls a 5. This time your Don't Come bet is picked up and moved to the 5 where you may once again place an Odds bet along with it. Let's repeat this for the 6, 8, 9, and 10 giving you 6 established Don't Come bets on the table. Now you make another Don't Come bet bringing the total to 7 Don't Come bets! At this time if the Shooter rolls another Point number, you will lose the already established Don't Come bet for that number, and the new Don't Come bet will be moved up to replace it. The associated Odds bet will also lose if it was Working, otherwise it will be returned.

At any time during the above process, had a 7 been rolled, the established Don't Come bets would all win and the not yet established Don't Come bet would lose. The associated Odds bets would also win if they were Working, otherwise they would be returned.

## Place bet

A Standing bet that can be placed on any of the Point numbers **4, 5, 6, 8, 9, or 10** at anytime. The bet is **for** the number chosen and **against** the 7. 1 of 3 things can happen with this bet:

- 1) The Place number is rolled and the bet wins.
- 2) A 7 is rolled and the bet loses.
- 3) Any other number is rolled and the bet neither wins nor loses but rolling continues.

This bet is usually Not Working on the Come-out roll, although it can be Called ON if desired. The chips for a Place bet are placed **below** the chosen number in the corresponding numbered box. The payout is less than true odds so the House maintains its advantage. However, you can get true odds by Buying the Place bet.

Two rather strange Proposition bets called the **Big 6** and **Big 8**, operate similar to Place bets. The difference is that their payouts are reduced to even-money (1:1), which is what makes them so strange: Why would you settle for even-money when you can get better than even-money (7:6) on the normal Place bets? They exist because uninformed players make bets on them and the House pockets the change!

Place bets are considered to be betting With the dice.

## Lay bet

A Standing bet (also called a "**NO**" bet) that can be placed on any of the Point numbers **4, 5, 6, 8, 9, or 10** at anytime. The bet is **for** the **7** and **against** the chosen number. It is called a **Lay** bet because you are Laying Odds which is the exact opposite of Buying a Place bet where you Take Odds. 1 of 3 things can happen with this bet:

- 1) A **7** is rolled and the bet wins.
- 2) The placed number is rolled and the bet loses.
- 3) Any other number is rolled and the bet neither wins nor loses but rolling continues.

This bet pays true odds, but only after you pay an up-front commission (termed **Juice**) of 5% of the potential payout. That's right, the commission is not on the amount bet! For example, say you make a \$40 **NO 4** bet. The odds payout is 1:2, so the potential payout is \$20. The Juice charge is 5% of \$20, or \$1. Caution: the Juice computation is always rounded up to the nearest dollar, so try to make bets where the Juice doesn't come out to a fractional amount. See Auto-adjusting bet amounts.

The chips for a **Lay** or **NO** bet are placed **above** the chosen number in the corresponding numbered box and a blue **BUY** chip is placed on top of them.

Lay bets are considered to be betting Against the dice.

## Hardways

These are Standing bets that can be made at any time, although they are considered to be Not Working on the Come-out roll unless Called ON. Some casinos make the Hardway bets always work. In this case the Stickman usually says, "Hardways work unless called OFF". 1 of 3 things can happen to the Hardway bet:

- 1) The **Hardway** is rolled and the bet wins.
- 2) A **7** or **Easyway** is rolled and the bet loses.
- 3) Any other number is rolled and the bet stands - rolling continues.

A Hardway is one of the following unique dice pairings that can be rolled:

2-2	(Hard 4)	pays 7:1
3-3	(Hard 6)	pays 9:1
4-4	(Hard 8)	pays 9:1
5-5	(Hard 10)	pays 7:1

Although each number above has more than one way of being rolled, the listed pairings are unique. For instance, take a look at the possible dice Combinations for the 4. You'll see that there are 3 ways of rolling the 4 (1-3, 2-2, 3-1). The 2-2 pair is unique and therefore referred to as the **Hardway** or **Hard 4**. The 1-3 or 3-1 pairs are identical and therefore referred to as the **Easyways** or **Easy 4s**. A number like 12 certainly has only one unique way of being rolled (6-6), but is not called a Hardway since it has no Easyway counterpart.

## With / Against the Dice

In general, betting **With the dice** means you are betting that a number or numbers **will** be rolled. Betting **Against the dice** means you are betting that a number or numbers **will not** be rolled.

Betting on the Passline, Come, or Place bets is said to be betting **With the dice** or **Right** betting. You are betting that Point numbers will be rolled before a 7.

Betting on the Don't Pass, Don't Come, or Lay bets is said to be betting **Against the dice** or **Wrong** betting. You are betting that Point numbers will not be rolled before a 7.

These however, are just terms and should not be construed to indicate the correct or incorrectness of any bet.

## Shoot

The act of throwing the dice. The series or group of dice rolls beginning with a Come-out roll and ending with a Crap-out, a Pass or a Seven-out.



## **Crap-out**

Rolling a 2, 3, or 12 on the Come-out roll is called a Crap-out. The Shooter is not really out however, and retains the dice.

## **Pass**

A winning roll With the dice. That is a **7** or **11** rolled on the Come-out roll or a Point being rolled again after having first been established.

## Point

One of the numbers **4, 5, 6, 8, 9**, or **10** that was rolled on the Come-out roll and marked with the Marker Buck.

## Marker Buck

A point-marker also called a Puck. A round disc marked on one side with the word **ON** and the other side with the word **OFF**, used by the dealer to denote if the Shooter is on a Come-out roll or has established a Point. It is important to remember that the Marker Buck marks the Point for the Passline and Don't Pass bets. In the case of Come and Don't Come bets, the wagered chips are moved to the appropriately numbered boxes to act as their own Marker Bucks.

## Come-out roll / Establishing a Point

The Passline, Don't Pass, Come, and Don't Come bets all hinge on the concept of the Come-out roll and Establishing a Point. Additionally, whether a Point is established or not affects whether or not certain other bets are considered to be Working.

Rolling dice in Craps generates series of numbers that may be thought of as having beginnings and endings. A series may begin and end on the same roll, or it may be many rolls long. The beginning of each series is called the Come-out roll. Each series is termed a Shoot.

On the Come-out roll the dealer turns the Marker Buck to display **OFF** and usually places it to the side of the table. The Shooter then rolls the dice. If the number rolled is **2, 3, 7, 11, or 12** the Shoot is ended and the next roll will be another Come-out roll. On the other hand, if the number rolled is **4, 5, 6, 8, 9, or 10** a Point becomes established. The Point denotes the number rolled. The dealer marks the Point by turning the Marker Buck to display **ON** and placing it on or next to the numbered box on the table corresponding to the number rolled.

Once a Point has been established, the Shoot continues until the Point is rolled again or a Seven is rolled. That is to say the Shooter either Passes or Sevens-out. Rolling either one ends the Shoot and the next roll will be another Come-out roll.

## Rolling the Dice

You may cause the dice to be rolled any of four ways:

- 1) Select **Roll the dice** on the Action Menu
- 2) Press the right mouse button
- 3) Press **F2**
- 4) Choose Roll your own numbers from the Action menu, and click on a number.

The dice are normally kept with the Stickman, in a tray at the side-center of the table. When everyone is ready, the Stickman will present the Shooter with the dice. If the Shooter is rolling for the first time, the Stickman will offer a number of dice (generally 4 to 8) from which the Shooter selects two. The Shooter then throws the dice at the opposite end of the table, where they must strike the back wall to ensure a random roll (hence the reason for the cone shaped protrusions on the wall). The Stickman or Boxman will probably consider the roll valid even if it doesn't hit the wall, but will admonish the Shooter. If the roll is unacceptable or unreadable such as when a die has gone off the table surface, the Stickman calls **No Roll**. If the roll is good the Stickman calls the number of the dice total. Everyone at the table has an opportunity to be the Shooter. When one Shooter Sevens-out, the dice are passed clockwise to the next player. A player is not required to shoot and may pass the dice. Most casinos require a shooter to place a Line bet thus ensuring the Shooter will not leave the game before a Pass or Seven-out.

## Betting Style

This option allows you to have the following actions done for you **automatically**:

- **Auto-lay full odds.** This will place the full allowable odds on the Passline, Come, Don't Pass, and Don't Come bets whenever their appropriate Points have been established. This is accomplished for all future bets as well as those already on the table.
- **Bets work on Come-out roll.** This is a list of the bets that you can choose to have Work or Not Work on the Come-out roll. Click on the ones you want to change (hold down Ctrl or Shift while clicking for multiple selections) and then choose Yes or No.

Selecting **Use Defaults** will reset both of the above features to their original settings.

## **Auto-adjusting bet amounts**

This feature will automatically check the amounts wagered on all current and future bets, and adjust them if necessary to ensure whole payouts. Any adjustment will be an increase in the amount wagered.

Making correctly sized wagers is important - see Bets / Betting.



## Auto-arranging chips

This feature will place chips wagered at set locations and make correct change for each bet. For instance, five - \$1 chips placed on the Passline bet in the upper left hand corner, will be changed into one - \$5 chip and placed at the bottom center of the table.

The House would be pretty unhappy with you if you placed your bets helter-skelter all over the table. They have other players to consider and need some sort of system to discern whose bet is whose. This system is fairly simple - your bets are placed in relation to where you stand at the table. If you are standing at the corner of the table, all your bets will be placed at the same corner of each bet. But since this computer game is for one player only, you have the luxury of being able to place chips anywhere if you so desire.

## Keying in bet amounts

This feature allows you to use the keyboard to enter your bet amounts. A small **betting-window** appears on the table for this purpose. The betting-window may be moved from one bet to another by using the arrow keys or by pointing and clicking the mouse (the mouse-pointer will not place chips on bets while the betting-window is present). The **Del** key (Remove bet), **F7** key (Buy Place bet), **F8** key (Call bet ON), and **F9** key (Call bet OFF) all focus their attention on the betting-window if it is present rather than on the mouse-pointer.

The **keyboard focus** (the point toward which keyboard activity is directed) can be changed by using the **Tab** key. When the betting-window has the focus, the numbers in the window are either highlighted or a blinking cursor is present. Other controls have the focus when a dotted outline appears around one of the control's elements.

Note: To select menu or button items, hold down the **ALT** key while pressing the underlined letter listed on the menu or button. For instance, to select the Game menu, press and hold **ALT** while also pressing **G**. If you're using the Roll your own numbers pad, press the **Tab** key until the keyboard focus is on the pad, then use any of the arrow keys to select the number you want to roll and press RETURN.

## Displaying bet amounts

This quick-look feature shows all bets as a numerical readout. For the Come and Don't Come bets where points have been established (those where the chips have been moved to the numbered boxes), the red readouts are the Primary bets and the white readouts are the Odds bets.

The table returns to normal as soon as any activity occurs.

## "Buying" Place Bets

You may "Buy" a Place bet in 3 different ways:

- 1) Move the mouse-pointer over the bet and press the **F7** key. This option works only if the "Key in bet amounts" feature **is not** in use.
- 2) Move the betting-window over the bet and press the **F7** key. This option works only if the "Key in bet amounts" feature **is** in use.
- 3) Click the mouse-pointer on the blue **BUY** chip and then click on the bet. This option works only if the "Key in bet amounts" feature **is not** in use.

"Buying" a bet means you pay a 5% commission up-front in exchange for receiving a true payout if it wins. This commission is figured on the amount wagered. For instance, "Buying" a \$20 **Place 4** bet costs you \$1 but you can win \$40 (2:1) instead of \$36 (9:5). A blue **BUY** chip is placed on top of the bet when the commission has been paid. The commission is returned if you remove the bet. Caution: the commission computation is always rounded up to the nearest dollar, so try to make bets where the commission doesn't come out to a fractional amount. See Auto-adjusting bet amounts. One exception is that the House will settle for \$1 commission for a \$25 **BUY 4** or **BUY 10** bet.

"Buying" does not make sense for the 5, 6, 8, or 9 since the House percentages are already lower than 5%. But for the 4 and the 10 it does make sense and should be utilized if you bet them.

When you "Buy" a Place bet you are Taking Odds which is the exact opposite of a Lay bet where you are Laying Odds.

## Calling Bets "ON"

A bet may be Called ON in 3 different ways:

- 1) Move the mouse-pointer over the bet and press the **F8** key. This option works only if the "Key in bet amounts" feature **is not** in use.
- 2) Move the betting-window over the bet and press the **F8** key. This option works only if the "Key in bet amounts" feature **is** in use.
- 3) Click the mouse-pointer on the green **ON** chip and then click on the bet. This option works only if the "Key in bet amounts" feature **is not** in use.

A bet that is Called **ON** is said to be **Working**. You would Call a bet **ON** only if you had previously called it **OFF** and wanted to reactivate it, or if it were a bet that would otherwise have been automatically **OFF**. The dealer marks this bet with a green **ON** chip. During the Come-out roll some bets are automatically **OFF** or **ON**. See Working or Betting Style.

Note: If a bet has been previously Called **OFF**, the first instance of Calling it **ON** again actually returns the bet to Normal status (which may be **ON** or **OFF** depending on the circumstances). The second instance forces the bet to **ON**.

## Calling Bets "OFF"

A bet may be Called **OFF** in 3 different ways:

- 1) Move the mouse-pointer over the bet and press the **F9** key. This option works only if the "Key in bet amounts" feature **is not** in use.
- 2) Move the betting-window over the bet and press the **F9** key. This option works only if the "Key in bet amounts" feature **is** in use.
- 3) Click the mouse-pointer on the red **OFF** chip and then click on the bet. This option works only if the "Key in bet amounts" feature **is not** in use.

A bet that is Called **OFF** is said to be **Not Working**. You would Call a bet **OFF** if you wanted to deactivate it for a period of time with the intent of reactivating it later. This saves everyone the effort of removing and replacing the chips. Instead, the dealer marks the bet with a red **OFF** chip until you call it **ON** again. During the Come-out roll some bets are automatically **OFF** or **ON**. See Not Working or Betting Style.

Note: If a bet has been Called **ON**, the first instance of Calling it **OFF** actually returns the bet to Normal status (which may be **ON** or **OFF** depending on the circumstances). The second instance forces the bet to **OFF**.

## Working / Not Working bets

An active bet is said to be **Working** or **ON**. An inactive bet is **Not Working** or **OFF**. You may change the working status of a bet at any time, for any reason by Calling the bet ON or Calling the bet OFF.

Through time honored tradition, all Come-Odds bets, Place bets, and Hardways bets are automatically **OFF** on the Come-out roll. The reasoning, though illogical, is to de-conflict your bets. Since most players wager on the Passline where a Come-out roll of 7 is a winner, they don't want to lose their other bets where a 7 is a loser. This really does nothing however to increase or decrease your odds of winning those bets. So, you need not follow tradition - you may call your bets **ON** or **OFF** as you please. If you want them one way or the other on the Come-out roll automatically, just tell the dealer. Here you do this by setting your Betting Style.

The only bets that **always** work and cannot be called **OFF** or removed are the Passline and Come bets after their Points have been established. This is because the House yielded an advantage to these bets on their Come-out rolls which it must recoup by maintaining its overall advantage after their Come-out rolls.

The working status of a bet is displayed on the Status bar.

## Removing bets

There are 3 ways to remove bets:

- 1) Hold down either the Ctrl, Shift, or Alt keys and click on the bet with the mouse-pointer. This option always works.
- 2) Place the mouse-pointer over the bet and press **Del** (the delete key). This option works only if the "Key in bet amounts" feature **is not** in use.
- 3) Move the betting-window over the bet and press **Del** (the delete key). This option works only if the "Key in bet amounts" feature **is** in use.

You may remove any bet at any time except for Passline, and Come bets after their points have been established. See Working bets. If you remove a Lay bet or a Bought Place bet the commission you paid is returned. Pressing **Shift-Del** (the Shift key in combination with the Del key) will remove **all** bets except those described above.



## Rolling your own numbers

How lucky can you get? Needless to say, this is an option you will not get at any casino anywhere. But since you may be interested in trying out different bets or schemes and seeing what affects certain rolls may have on them, consider this option a learning tool. A Roll-your-own-numbers pad appears from which you select the rolls you want. The numbers followed by the letter **H** are Hard-way numbers.

If you wish, you may still roll the dice in the normal fashion even though the Roll-your-own-number pad is visible.

## Resetting "Won / lost" to zero

Just like it says - this option resets your **Won / Lost** amount to zero. You might want to reset between different betting strategies to see the net outcome of each. See also [Status bar](#).

## Handling winnings

When you win a bet, a pop-up screen appears to ask what you'd like to do with your winnings and/or bet. You are informed of how much you won, how much you bet, and what the House payout ratio is. If what you are paid does not correspond with the payout ratio, then you didn't bet the correct amount - see [Bets / Betting](#). The total amount returned to you is your original bet plus your winnings. On most bets you're given all three options listed below, but on some you're given only the first:

- 1) **Take bet and winnings.**
- 2) **Same bet** - leave your original bet in place and collect only the winnings.
- 3) **Parlay or Press** - increase your original bet with your winnings. The dealer sometimes returns part of your winnings even though you have requested a Parlay. This is to make your wager an amount that allows for a correct or whole payout.

If the bet was a [Buy bet](#) or a [Lay bet](#) you'll be charged another commission or Juice for options 2 or 3.

Your [Odds bet](#) will be returned (having neither won nor lost) if:

- It was [Not Working](#) and,
- Its corresponding [Primary bet](#) wins or loses.

Note: If the amount wagered on a Horn bet, is not evenly divisible by 4, the pop-up screen will display the amount bet as a fraction. This is to show what your win was calculated from - you are not paid back the fractional part. The same is true if the C and E bet is not divisible by 2. See [Bets / Betting](#) or [One-roll bets](#).

## Tips

- 1) Know the Odds payouts of the bets you intend to make, and wager in amounts necessary to receive whole payouts from the House. In the game here, you can select Auto-adjust bet amounts. At a real Craps table the dealer will tell you the right increment amounts to wager if you ask, but might not volunteer the information.
- 2) Make bets where the House percentage is lowest. Specifically, don't make Proposition bets.
- 3) Always take full allowable odds. If the resulting wagers are too big for your comfort, then make smaller Primary bets - but do it!
- 4) If you must make Place bets on the 4 or 10, Buy them.
- 5) Never **add** to your Passline or Come bets, nor **remove** from your Don't Pass or Don't Come bets after their Points have been established.
- 6) Have fun!

## Order Form and Registration information

WinCraps Registered Version is just \$14.95 (US currency)!

Registered copies:

- May be used for an unlimited period of time.
- Are devoid of Order Form reminders.
- Come with a "Save settings" option.
- Are eligible for discounts on upgrades.

To order send check or money order in US dollars along with this order form to:

Cloud City Software  
4639 Somerset Ave SE  
Bellevue, WA 98006

OR register via CompuServe by entering **GO SWREG** (Registration ID #5386) and have the registration fee conveniently added to your CompuServe bill.

Select "Print Topic" from File menu to print this form.

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City, State, Zip: \_\_\_\_\_  
Country: \_\_\_\_\_

Number of copies: _____ at \$14.95 each:	=	_____
20% Discount on orders of 2 or more:	-	_____
Washington residents add 8.2% sales tax:	+	_____
Shipping & handling:	+	_____
US: \$2.50 (+ \$1/extra copy)		
Foreign: \$4.00 (+ \$1/extra copy)		
Total payment enclosed:	=	_____

Size disk(s) desired (circle one):    3.5" 1.44mb    3.5" 720k    5.25" 1.2mb

Send via Email in lieu of disk(s) (Yes / No): \_\_\_\_\_  
Email address: \_\_\_\_\_

Form: CS12

## Disclaimer of Warranty

CLOUD CITY SOFTWARE DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, AS TO PERFORMANCE, OF MERCHANTABILITY, QUALITY, OR FITNESS FOR A PARTICULAR PURPOSE REGARDING WINCRAPS.

BECAUSE OF THE MANY HARDWARE / SOFTWARE CONFIGURATIONS USERS

MAY HAVE, THE USER MUST ASSUME THE ENTIRE RISK OF INSTALLING AND USING THE PROGRAM. ANY LIABILITY OF CLOUD CITY SOFTWARE WILL BE LIMITED EXCLUSIVELY TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE TO REGISTERED USERS.

