



TRON'S CRAPS

PLAYER'S MANUAL

Full Casino Table • Version 1.0.0

Tron Software Limited • 2026

1. Welcome to the Table

Tron's Craps is a complete single-player casino craps table you play in your web browser. This manual explains the game, every bet on the layout, and exactly what each one pays. Craps looks busy at first glance, but it is built on one simple rhythm — the come-out roll and the point — and everything else layers on top of that.

You begin every session with a **\$1,000 bankroll**. Choose a chip, place bets on the felt, and roll the dice. The dice tumble across the table and settle on your result, which is paid or collected automatically.

2. Controls

Action	How to do it
Select a chip	Click a chip: \$1, \$5, \$25, \$100, or \$500
Place a bet	Left-click (or tap) a betting area
Remove a bet	Right-click the area, or use "Clear Bets"
Roll the dice	Click "ROLL DICE", or press Space or Enter
Add money	Click "Add \$1,000"

The readouts at the top show your Bankroll (cash on hand), the amount currently At Risk, the Last Roll, and the Point. The puck reads OFF during the come-out and ON once a point is set.

3. The Core Game: Come-Out and Point

The come-out roll (puck OFF)

- **7 or 11** — the Pass Line wins even money.
- **2, 3, or 12** (craps) — the Pass Line loses.
- **4, 5, 6, 8, 9, or 10** — that number becomes the **point**; the puck flips ON.

Making the point (puck ON)

The shooter keeps rolling. Roll the point number again to win the Pass Line; roll a **7** first ("seven-out") and the Pass Line loses and the round ends. A new shooter comes out.

4. The Line Bets

Pass Line — pays 1:1

The main bet, with the shooter. Placed before the come-out. Wins on 7/11 come-out and when the point is made; loses on craps or a seven-out.

Don't Pass Bar — pays 1:1

The opposite bet, against the shooter. Wins on 2/3 come-out and on a seven-out; loses on 7/11 and when the point is made. A come-out 12 is a push (barred).

Come & Don't Come — pay 1:1

Exactly like the Pass and Don't Pass bets, but started *after* a point is set. Drop a chip in the COME (or DON'T COME) box; the next roll behaves like a private come-out for that chip, then it travels to its own number and works from there.

5. Odds — the best bet on the table

Once you have a Pass or Come bet with a point, you may back it with an **Odds** bet. Odds are paid at **true odds**, so they carry **no house edge at all**. Lay Odds behind a Don't bet do the same in reverse.

Point	Pass / Come Odds	Don't / Lay Odds
4 or 10	2 : 1	1 : 2
5 or 9	3 : 2	2 : 3
6 or 8	6 : 5	5 : 6

6. The Field

A one-roll bet. The very next roll wins if it is **2, 3, 4, 9, 10, 11, or 12**; it loses on 5, 6, 7, or 8.

Roll	Pays
3, 4, 9, 10, 11	1 : 1
2	2 : 1 (double)
12	3 : 1 (triple)

7. Place Bets

Bet that a chosen number will roll before the next 7. Place bets are OFF during the come-out and working once the point is on.

Number	Pays
4 or 10	9 : 5
5 or 9	7 : 5
6 or 8	7 : 6

8. Hardways

A "hard" number is rolled as a matching pair (e.g. hard 8 = 4 + 4). The bet wins if the number is made the hard way and loses if it is made the easy way or a 7 rolls first.

Bet	Made as	Pays
Hard 4	2 + 2	7 : 1
Hard 6	3 + 3	9 : 1
Hard 8	4 + 4	9 : 1
Hard 10	5 + 5	7 : 1

9. Proposition Bets (one roll)

These sit in the center of the table and are decided on the very next roll.

Bet	Wins on	Pays
Any 7	7	4 : 1
Any Craps	2, 3, or 12	7 : 1
2 (Aces)	2	30 : 1
3 (Ace-Deuce)	3	15 : 1
11 (Yo)	11	15 : 1
12 (Boxcars)	12	30 : 1

10. The Odds Behind the Game

Every payout in Tron's Craps uses standard casino odds, and each house edge was verified against the published mathematical values. The lower the edge, the better the bet for the player.

Bet	House edge
Odds (Pass/Come/Don't)	0.00% — the best bet
Don't Pass / Don't Come	1.36%
Pass Line / Come	1.41%
Place 6 or 8	1.52%
Field (with 2x/3x)	2.78%
Place 5 or 9	4.00%
Place 4 or 10	6.67%
Hard 6 / Hard 8	9.09%
Any Craps / 3 / 11 / Hard 4 / Hard 10	11.11%
2 / 12	13.89%
Any 7	16.67% — the worst bet

11. A Word of Strategy

Stick to the line bets and back them with Odds; those carry the smallest edge on the table. The center proposition bets are exciting and pay big, but they favor the house the most. Set yourself a bankroll, enjoy the rolls, and remember: Tron's Craps is a game for fun, with no real money involved.

