

**Lucky Shooter**

is an exciting Craps side bet that adds an extra layer of action to the game. This bet can only be placed before a Point is established and offers increasing payouts based on how many Points are hit.

| Craps



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HOW TO PLAY

1. Place a Lucky Shooter side bet before the shooter establishes a Point.
2. If the dice roll results in a Point (4, 5, 6, 8, 9, or 10), that number becomes the Lucky Shooter Point, and the bet is locked in. The corresponding field on the Lucky Shooter layout turns red.
3. The bet now follows contract bet rules, meaning it cannot be increased, reduced, or removed until the outcome is determined.
4. If a different Point is rolled on the next throw, the player earns a hit, and the corresponding field on the Lucky Shooter layout turns blue.
5. If a Point is re-rolled within the required number of hits (as per the pay table), the player's bet is multiplied according to the payout structure.
6. The maximum payout is awarded when all Points are hit, and the originally established Point is re-rolled on the 6th roll.
7. If a 2, 3, 7, 11, or 12 is rolled before a Point is established, the bet is lost. However, if a 7 or 11 is rolled before a Point is established, the bet remains on the betting field.
8. If a Point is re-rolled before reaching the required number of hits, the bet is lost.

Winning Outcomes

- Each time a new Point is rolled, the player earns a hit.
- If the required number of hits is reached and the next roll is a Craps number (2, 3, or 12) or a 7 or 11, the bet is resolved and the player is paid accordingly.



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