

Bubble-Craps.com Presents:

A Step-by-Step Guide for the Arnold Craps Strategy (developed by Waylon's Way)

Step 1: Place Bet on the Pass Line

- Place a bet on the pass line.

Step 2: Roll the Bubble Dice (Come Out Roll)

- Press the button to start your roll.

Step 3: Come Out Roll Scenarios

1. Point Established (4, 5, 6, 8, 9, 10):
 - A point is established. Go to Step 4.
2. Win (7, 11):
 - You win the pass line bet. Replace your bet and go back to Step 2.
3. Crap Out (2, 3, 12):
 - You lose the pass line bet. Replace your bet and go back to Step 2.

Step 4: Place a Don't Come (DC) Bet

- Place a DC bet, typically four times your pass line bet.

Step 5: Roll the Bubble Dice (Point Roll)

- Press the button to start your roll.

Sub-Step 5a: Place a Come Bet

- Place a bet equal to the pass line bet on the Come bet. Press the button to start your roll.

Step 6: Point Roll Scenarios

1. Roll a 7:
 - Lose the pass line bet. Win the DC bet. Start over at Step 1.
2. Roll the Point Number:
 - Win the pass line bet. Place another pass line bet. DC bet moves to the new number rolled or stays in its current position. Go to Sub-Step 6a.
3. Roll a Different Number (4, 5, 6, 8, 9, 10):
 - DC bet moves to the number rolled. Place a Come bet equal to the pass line bet. Go to Step 7.
4. Roll a Crap Number (2, 3):
 - Win the DC bet. Place a new DC bet. Go to Step 5.
5. Roll an 11:
 - Lose the DC bet. Rebet the DC. Go to Step 5.
6. Roll a 12:
 - DC bet is a push. Leave the bet. Go to Step 5.

Sub-Step 6a: After Winning Pass Line Bet

- Place another pass line bet. Establish a new point. Continue with the DC bet in play. Go to Sub-Step 5a.

Step 7: Roll the Bubble Dice (Come Bet Roll)

- Press the button to start your roll.

Step 8: Come Bet Roll Scenarios

1. Roll the Point Number:
 - Win the pass line bet. Come bet moves to the rolled number. Place a new Come bet equal to the pass line bet. Go to Step 7.
2. Roll a 7:
 - Lose the pass line bet and Come bet. Win the DC bet. Start over at Step 1.
3. Roll the DC Bet Number:
 - Lose the DC bet. Go to Step 4.
4. Roll a Number Not the Point or DC Bet Number (4, 5, 6, 8, 9, 10):
 - Come bet moves to the rolled number. Place a new Come bet equal to the pass line bet. Go to Step 7.
5. Roll a Come Bet Number:
 - Win the Come bet. Ensure a bet equal to the pass line bet is on the Come bet. Go to Step 7.
6. Roll a Crap Number (2, 3, 12):
 - Lose the Come bet. Place a new Come bet equal to the pass line bet. Go to Step 7.
7. Roll an 11:
 - Win the Come bet. Place a new Come bet equal to the pass line bet. Go to Step 7.