

◆ CRAPSLETTE

Odds · Majority Dice · \$1,000 Table Max — Entertainment math only

Short rules

Three **amber specialty dice** on a roulette layout. Bet table min on **Even** or **Odd**. Outcome = **majority** even/odd among the three (2-of-3 or 3-of-3). **If the three dice sum to 7**, you must also bet table min on the **single zero or split zeros** (0 / 00 / 000 as the table offers). **Loss** → martingale up one step (2×). **Win** → trace back **two steps**. Table max **\$1,000** — cannot double past the cap. Fullhouse rules coming soon.

Seven → **zeros**: $P(\text{sum}=7)$ on fair 3d6 $\approx 6.944\%$ (15/216). Mandatory side bet at table min on the zero(s); Even/Odd still settles by majority on the same roll.

Crapslette dice majority (fair dice)

Settlement	P(maj. even)	P(maj. odd)	House edge
Majority of 3 amber dice	0.5	0.5	0.0%

Fair dice → each die 50/50 even/odd → majority is exactly 50/50 (0% HE from the dice alone). Martingale does not create edge; table max creates wipe risk.

Roulette even/odd house edge (if settled by wheel instead)

Comparison only — Crapslette settles by dice majority, not the wheel.

Wheel	Pockets	P(win)	House edge
Single zero	37	0.486486	2.7027%
Double zero	38	0.473684	5.2632%
Triple zero	39	0.461538	7.6923%

Table max \$1,000 — capped ladders (fair dice p=0.5)

Start	Capped ladder	Full bankroll	P(wipe)
\$5	5→10→20→40→80→160→320→640→1000	\$2,275	0.195%
\$10	10→20→40→80→160→320→640→1000	\$2,270	0.391%
\$15	15→30→60→120→240→480→960→1000	\$2,905	0.391%
\$20	20→40→80→160→320→640→1000	\$2,260	0.781%
\$25	25→50→100→200→400→800→1000	\$2,575	0.781%

P(wipe full ladder) if settled by roulette instead

Start	Single 0	Double 0	Triple 0
\$5	0.248%	0.31%	0.381%
\$10	0.484%	0.589%	0.707%
\$15	0.484%	0.589%	0.707%
\$20	0.942%	1.119%	1.312%
\$25	0.942%	1.119%	1.312%

Bankroll to survive N losses (capped ladders)

Start	N=0	N=1	N=2	N=3	N=4	N=5	N=6	N=7	N=8
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\$5	\$5	\$15	\$35	\$75	\$155	\$315	\$635	\$1,275	\$2,275
\$10	\$10	\$30	\$70	\$150	\$310	\$630	\$1,270	\$2,270	—
\$15	\$15	\$45	\$105	\$225	\$465	\$945	\$1,905	\$2,905	—
\$20	\$20	\$60	\$140	\$300	\$620	\$1,260	\$2,260	—	—
\$25	\$25	\$75	\$175	\$375	\$775	\$1,575	\$2,575	—	—

Lose-streak probabilities (fair dice)

N	1	2	3	4	5	6	7	8
P	50%	25%	12.5%	6.25%	3.125%	1.562%	0.781%	0.391%

Notes

- Rule: dice sum to 7 → mandatory table-min bet on single or split zeros.
- Video rule: majority of 3 amber dice settles Even/Odd.
- Fair dice majority has 0% mathematical house edge on 1:1 — risk is variance / table limits / bankroll ruin under martingale.
- Single/double/triple-zero tables shown for comparison if settling via roulette wheel instead (worse EV).
- Table max \$1000: ladders capped; cannot double past max.
- With fair-dice 0% HE, long-run EV ≈ 0 until a lose-streak exceeds the ladder — then table max creates the real risk.

Disclaimer: Entertainment math only. Not investment advice. Gamble responsibly. Martingale does not overcome house edge or create edge on fair dice — table max and variance create wipe risk. Not a betting system. Not investment advice. Gamble responsibly. Fullhouse rules coming soon.

Crapsette · Amber dice × Even/Odd · You make money (*brand swagger, not a guarantee*)