

How to Play Craps 11 Rolls to Win



A Free eBook Provided by:

The Big ‘M’ Casino, Myrtle Beach

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How to Play Craps – 11 Rolls to Win

Craps is not as confusing as it looks. It actually is an easy game to learn. Just understanding the basics of the game and some basic betting will get you started and on your way to hitting the Jackpot on the Big “M” Casino, Myrtle Beach!

Table of Contents

#1: The History of Craps	3
#2: Rules of Craps	4
#3: The Craps Table	5
#4: Basic Craps Bets	6
#5: Single Roll Craps Bets	8
#6: Multi Roll Craps Bets	9
#7: Proper Etiquette of Casino Craps	10
#9: Craps Betting Systems	13
#10: Craps Game Variations	14
#11: Craps and Dice Lingo	15



How to Play Craps – 11 Rolls to Win

#1: The History of Craps “Dice of Yesteryear”

Did you know that dice games have been around for more than 2,000 years? Obviously, we’ve stumbled onto something that provides enough entertainment to withstand the test of time!

The complete origin of the world famous, exciting Casino dice game known as *Craps* is still up for some debate. However, here is what we do know, what we think we know, and some of what we have no clue about when it comes to the history of Craps.

We know that Craps developed from an Old English game called *Hazard*. It is said that this game was invented in 1125 AD by Sir William of Tyre, during the Crusades. They came upon the castle which was named “Asart” or *Hazarth*. The game was said to have been a pastime for the crusaders while they were laying siege to the castle. Therefore, *Hazard*, was derived from the castle name.

However, other scholars believe *Hazard* originated from an Arabic dice game called *Al Zar*, which means "dice" in Arabic. It is thought that perhaps the game migrated to Europe with the help of merchants, even before the 12th century. There are also evidences for dice games even in Egypt dating back to 2600BC which may prove that dice games originated in the Arabic world. These may have played a vital role in the history of craps, but there are no solid connections at this point.

Craps in the 17th and 18th Centuries

The game of *Hazard* became a huge hit in England. In the 17th century, you would hear talk of *Hazard* or see it being played in nearly every tavern in England. The game was also played in luxury casinos where many of the higher class and nobleman were betting fortunes on the game.

The French also took up playing *Hazard*. Some say that the French changed the name to *Craps* to distinguish themselves from the Englishmen. The name *Craps* is a corruption of *Crabs*, which describes a losing roll of 2 in the game. Other scholars believe that the name *craps* originated in America, again as a result of a corruption of the term *crabs*. *Hazard* arrived to America with the British or French settlers. The game soon spread to Mississippi riverboats and along the coastline, then soon across the country.

John H. Winn developed the game even further in the 19th Century, and is known as the father of the modern game of *Craps* we play in Casinos around the world today!

By the end of this eBook, we’re sure you’ll have all the tools to play a decent game of craps. When you’re ready to roll the dice, you can make reservations on the [Myrtle Beach, Big “M” Casino](#) at any time!

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#2: Rules of Craps “That’s How I Roll”

So, you just role the dice, and win money, right? How hard can that be? Although Craps is a fairly easy game to learn, the rules of craps are slightly more involved than just throwing down money and rolling the dice. Here are the basics for playing Craps at a Casino.

“Casino Craps” or *Bank Craps* is one of the most exciting Casino games, with players standing around the Craps table, yelling and shouting in excitement. It is played by multiple players betting against the casino. Payouts for various bets may be slightly different, depending on the Casino.

Basic Rules of Craps:

Players take turns rolling two dice. Whoever’s rolling the dice is the *shooter*. The shooter must bet at least the table minimum on either the *Pass Line* or the *Don’t Pass Bar*. These may also be called the *Win* or *Right* bets, or the *Don’t Win* or *Wrong* bets.

The game is played in rounds, and each round has two phases, Come Out and Point.



Come Out - The Shooter makes one or more “Come Out” rolls to start a round.

- 🎲 A “Come Out” roll of 2, 3, or 12 ends the round (Called *Craps*, because the shooter is said to “Crap out”). Players lose their Pass Line bets on a Craps roll.
- 🎲 A “Come Out” roll of 7 or 11 (a “Natural”) results in a win for Pass Line bets.

The Shooter continues to make Come Out rolls until he rolls 4, 5, 6, 8, 9, or 10. This number becomes the *Point*. The dealer will move an On button to the point number, which lets everyone know it is the second phase of the round...the “Point” phase.

Point - For this phase, if the Shooter rolls a Point number, it’s a win for the Pass Line bets. If they roll a seven (Seven-out), it’s a loss for the Pass Line bets and the round is over.

If you are playing *Street Craps* or *Private Craps*, the rules of Craps are basically the same, with simplified betting options. However, there is no bank or house to cover the bets, so the players must bet against each other by covering or “fading” each other’s bets.






Want to play something other than Craps? Did you know that you can earn points redeemable for cash on our Slots by joining our [Player’s Club](#)?

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#3: The Craps Table “The Basics”

It's easy to spot the Craps Table when you walk into a casino. Just look for the slightly raucous and very excited crowd gathered around a table! There are also at least four casino employees standing around (Dealers & Stick Man).

If you get a peek through the crowd, you'll see that the Craps table is long and green. It is covered in felt, printed with a betting diagram. The center section is where the *Hardways* and *One Roll* bets can be placed. The ends of the table each have sections for the following:

-  Pass Line
-  Come
-  Place
-  Field
-  And various other bets

The Craps table layout may look a little confusing, because there are many different bets that can be made. However, remember that the ends of the table are mirror images of each other, so it's not really as confusing as it looks. It is just duplicated on each end to allow for more players at one Craps table.

In basic Craps play, only one bet is played (the Pass line bet), and it is placed on only one area of the Craps table layout...the rest can be ignored. So, as you step up to place your bets, don't be put off by the layout of the Craps table, it's actually very easy to navigate.



Did you know that you can spin to win a free cruise with buffet for two aboard the [Myrtle Beach, Big “M” Casino](#)? It's guaranteed to HIT!

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#4: Basic Craps Bets “Rockin’ and Rollin’”

Let's get ready to roll! You can pony up to the [Craps table](#) right away, as long as you understand some of these basic types of Craps bets.

Learning how to make a “Pass line” bet will get you started on your way. There are about 40 different Craps bets that can be made on the table layout. However, you don't need be concerned with those for now. To get started playing Craps, all you need to understand are these basic Craps bets.





Pass line Bet

The simplest of the Craps bets is the Pass line bet. It works like this. You place your bet on the Pass line before a new shooter begins his roll. This is known as the *come out* roll. On a come out roll...

-  If the shooter rolls a 7 or 11 you win.
-  If the shooter rolls a 2, 3 or 12, you lose.

It's as simple as that. If the shooter rolls any other number, that number becomes the *point number*. The shooter must roll that number again before a seven is rolled. If that happens, you win even money for your Pass line bet. However, if a Seven is rolled before the number is rolled again, you lose.

Here's an example:

-  A new shooter rolls the dice for the first time and they land on a 4 and a 2. The total is 6, which becomes the “Point.”
-  The dealer places a marker that looks like a hockey puck on the number 6 on the Craps table layout.
-  The shooter must now roll a 6 before he rolls a 7. If he rolls the 6, the Pass line bet wins and the shooter rolls again. This is a new come-out roll and the same procedure applies as the first time the shooter rolled the dice.
-  If the shooter rolls a seven before the six the pass line bet loses and the dice are passed to the next shooter.




Odds Bet

Once the point is established the bettor can make an additional bet behind the Pass line bet. This Craps bet is known as the *Odds Bet*. It is the only bet in the casino that does not have a house edge as it is paid off with true odds. Most casinos offer double odds for this bet. However, at The Big “M” Casino we offer **5 X odds**, which means you can make a bet five times the size of your Pass line bet!

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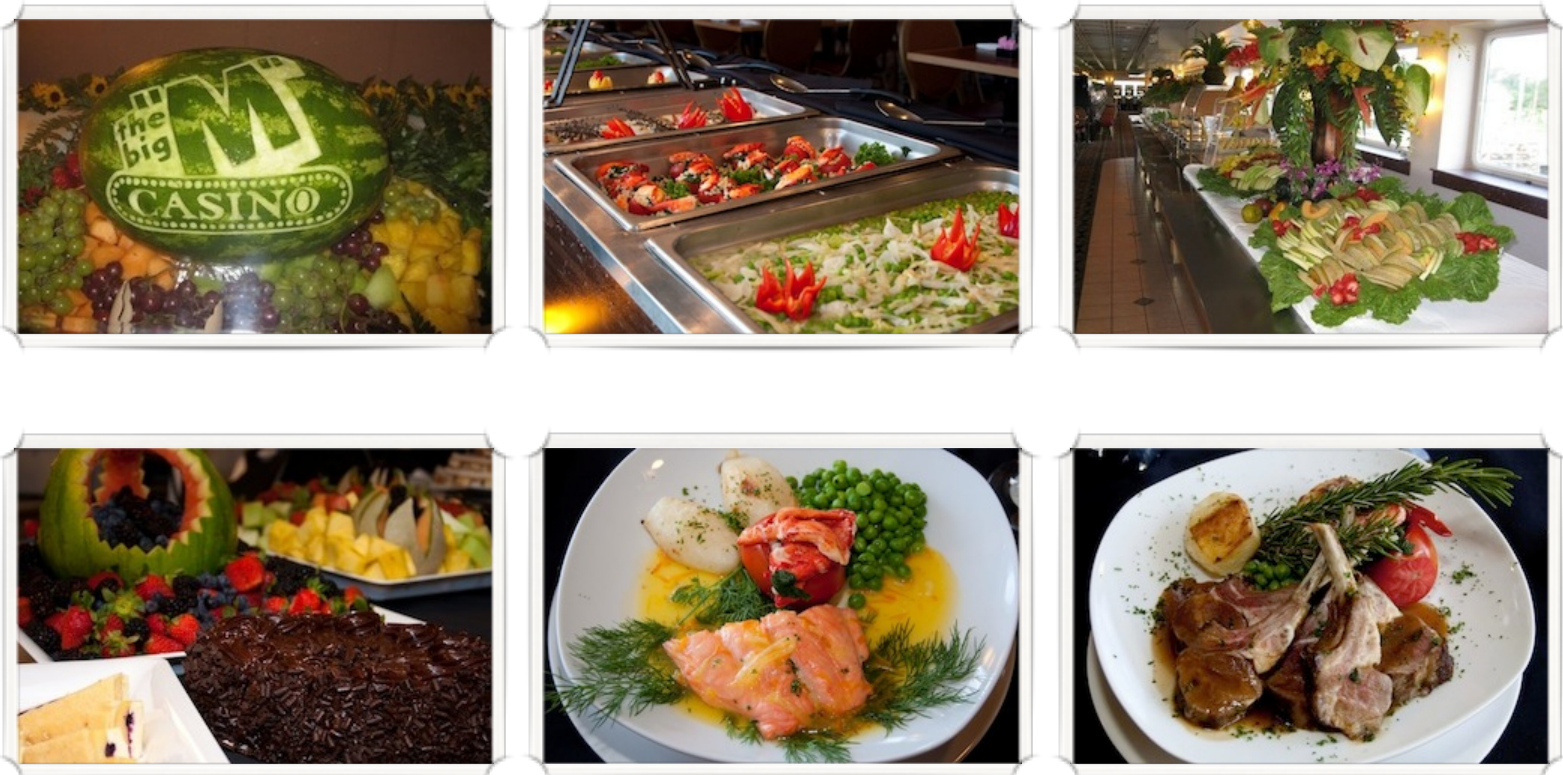
For Example:

If your Pass Line bet is \$5 you are allowed to make an odds bet of \$25. The odds bet is paid as follows:

-  If the point is 4 or 10 it pays 2 to 1
-  If the point is 5 or 9 it pays 3 to 2
-  If the point is 6 or 8 it pays 6 to 5

A Pass Line bet is the simplest Craps bet you can make, and will easily get you on your way to playing Craps. Then, if you're feeling lucky, try making an Odds bet and winning big at this exciting game!

Before you start rolling the dice and having the time of your life, you may want to consider our [All You Can Eat Buffet](#).



Of course, dining is *optional* but with all of these exquisite choices, you'd be cheating yourself out of the the complete Big "M" Casino experience.

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#5: Single Roll Craps Bets “Rolling Solo”

In Craps, “Single-roll” bets (also known as “proposition” bets) are bets that are resolved in just one roll of the dice by the Shooter. These are typically called “Service” bets, and are usually located in the center of the [Craps table](#). Only the Craps dealer can place a Service bet!

These bets include:

- 🎲 **2** (snake eyes, or Aces): Wins if shooter rolls a 2.
- 🎲 **3** (ace-deuce): Wins if the shooter rolls a 3.
- 🎲 **Yo**: Wins if the shooter rolls 11.
- 🎲 **12** (boxcars, midnight, or cornrows): Wins if shooter rolls a 12.
- 🎲 **2 or 12** (hi-lo): Wins if shooter rolls a 2 or 12. The stickman places this bet on the line dividing the 2 and 12 bets.
- 🎲 **Any Craps** (Three-Way): Wins if the shooter rolls 2, 3 or 12.
- 🎲 **C & E**: A combined bet, a player is betting half their bet on craps and the other half on yo (11). One will always lose, the other may win.
- 🎲 **Any seven** (Big Red): Wins if the shooter rolls a 7.
- 🎲 **The Horn**: This is a bet that involves betting on 1 unit each for 2, 3, 11 and 12 at the same time for the next roll. The bet is actually four separate bets, and pays off depending on which number is actually rolled, minus three units for the other three losing bets.
- 🎲 **Whirl or World**: bet is a five-unit bet that is a combination of a horn and any-seven bet, with the idea that if a seven is rolled the bet is a push, because the money won on the seven is lost on the horn portions of the bet.
- 🎲 **On the Hop**: A bet on any particular combination of the two dice on the next roll. For example, if you bet on “5 and 1” on the hop, you are betting that the next roll will have a 5 on one die and a 1 on the other die. The bet pays 15:1
- 🎲 **Field**: This Craps bet is a wager that one of the numbers 2, 3, 4, 9, 10, 11, or 12 will appear on the next roll of the dice. This bet typically pays more (2:1 or 3:1) if 2 or 12 is rolled, and 1:1 if 3, 4, 9, 10 or 11 is rolled. The Field bet is a “Self-Service” Bet. Unlike the other proposition bets which are handled by the dealers or stickman, the field bet is placed directly by the player.



Want to try one of the other [casino games](#) aboard the Myrtle Beach, Big “M” Casino? We also offer other FREE eBooks such as [How to Play Roulette - 16 Spins to Win](#) and [How to Play Blackjack - 21 Winning Tips](#).

How to Play Craps – 11 Rolls to Win

#6: Multi Roll Craps Bets “All Together Now”

Multi-Roll bets in Craps are the bets that may not be settled on the first roll. You may need several subsequent rolls before the outcome is determined. If a point is made by the shooter before the outcome of the multi roll bet is decided, these bets are considered “not working” in the new come-out roll until the next point is established. That is, unless the player calls the bet as “working.” Casino rules for Craps can vary on this, so it’s best to check first to see what their rule is on these bets.

Here are the definitions of some typical Multi Roll bets in Craps:

Hard way: A bet that the shooter will throw a 4, 6, 8 or 10 the "hard way", before he throws a seven or the corresponding "easy way". A hard way is when both dice show identical values, also known as "doubles" or "pairs", so 2-2 is a “hard way” 4.

Easy way: This is the opposite of hard way (Yes, thank you Captain obvious!) This is a bet in Craps that the shooter will throw a specific “easy way” (either 4, 6, 8 or 10), before he throws a seven. An easy way is a value that does not have two dice identical, so 3-1 is easy way 4. These are rarely available as bets except by placing on a point number (which pays off on easy or hard rolls of that number).

Big 6 and Big 8: A player can choose either the 6 or 8 being rolled before the shooter throws a seven. These wagers are usually avoided by experienced Craps players since they pay even money (1:1) while a player can make place bets on the 6 or the 8, which pay more (7:6). Some casinos do not even offer the Big 6 & 8. The bets are located in the corners behind the pass line, and bets may be placed directly by players.

Place and Buy: Players can place or buy any point number (4, 5, 6, 8, 9, 10) by placing their bet in the “come” area and telling the dealer how much and on what number(s), "30 on the 6", "5 on the 5" or "25 buy the 10". Both Place and Buy bets are bets that the number bet on will be rolled before a 7 is rolled. These bets in the game of Craps are considered working bets, and will continue to be paid out each time a shooter rolls the place or buy point number. By rules, place bets are NOT working on the come out roll but can be "turned on" by the player.



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How to Play Craps – 11 Rolls to Win

#7: Proper Etiquette of Casino Craps “Play Nice with the Dice”

If you're a newbie at the game of Craps, you may want to review a little “Craps Etiquette” before bellying up to one of the most exciting games in the casino!

Holding/shaking the dice: You may only use one hand when handling the dice, and do not take the dice past the edge of the table. If you need to change hands (sometimes even this is not permitted), you must set the dice on the table, then pick up with the other hand.

Throwing the dice: You are expected to hit the farthest wall at the opposite end of the table when throwing the dice. Most casinos will allow a roll that falls short of this, as long as the dice are thrown past the middle of the table. The dice must be tossed, not slid across the table, but do not throw higher than eye level of the dealer.

Where the dice land: If the dice land on players' bets, the dealer's working stacks, on the marker puck, or one die on top of the other, they are still considered “in play”. However, if they land in the boxman's bank, stickman's bowl, in the table rails, or if both dice leave the table, the roll is invalid. If dice hit a player or dealer and roll back onto the table, the roll counts as long as the person hit didn't interfere with the die or dice. However, some casinos may still call a “no roll” if this happens.

Dealers rules: Dealers are not allowed to touch players' hands, or vice versa. Players are expected to lay down cash on the layout, which the dealer picks up, then places chips in front of the player.

Chips: If possible, you should place chips on the board, don't toss them.

Passing: When offered the dice to shoot, you may pass them along to the next player without worrying about offending anyone. However, one player must always be a “shooter” for the game to continue.

Tipping: The most common form of tipping is to simply toss chips onto the table and say “For the dealers” or “For the boys”. You may also place bets for the dealer.

Bad-Luck: After the come-out roll, it's considered bad luck to say the word “seven”. A common nickname for this number is *Big Red* or simply *Red* (since the 7 betting space is large & red). It's also considered bad luck for the shooter to leave a table after a successful come-out roll. Shooter retains the right to roll & is expected to roll until they seven out (or “crap out”).

Late Bets: It's considered rude to make wagers while **dice** are no longer in the middle of the table.

How to Play Craps – 11 Rolls to Win

#8: Betting the Odds in Craps “Roll With the Punches”




The payout ratios at casinos may vary, but betting the odds is the same. Here is a list a few of the various bets, their odds, and the house edge.

Bet	True Odds	Odds Paid	House Edge
Pass/Come	251:244	1:1	1.41%
Don't Pass/Don't Come	976:949	1:1	1.40%
Yo (11)	17:1	15:1	11.11%
3	17:1	15:1	11.11%
2	35:1	30:1	13.89%
12	35:1	30:1	13.89%
Hi-Lo	17:1	15:1	11.11%
Craps	8:1	7:1	11.11%
C&E	5:1	3:1 on Craps 7:1 on 11	11.11%
Any 7	5:1	4:1	16.67%
Field	5:4	1:1 on 3, 4, 9, 10, 11 2:1 on 2 or 12 (if 3:1 on 12)	5.56% 2.78%
The Horn	5:1	27:4 on 2 or 12 3:1 on 3 or 11	12.5%
Whirl/World	2:1	26:5 on 2 or 12 11:5 on 3 or 11 0:1 (push) on 7	13.33%

Betting the Odds

After you make a pass line bet, casinos will allow you to make an additional bet known as the *Odds bet*. This a great way of betting the odds to increase your chances. A bet is placed behind your original pass line bet on the craps layout. When a shooter makes his point, you are paid even money for your pass line bet and you are paid true odds for you odds bet.

How to Play Craps – 11 Rolls to Win

-  If the point is 4 or 10 you are paid 2 to 1
-  If the point is 5 or 9 you are paid 3 to 2
-  If the point is 6 or 8 you are paid 6 to 5

Most casinos allow you to take double odds on your pass line bet. That means if you put \$5 on the pass line, you would be allowed to make an odds bet of \$10.

As we mentioned before, the Big “M” Casino offers **5x odds bets**, allowing you to multiply your bet by 5!! What a great way of betting the odds and winning big!

Check out the [Big “M” Casino’s monthly calendar](#) where you’ll find a schedule of events including live entertainment on select cruises as well as cruises especially for our VIPs and our guests who are 40+ and 55+.



No one throws a party like the [Big “M” Casino!](#)

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#9: Craps Betting Systems “Don’t Mess With My Mojo”

Obviously, your “best bet” in Casino Craps, is to place bets with the smallest house advantage. With over 100 different bets and combinations of bets, sometimes this isn’t always easy to figure out.

Some people have a betting system that they use to try to gain an advantage. Although no betting system can be consistent in a game of pure chance, here are a few methods that some gamblers believe still give them an edge.

Martingale system

The player starts by betting a given amount, for instance \$1, and doubles his bet whenever he loses. Upon winning, he starts over at the initial amount. The idea with the Martingale system is to realize a net win equal to the initial amount after every eventual win. However, the Martingale system typically fails because either the player will either run out of money after having to double his bet in a losing streak. Or he will be unable to bet the amount dictated by the system because it exceeds maximum bets allowed by the casino. The Martingale system also only yields a profit equal to the initial bet amount every time the player wins. If the initial amount is small, the payout from each Martingale sequence will be equally small.

Gambler's fallacy

In Craps terms, this betting system holds the belief that past dice rolls influence the probabilities of future dice rolls. For example, if an 11 has not been rolled in several rolls, it is more likely to be rolled. Since each roll is independent, this fallacy does not hold true. Each roll has a 1/18th chance of being an 11, regardless of previous rolls, so this betting system is just an illusion.

Dice setting or dice control

Some feel they can “set” the dice in a particular orientation, and then throw them in such a manner that they have an influence on the way it lands. The theory is that the dice, given the same throw from the same starting configuration, will tumble in the same way and therefore show the same or similar values every time. This betting system is slightly more plausible than others, because if it were possible to alter the probabilities of each outcome, then a winning betting system could be devised. However, Casinos take steps to prevent this betting system. Dice are usually required to hit the back wall of the table, faced with an angular texture, making controlled spins very difficult.

Did you know that if you bring a party of 10 or more, the Big “M” Casino can offer you a [group rate](#) as long as you reserve your seats in advance? The Big “M” Casino *Savings Book* is PERFECT for corporate events, group outings, office parties, Christmas parties, tour groups, and more!

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#10: Craps Game Variations “Switch it Up”

Casino Craps is the most popular form of the dice game we all know and love. However, there are some variations of the game that you should know about.

Bank Craps or *Las Vegas Craps* is popular in Nevada casinos, so if you're planning on taking a weekend in Vegas, listen up. Bank Craps uses a special table layout, which has a wire or string stretched a few inches from the table's surface. All bets must be made against the house, and the dice must be thrown over the wire or string. The house edge in this version is approximately 1.4%.

Crapless Craps is basically a simplified version of the original game. This is typically the version you'll see if you play online Craps. In Crapless Craps, the shooter is at a much greater disadvantage. The house edge is 5.38%. Also, in this version, players can bet on rolling a 2, 3, 11, or 12 before a 7 is thrown.

New York Craps is played mostly in and around...well...New York and the East Coast of the United States. The table layout in this version is also different. It's called a *double-end-dealer* table. The other primary difference is that New York Craps doesn't allow Come or Don't Come bets. The overall house edge is 5%.

Simplified Craps - This variation can be won by rolling 2, 3, 4, 10, 11 or 12. If a 5, 6, 7, 8, or 9 is rolled, the player loses. Simplified Craps has an overall house edge of 2.8%

Die Rich Craps - This version is also known by several other names, including Fading Craps, Open Craps, or Money Craps. This game is played using only one die. These games usually involve big money (thus the “die rich”...only if you're on the winning end, of course!). This variant is usually played in private and involves specific bets made against the book. The book keeps a percentage of the total money wagered. Be warned...this version is illegal both online and offline!



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#11: Craps and Dice Lingo “Talking Craps”

If you want to be a high roller at the Craps table, then there it's a good idea to familiarize yourself with the dice and Craps “Lingo”. Now, don't let this “dice dialect” intimidate you. You can still easily pick up the game without memorizing this glossary of dice discourse and “Craps talk”. However, it will definitely improve your confidence at the table if you understand some of the following terms:

Aces: Betting that the next roll will be the total sum of 2 (each dice rolls a one). Also called “Snake Eyes”.

Big Red: Another word for seven. (Remember, it's bad luck to use the word seven at the table!)

Bones: Another name for dice.

Boxcars: Slang for a total of 12 on the dice. Also called “Midnight”.

Boxman: Table supervisor who sits between the dealers and opposite the “Stickman”.

Box Numbers: These are the Place bet numbers; 4-5-6-8-9-10.

Boys or The Boys: Slang for the Dealers (this can apply, even if the Dealers are female)

Come bet: A bet made after the Point is established. The same as a Pass Line bet.

Come out roll: The first roll of the dice to establish a point.

Crap Numbers: The numbers 2, 3 and 12.

Don't Come bet: A don't pass bet made after the Point is established.

Don't Pass bet: A bet that the shooter will not make his point when he rolls the dice

Front Line: Another name for a Pass Line bet.

Field Bet: One time bet that the next roll of the dice will be on numbers in the “Field Box”

Garden: Slang for the Field Bet.

Hard Way: A bet on 4, 6, 8, or 10 that wins only if the dice roll as pairs; 2-2, 3-3, 4-4, 5-5.

Hi-Lo: A one roll bet on 2 & 12

Hi-Lo-Yo: A one roll bet on 2,12 & 11.

Hot Dice or Hot Table: When players are winning

Lay bet : A bet that a dice roll will be 7 before the number you are placing comes up.

Little Joe: Slang for a pair of twos on a dice roll or Hard 4.

How to Play Craps – 11 Rolls to Win

Mark the Point: The dealer puts the Puck on the layout to indicate the point number.

Natural: A seven or 11 dice roll on the “come out” roll for a winning bet.

Odds Bet: An additional wager made in addition to the pass line bet.

Off: What you say to indicate that bets are not active on the next roll of the dice.

On: This means that your bets are working or in action.

Outside Numbers: Place bets on the 4-10 –5-9.

Parlay: Adding your winnings to an original bet and wagering it all.

Pass Line Bet: A wager made on the come out dice roll in which you are betting that the shooter will make the point.

Point: The number established by the come out dice roll.

Proposition Bet: A wager on one of the bets in the center of the layout.

Right Better: A player with a bet on the pass line.

Rack: The grooved rail where you keep your chips.

Seven Out: Expression when a shooter rolls a seven before making their point thus losing the pass line bet.

Shooter: The player rolling the dice.

Snake Eyes: Slang for rolling a 2 (each dice has a 1). Also called “Aces”.

Stickman: The dealer with the stick that pushed the dice to the shooter and calls the rolls.

Token: Another word for a tip.

Wrong Bettor: A player betting against the shooter.

Yo or Yo-eleven: The word used for rolling an eleven so as to not confuse it with “seven.”

Now that you're fully educated, please join us on the Big “M” Casino Cruise Ship for an exhilarating game of Craps. Spin to [win a free cruise](#), [make reservations](#), and [bring your friends](#)!

