

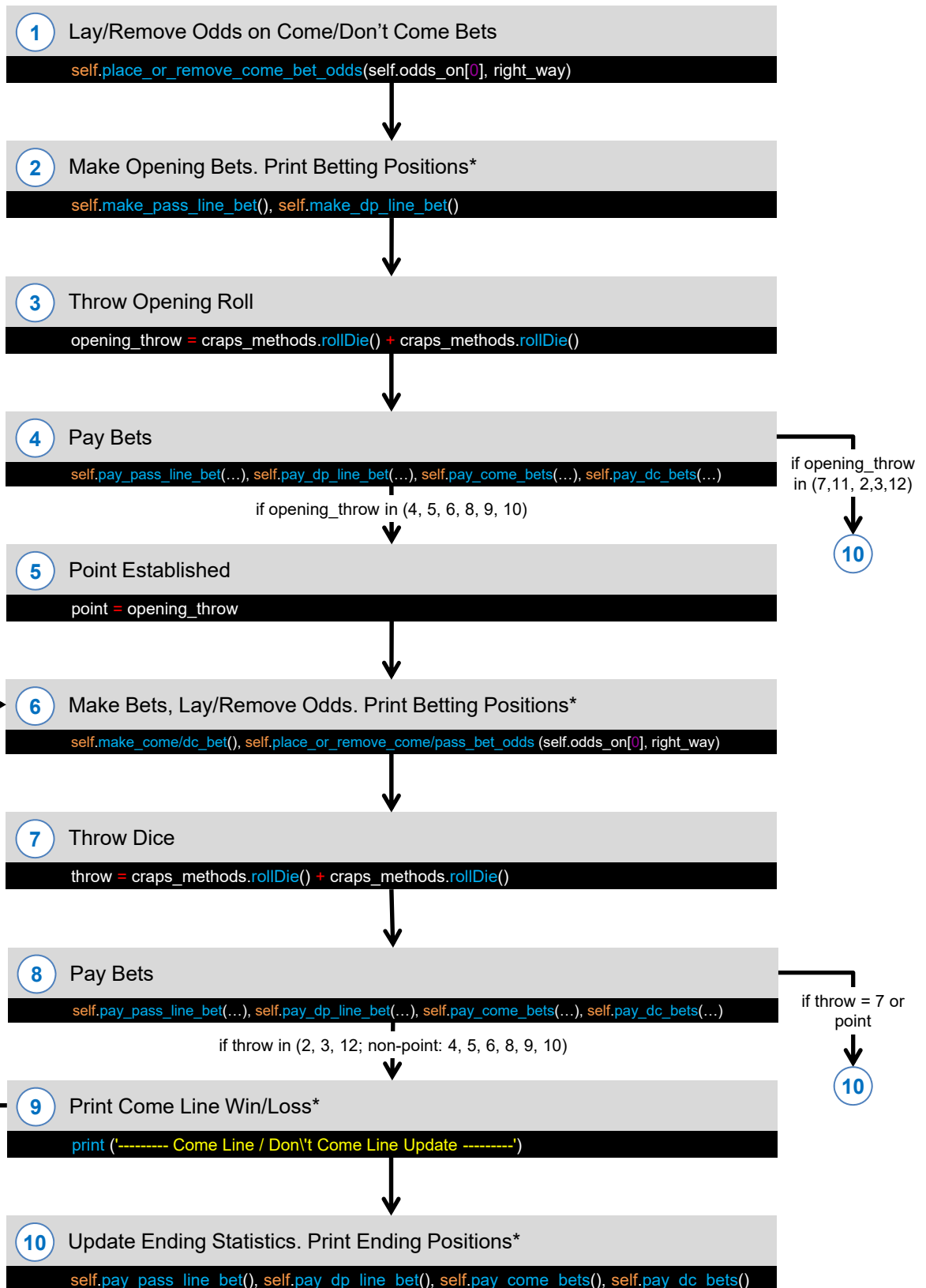
# Craps Simulator

## CrapsGame.shooter\_rolls( ) Method Flow

Lay Odds Trigger  
`self.odd_on[0]`

Default: False unless  
 already set within  
 CrapsGame class

Determined by  
 consec\_rolls or prior  
 win/loss



\* if `print_results = True`