

## MATINEE

| PAGE #       | COLOUR | GAME # | HOW TO WIN   | CONSOLATION<br>PRIZE                               |  |  |
|--------------|--------|--------|--|--|--|--|
| 1            | ORANGE | 1      | WARM-UP BOOK: Any line or 4 corners  | \$50   |  |  |
| 2            | BROWN  | 2      | WARM-UP BOOK: 2 lines any way  | \$50   |  |  |
| 3            | GREY   | 3      | WARM-UP BOOK: Any line or 4 corners  | \$50   |  |  |
| 4            | BLUE   | 4      | WARM-UP BOOK: 2 lines any way  | \$50   |  |  |
| 5            | YELLOW | 5      | WARM-UP BOOK: Any line or 4 corners  | \$50   |  |  |
|              |        | 6      | <b>PLAYMANITOBA:</b><br>3 lines any way. Bingo on PlayManitoba number,<br>1st ball out of the 5 page warm-up, to win the<br>accumulator prize of 50% of sales per event until won. | \$200  |  |  |
| 1            | PINK   | 7      | Little diamond   | \$100  |  |  |
| 1            | PINK   | 8      | Letter "T" any way   | \$100  |  |  |
| 2            | AQUA   | 9      | Small letter "V" any way   | \$100  |  |  |
| 2            | AQUA   | 10     | Letter "X"   | \$100  |  |  |
|              |        | 11     | <b>TOP &amp; BOTTOM LINE:</b><br>Top & bottom line   | \$300  |  |  |
| 3            | PURPLE | 12     | Any line or 4 corners  | \$100  |  |  |
| 3            | PURPLE | 13     | 2 postage stamps any corner  | \$100  |  |  |
|              |        | 14     | <b>LUCKY 7:</b><br>\$700 in 17 numbers or less.<br>Add 1 number per event until won.   | \$300  |  |  |
| 4            | LIME   | 15     | Any outside line   | \$100  |  |  |
| 4            | LIME   | 16     | Letter "L" any way   | \$100  |  |  |
| 5            | PEACH  | 17     | Wee house  | \$100  |  |  |
| 5            | PEACH  | 18     | Outside pyramid  | \$100  |  |  |
|              |        | 19     | <b>NATURAL LETTER "Z":</b><br>\$700 in 20 numbers or less. Add 1 number per event<br>till won.   | \$300  |  |  |
| INTERMISSION |        |        |  |  |  |  |
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| 6            | ORANGE | 20     | 1 diagonal line  | \$100  |  |  |
| 6            | ORANGE | 21     | Crazy kite   | \$100  |  |  |
| 7            | BROWN  | 22     | Block of 6 anywhere  | \$100  |  |  |
| 7            | BROWN  | 23     | Block of 9 anywhere  | \$100  |  |  |
|              |        | 24     | <b>BONANZA FULL CARD:</b><br>Accumulator starts at \$700 in 49 numbers or less.<br>Add 1 number per event until won.   | \$300  |  |  |
|              |        | 25     | <b>KA-CHINGO SPECIAL FULL CARD:</b><br>\$1,000 in 50 numbers or less. Add 50% of<br>Ka-Chingo special sales to the accumulator prize<br>per event until won.                       | 25% of daily<br>sales of Ka-Chingo<br>bingo cards. |  |  |

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|--------|--------|--------|--|----------------------|
|        |        | 26     | <b>PICK 7:</b><br>Pick your own 7 numbers/quick pick. Bingo in 16<br>numbers or less to win the accumulator prize of 50%<br>of sales, per event. Add 1 number per event until won. | \$200                |
| 8      | GRAY   | 27     | 4 inside or 4 outside corners  | \$100                |
| 8      | GRAY   | 28     | Letter "X"   | \$100                |
| 9      | BLUE   | 29     | 1 line any way   | \$100                |
| 9      | BLUE   | 30     | Diamond  | \$100                |
| 10     | YELLOW | 31     | JACKPOT: Wee house   | \$200                |
| 10     | YELLOW | 32     | <b>JACKPOT:</b> Full card accumulator.<br>Accumulator starts at \$1500 in 50 numbers or less.<br>Add \$100 per event until won.  | \$500                |
|        |        | 33     | MANAGER'S SPECIAL:<br>2 lines any way  | \$300                |

| PRODUCT & PRICES     |      |
|----------------------|------|
| 9 to View Book       | \$7  |
| 12 to View Book      | \$9  |
| 15 to View Book      | \$10 |
| Warm-up 5 Page Book  | \$2  |
| PlayManitoba         | \$2  |
| Top & Bottom Line    | \$1  |
| Lucky 7              | \$1  |
| Natural Letter "Z"   | \$1  |
| Bonanza (Strip of 3) | \$1  |
| Ka-Chingo Special    | \$2  |
| Pick 7               | \$1  |
| Extra Jackpot        | \$1  |
| Manager's Special    | \$1  |

In cases of multiple winners, prizes will be evenly split between the winning patterns.

## **BINGO HOUSE RULES**

- 1. No admission to persons under age 18.
- 2. Players purchasing Bingo product after the start of a Bingo session will not be allowed to play the game(s) that is in progress. This rule applies to single and multi-part games. Bingo play will be available at the start of the next game.
- 3. Minimum prize split is \$10.00 except during the Share The Wealth sessions. There is no guaranteed minimum prize for Share The Wealth Games.
- 4. Players must report any discrepancy or Electronic Gaming Machine (EGM) malfunction immediately.
- 5. Bingo monitors are displayed as a courtesy only. A winning Bingo is determined by the actual numbers called.
  - A. The number called must match the number drawn. In cases where the number called is different from the number drawn, the number drawn will be honoured.
- 6. Decision of Casino Management is final on all games.
- 7. Casino Management reserves the right to limit multiple EGM play.
- 8. EGMs may not be reserved.

FOR BINGO SESSION TIMES

& ACCUMULATED PRIZES

CALL (204) 957-2710

- 9. EGM malfunction voids all plays and pays.
- 10. The Casino reserves the right to cancel Bingo play at any time.
- 11. In the event of a system failure, Bingo play will stop at both casinos.
- 12. The Casino reserves the right to refuse admission.

**BINGO RULES OF PLAY** 

CLUB CARD

1. Each player must purchase a regular game book in order to play any special(s) when applicable.

PLAY AND

If gambling is becoming more than just a game for you or anyone you know, call the **Problem Gambling Helpline** at **1-800-463-1554** 

EARN ON YOUR

**FAVOURITE GAMES!** 

- 2. For games with pre-called numbers, the pre-called numbers will be called prior to start of the sessions once players are in attendance.
- 3. It is the player's responsibility to touch the dabber button and/or zoom ball on the terminal, and shout "Bingo".
- To claim a Bingo, the winner must press the dabber button or touch the zoom ball on the screen. This will alert the caller and other Bingo players that a Bingo game has been won.
- If a player shouts Bingo after the Caller has started to call the letter of the next ball, the Caller must complete the call and that number will be eligible.
- When a player has a bingo and presses the dabber button or touches the zoom ball and/or the player shouts "Bingo", no further numbers will be called until all Bingos are checked.
- Before closing a game, Callers will clearly ask if anyone else has a Bingo to be checked and announce that the game is now closed.
  A. Once the game is closed no further Bingos will be honoured.
- 8. Games may be won in any order.

## CasinosOfWinnipeg.com

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