



## SUNRISE SUNSET

PAGE #	COLOUR	GAME #	HOW TO WIN	CONSOLATION PRIZE
1	BROWN	1	WARM-UP BOOK: Any line or 4 corners	\$50
2	BLUE	2	WARM-UP BOOK: 2 lines any way	\$50
3	ORANGE	3	WARM-UP BOOK: Any line or 4 corners	\$50
4	GREY	4	WARM-UP BOOK: 2 lines any way	\$50
5	YELLOW	5	WARM-UP BOOK: Any line or 4 corners	\$50
		6	PLAYMANITOBA:  3 lines any way. Bingo on PlayManitoba number, 1st ball out of the 5 page warm-up, to win the accumulator prize of 50% of sales per event until won.	\$200
1	BLUE	7	1 line any way	\$75
1	BLUE	8	2 lines any way	\$75
2	PEACH	9	Any outside line	\$75
2	PEACH	10	Letter "L" any way	\$75
		11	\$500 in 17 numbers or less. Add 1 number per event until won.	\$100
3	AQUA	12	Any line or 4 corners	\$75
3	AQUA	13	2 postage stamps	\$75
		14	FIRST SPECIAL: Letter "T" any way. \$400 in 22 numbers or less.	\$100
4	YELLOW	15	Block of 6 anywhere	\$75
4	YELLOW	16	Block of 9 anywhere	\$75
		17	PICK 7: Pick your own 7 numbers/quick pick. Bingo in 16 numbers or less to win the accumulator prize of 50% of sales, per event. Add 1 number per event until won.	\$100

## INTERMISSION

PAGE #	COLOUR	GAME #	HOW TO WIN	CONSOLATION PRIZE
		18	RIVER CITY SPECIAL FULL CARD: \$250 in 49 numbers or less. Add 25% of River City Special sales to the accumulator prize per event until won.	25% of morning sales of River City Special Cards
5	PINK	19	Any outside line	\$75
5	PINK	20	Any 2 outside lines	\$75

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6	GREY	21	Any line or 4 corners	\$75
6	GREY	22	2 lines any way	\$75
		23	<b>BONANZA FULL CARD:</b> \$500 in 49 numbers or less. Add 1 number per event until won.	\$100
7	LIME	24	Wee House	\$75
7	LIME	25	Outside Pyramid	\$75
8	BROWN	26	Wee house	\$100
8	BROWN	27	Full card	
			JACKPOT: \$1,000 in 53 numbers or less until won.	\$400
		28	LAST CHANCE: 2 lines any way	\$100

PRODUCT & PRICES	
9 to View Book	\$5
Warm-up 5 Page Book	\$2
PlayManitoba	\$2
Lucky 7	\$1
First Special Letter T	\$1
Pick 7	\$1
River City Special Full Card	\$2
Bonanza (Strip of 3)	\$1
Extra Jackpot	\$1
Last Chance	\$1

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



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

## **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.
- Players must report any discrepancy or Electronic Gaming Machine (EGM) malfunction immediately.
- 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.
- 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**

- 1. Each player must purchase a regular game book in order to play any special(s) when applicable.
- 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.
- 5. 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.
- 6. 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.
- 7. 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.



