



MATINEE

PAGE #	COLOUR	GAME #	HOW TO WIN	CONSOLATION 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	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	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	TOP & BOTTOM LINE: Top & bottom line	\$300
3	PURPLE	12	Any line or 4 corners	\$100
3	PURPLE	13	2 postage stamps any corner	\$100
		14	\$700 in 17 numbers or less. 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	NATURAL LETTER "Z": \$700 in 20 numbers or less. Add 1 number per event till won.	\$300
			INTERMISSION	
PAGE #	COLOUR	GAME #	HOW TO WIN	CONSOLATION PRIZE
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	BONANZA FULL CARD: Accumulator starts at \$700 in 49 numbers or less. Add 1 number per event until won.	\$300
		25	KA-CHINGO SPECIAL FULL CARD: \$1,000 in 50 numbers or less. Add 25% of Ka-Chingo special sales to the accumulator prize per event until won.	25% of daily sales of Ka-Chingo bingo cards.

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		26	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.	\$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	JACKPOT: Full card accumulator. Accumulator starts at \$1500 in 50 numbers or less. Add \$100 per event until won.	\$500
		33	MANAGER'S SPECIAL: 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.



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.
- 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.
- 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.
- It is the player's responsibility to touch the dabber button and/or zoom ball on the terminal, and shout "Bingo".
- 4. 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.
- 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.



