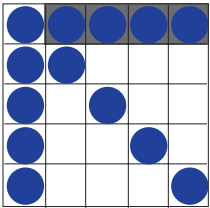


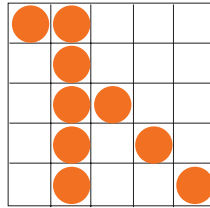
# MATINEE SESSION

1



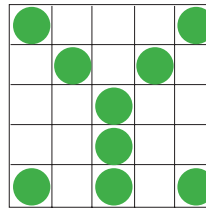
Double Bingo \$100  
Triple Bingo \$250

2



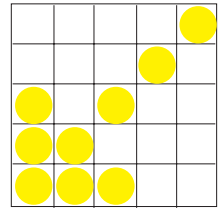
One Easy W/ One Hard \$250  
Second Chance \$100

3



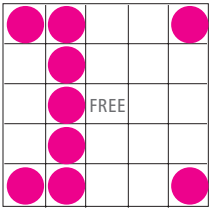
Crazy Letter "Y" W/ Outside  
Four Corners \$250  
Second Chance \$100

4



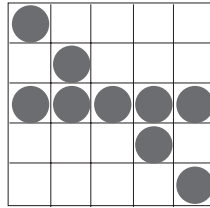
Crazy Arrow \$250  
Second Chance \$100

5



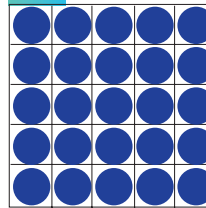
Hardway Bingo W/ Outside  
Four Corners \$250  
Second Chance \$100

6



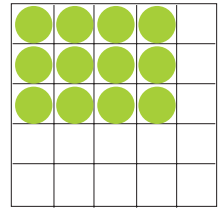
Two Easy Bingos \$250  
(Both must use free space)  
Second Chance \$100

7 \$1 on Floor



Double Dab Coverall \$200

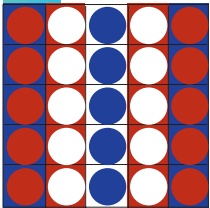
8 \$1 on Floor



Six Pack \$100  
Nine Pack \$200  
Twelve Pack \$600

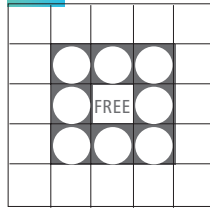
## 15-MINUTE INTERMISSION

9 \$3 on Floor



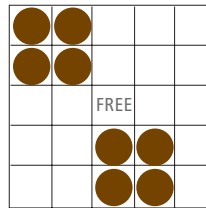
Red White Blue Coverall  
Jackpot in posted# or less  
Consolation \$500

10



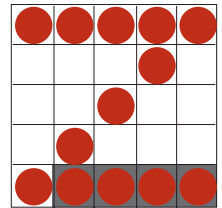
U-Pick-Em Coverall  
Jackpot in 20#'s or less  
Consolation \$600

11



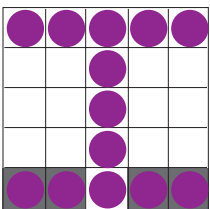
Hardway Two Blocks of Four \$250  
Second Chance \$100

12 \$1 on Floor



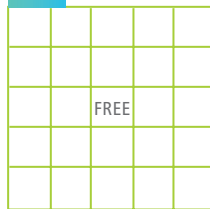
Number "7" \$100  
Letter "Z" \$800

13



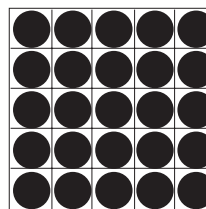
Crazy Letter "T" \$100  
Crazy Letter "H" \$250

14 \$1 on Floor



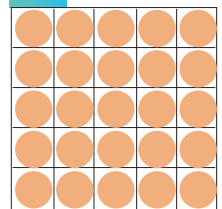
Caller's Choice  
Pattern Changes Monthly  
Payout Based on Sales

15 \$2 on Floor



Bonus Ball Coverall \$1,199  
Second Chance \$250

16 \$1 on Floor



Bonanza Coverall  
Jackpot in 50#'s or less  
Consolation \$350

Not Included in Entry Pack

Second Pattern

Color of patterns represent color of paper.



**FIREKEEPERS**  
CASINO • HOTEL  
BATTLE CREEK

Doors Open 10:00am  
Sales Begin 10:30am  
Warm Ups Begin 12:00pm  
Session Begins 12:30pm  
Admission Sales Close 1:00pm

## ADMISSIONS COUNTER

Double-Action Fireball	\$2
Bonus Ball	\$2
U-Pick-Em's	\$2

## WARM UPS

Paper & Electronic	\$5
5 Games - Minis Wild Double Bingo	
Payout: \$150	

## PAPER PRICING

6-on 11-up	\$10
9-on 11-up	\$14
Special Pack	\$9

## ELECTRONIC PRICING

30 Card	\$30
20 Card Add-On	\$15
Special Pack (Does not include Bonanza)	\$8
Bonanza (10 Cards)	\$5

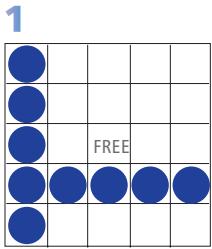
## FLOOR SALES

Game 7: Double Dab Blue	\$1
No-Split Multi-Win Double Dab Orange	\$4
Game 8: 6,9 & 12 Pack	\$1
Game 9: Red White Blue	\$3
Game 12: Number "7"/Letter "Z"	\$1
Game 14: Caller's Choice	\$1
Game 15: Bonus Ball Coverall	\$2
Game 16: Bonanza	\$1
Trades (1) Bonanza + \$1 = (2) Bonanzas	

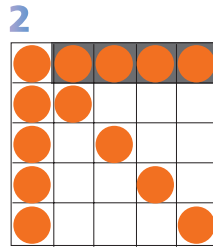
- A complete list of Bingo Room rules is posted and a guest copy is available at the Admissions counter.
- Management will attempt to maintain a pleasant environment for all guests. Please respect all concerned and silence cell phones during session. Please keep talking to a minimum and no cell phone conversations are permitted.
- Players must bingo on the last number called. Second Chance payouts are not eligible on cards which have previously won.
- It is the responsibility of the player to call out "BINGO" loud enough to stop the caller, once the next ball is called all prior bingos are void.
- Must be a RHRC member and purchase the Double-Action Fireball in order to participate in all Bingo promotions.
- Players must present RHRC card at the time of purchase to earn points and must present RHRC card and valid ID to redeem points.
- Double-Action Fireball is an add-on purchase and requires presentation of that sessions receipt to claim jackpot at time of winning bingo card verification.
- The Double-Action Fireball is eligible to hit on all payouts for all regular games. The first and second game of the Warm-ups will determine the Double-Action Fireball numbers.
- The first number called on the first Warm-up will be the Fireball 1 number and the first number called on the second Warm-up will be the Fireball 2 number. When a Bingo occurs on either of the Double-Action Fireball numbers, the corresponding jackpot will be split amongst all valid winners that have purchased the Double-Action Fireball for the session. The remaining Double-Action Fireball number will be eligible to hit for the remainder of the session unless the ball calls for the first two Warm-up games are the same number.
- The Bonus Ball is an add-on purchase and requires presentation of that sessions receipt to claim jackpot at time of winning bingo card verification.
- The Bonus Ball is played on the Bonus Ball Coverall game only; both payouts are eligible to win. Purchase of the Bonus Ball is required to win the Bonus Ball jackpot. The Bonus Ball will increase one number each session starting at B-1 and ending at O-75. If after 75 sessions the Bonus Ball jackpot has not been won, the 76th session will become a "Must Go" game. To be eligible for the "Must Go" payout of the Bonus Ball jackpot players must purchase the Bonus Ball and be the first to bingo on the Bonus Ball Coverall game.
- No splitting or sharing of packs and each player must have their own signed receipt on display at all times.
- Regular bingos include vertical, horizontal, diagonal and outside four corners unless otherwise noted. No free space for all hardway games.
- Management reserves all rights.

TIME TO GET YOUR **BINGO** ON™

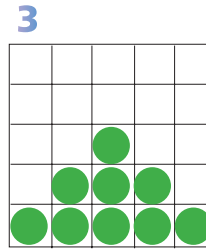
# REGULAR EVENING SESSION



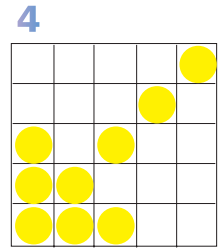
Hardway 1 Line \$100  
Hardway 2 Line \$250



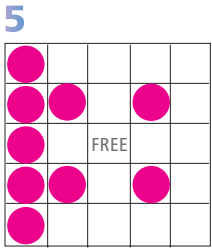
Double Bingo \$100  
Triple Bingo \$250



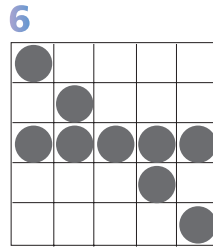
Crazy Pyramid \$250  
Second Chance \$100



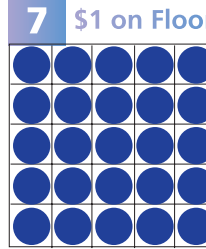
Crazy Arrow \$250  
Second Chance \$100



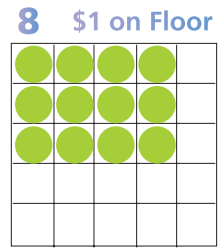
Outside Line W/ Inside  
Four Corners \$250  
Second Chance \$100



Two Easy Bingos \$250  
(Both must use free space)  
Second Chance \$100

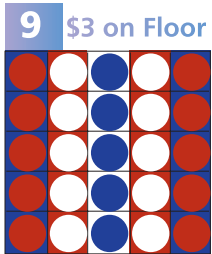


Double Dab Coverall \$200

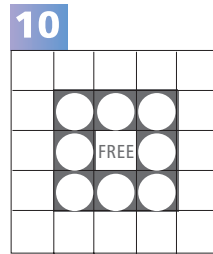


Six Pack \$100  
Nine Pack \$200  
Twelve Pack \$600

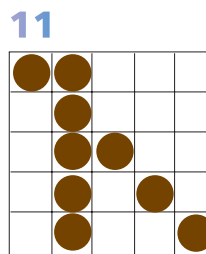
15-MINUTE INTERMISSION



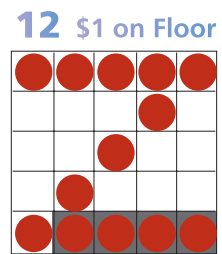
Red White Blue Coverall  
Jackpot in posted# or less  
Consolation \$500



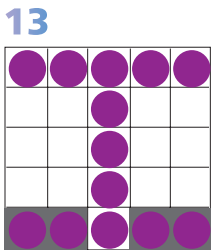
U-Pick-Em Coverall  
Jackpot in 20#'s or less  
Consolation \$600



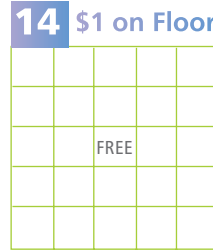
One Easy W/ One Hard \$250  
Second Chance \$100



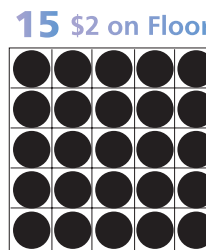
Number "7" \$100  
Letter "Z" \$800



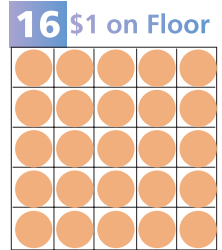
Crazy Letter "T" \$100  
Crazy Letter "H" \$250



Caller's Choice  
Pattern Changes Monthly  
Payout Based on Sales



Bonus Ball Coverall \$1,199  
Second Chance \$250



Bonanza Coverall  
Jackpot in 50#'s or less  
Consolation \$350

Not Included in Entry Pack

Second Pattern

Color of patterns represent color of paper.



**FIREKEEPERS**  
CASINO • HOTEL  
BATTLE CREEK

Doors Open 4:00pm  
Sales Begin 4:30pm  
Warm Ups Begin 6:00pm  
Session Begins 6:30pm  
Admission Sales Close 7:00pm

## ADMISSIONS COUNTER

Double-Action Fireball	\$2
Bonus Ball	\$2
U-Pick-Em's	\$2

## WARM UPS

Paper & Electronic	\$5
5 Games - Minis Wild Double Bingo	
Payout: \$150	

## PAPER PRICING

6-on 11-up	\$10
9-on 11-up	\$14
Special Pack	\$9

## ELECTRONIC PRICING

30 Card	\$30
20 Card Add-On	\$15
Special Pack (Does not include Bonanza)	\$8
Bonanza (10 Cards)	\$5

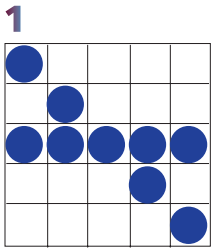
## FLOOR SALES

Game 7: Double Dab Blue	\$1
No-Split Multi-Win Double Dab Orange	\$4
Game 8: 6,9 & 12 Pack	\$1
Game 9: Red White Blue	\$3
Game 12: Number "7"/Letter "Z"	\$1
Game 14: Caller's Choice	\$1
Game 15: Bonus Ball Coverall	\$2
Game 16: Bonanza	\$1
Trades (1) Bonanza + \$1 = (2) Bonanzas	

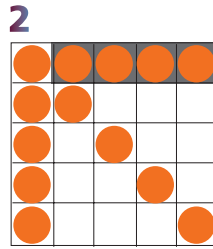
- A complete list of Bingo Room rules is posted and a guest copy is available at the Admissions counter.
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- Players must bingo on the last number called. Second Chance payouts are not eligible on cards which have previously won.
- It is the responsibility of the player to call out "BINGO" loud enough to stop the caller, once the next ball is called all prior bingos are void.
- Must be a RHRC member and purchase the Double-Action Fireball in order to participate in all Bingo promotions.
- Players must present RHRC card at the time of purchase to earn points and must present RHRC card and valid ID to redeem points.
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- The Double-Action Fireball is eligible to hit on all payouts for all regular games. The first and second game of the Warm-ups will determine the Double-Action Fireball numbers.
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- The Bonus Ball is an add-on purchase and requires presentation of that sessions receipt to claim jackpot at time of winning bingo card verification.
- The Bonus Ball is played on the Bonus Ball Coverall game only; both payouts are eligible to win. Purchase of the Bonus Ball is required to win the Bonus Ball jackpot. The Bonus Ball will increase one number each session starting at B-1 and ending at O-75. If after 75 sessions the Bonus Ball jackpot has not been won, the 76th session will become a "Must Go" game. To be eligible for the "Must Go" payout of the Bonus Ball jackpot players must purchase the Bonus Ball and be the first to bingo on the Bonus Ball Coverall game.
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- Regular bingos include vertical, horizontal, diagonal and outside four corners unless otherwise noted. No free space for all hardway games.
- Management reserves all rights.

TIME TO GET YOUR **BINGO** ON™

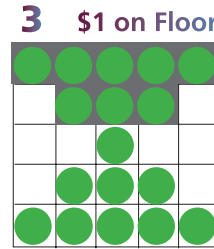
# \$10K FRIDAY AND SATURDAY EVENING SESSION



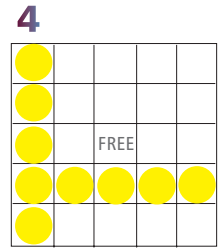
**1**  
Two Easy Bingos \$300  
(Both must use free space)  
Second Chance \$150



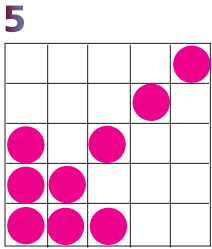
**2**  
Double Bingo \$150  
Triple Bingo \$300



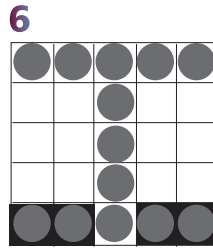
**3** \$1 on Floor  
Crazy Pyramid \$300  
Crazy Hourglass \$700



**4**  
Hardway 1 Line \$150  
Hardway 2 Line \$300



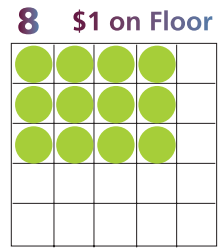
**5**  
Crazy Arrow \$300  
Second Chance \$150



**6**  
Crazy Letter "T" \$150  
Crazy Letter "H" \$300

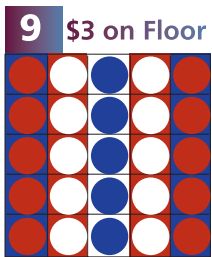


**7** \$1 on Floor  
Double Dab Coverall \$200

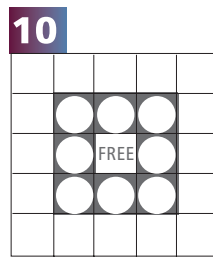


**8** \$1 on Floor  
Six Pack \$150  
Nine Pack \$300  
Twelve Pack \$700

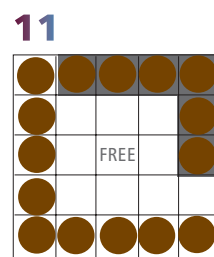
15-MINUTE INTERMISSION



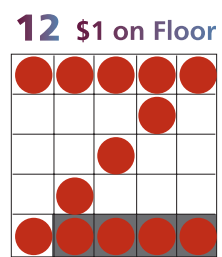
**9** \$3 on Floor  
Red White Blue Coverall  
Jackpot in posted# or less  
Consolation \$500



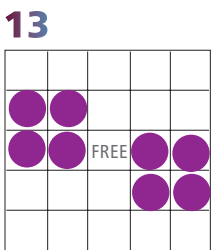
**10**  
U-Pick-Em Coverall  
Jackpot in 20#'s or less  
Consolation \$600



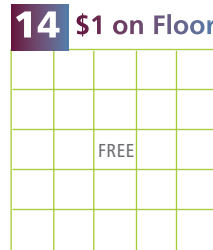
**11**  
Crazy Letter "L" \$150  
Missing Link \$300



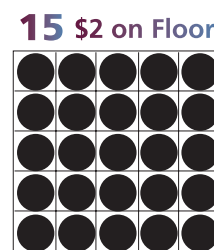
**12** \$1 on Floor  
Number "7" \$150  
Letter "Z" \$1,000



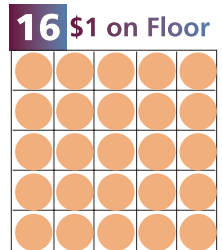
**13**  
Hardway Two Blocks  
of Four \$300  
Second Chance \$150



**14** \$1 on Floor  
Caller's Choice  
Pattern Changes Monthly  
Payout Based on Sales



**15** \$2 on Floor  
Bonus Ball Coverall \$2,000  
Second Chance \$300



**16** \$1 on Floor  
Bonanza Coverall  
Jackpot in 50#'s or less  
Consolation \$350

Not Included in Entry Pack

Second Pattern

Color of patterns represent color of paper.



**FIREKEEPERS**  
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BATTLE CREEK

Doors Open 4:00pm  
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Warm Ups Begin 6:00pm  
Session Begins 6:30pm  
Admission Sales Close 7:00pm

## ADMISSIONS COUNTER

Double-Action Fireball	\$2
Bonus Ball	\$2
U-Pick-Em's	\$2

## WARM UPS

Paper & Electronic	\$5
5 Games - Minis Wild Double Bingo	
Payout: \$150	

## PAPER PRICING

6-on 11-up	\$14
9-on 11-up	\$18
Special Pack	\$9

## ELECTRONIC PRICING

30 Card	\$35
20 Card Add-On	\$20
Special Pack (Does not include Bonanza)	\$8
Bonanza (10 Cards)	\$5

## FLOOR SALES

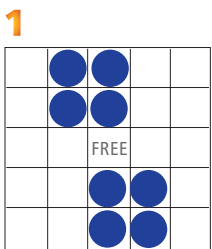
Game 3: Crazy Pyramid/Hourglass	\$1
Game 7: Double Dab Blue	\$1
No-Split Multi-Win Double Dab Orange	\$4
Game 8: 6,9 & 12 Pack	\$1
Game 9: Red White Blue	\$3
Game 12: Number "7"/Letter "Z"	\$1
Game 14: Caller's Choice	\$1
Game 15: Bonus Ball Coverall	\$2
Game 16: Bonanza	\$1

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- No splitting or sharing of packs and each player must have their own signed receipt on display at all times.
- Regular bingos include vertical, horizontal, diagonal and outside four corners unless otherwise noted. No free space for all hardway games.
- Management reserves all rights.

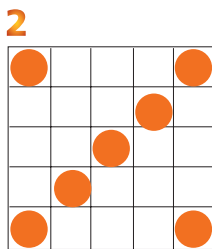
TIME TO GET YOUR **BINGO** ON™



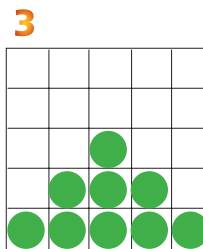
# PAPER MUST WIN MONDAY EVENING SESSION



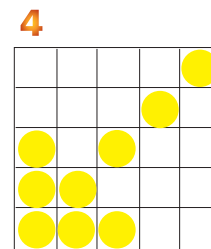
**1**  
Hardway Two  
Blocks of Four \$250  
Second Chance \$100



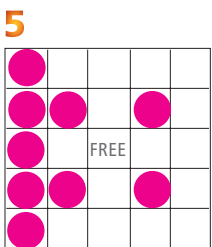
**2**  
Double Bingo \$250  
Second Chance \$100



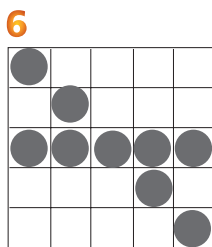
**3**  
Crazy Pyramid \$250  
Second Chance \$100



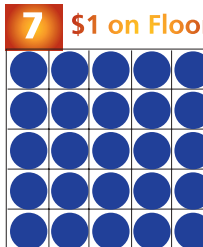
**4**  
Crazy Arrow \$250  
Second Chance \$100



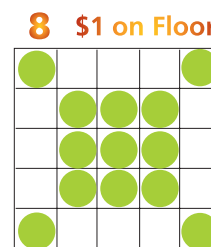
**5**  
Outside Line W/ Inside  
Four Corners \$250  
Second Chance \$100



**6**  
Two Easy Bingos \$250  
(Both must use free space)  
Second Chance \$100

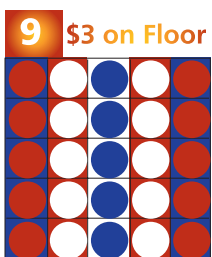


**7** \$1 on Floor  
Double Dab Coverall \$200

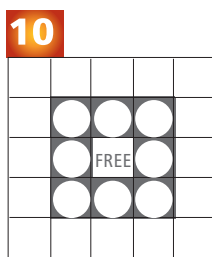


**8** \$1 on Floor  
Sputnik \$800  
Second Chance \$100

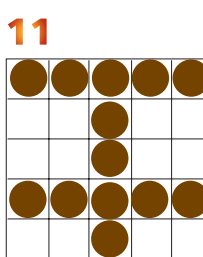
15-MINUTE INTERMISSION



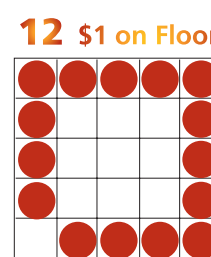
**9** \$3 on Floor  
Red White Blue Coverall  
Jackpot in posted # or less  
Consolation \$500



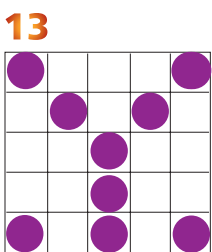
**10**  
U-Pick-Em Coverall  
Jackpot in 20#'s or less  
Consolation \$600



**11**  
Three Straight Lines \$250  
Second Chance \$100



**12** \$1 on Floor  
Missing Link \$800  
Second Chance \$100



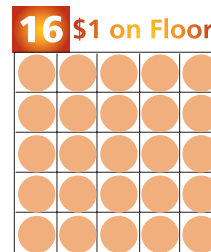
**13**  
Crazy Letter "Y" W/ Outside  
Four Corners \$250  
Second Chance \$100



**14** \$1 on Floor  
Caller's Choice  
Pattern Changes Monthly  
Payout Based on Sales



**15** \$2 on Floor  
Bonus Ball Coverall \$1,199  
Second Chance \$250  
Bonus Ball valid on PMW portion



**16** \$1 on Floor  
Bonanza Coverall  
Consolation  
Jackpot in 50#'s or less \$350



Not Included in Entry Pack



Second Pattern

Color of patterns represent color of paper.



Fireball eligible for PMW portion on regular games.



**FIREKEEPERS**  
CASINO + HOTEL  
BATTLE CREEK

Doors Open 4:00pm  
Sales Begin 4:30pm  
Warm Ups Begin 6:00pm  
Session Begins 6:30pm  
Admission Sales Close 7:00pm

## ADMISSIONS COUNTER

Double-Action Fireball	\$2
Bonus Ball	\$2
U-Pick-Em's	\$2

## WARM UPS

3 Games - Minis Wild Double Bingo	\$5
Payout: \$150	
3 Games - Lightning Coverall	\$5
Payout: \$100	

## PAPER PRICING

6-on 11-up	\$12
9-on 11-up	\$16
Special Pack	\$9

## ELECTRONIC PRICING

30 Card	\$30
20 Card Add-On	\$15
Special Pack	\$8
(Does not include Bonanza)	
Bonanza (10 Cards)	\$5

## FLOOR SALES

Game 7: Double Dab Blue	\$1
No-Split Multi-Win Double Dab Orange	\$4
Game 8: Sputnik	\$1
Game 9: Red White Blue	\$3
Game 12: Missing Link	\$1
Game 14: Caller's Choice	\$1
Game 15: Bonus Ball Coverall	\$2
Game 16: Bonanza	\$1
Trades (1) Bonanza + \$1 = (2) Bonanzas	

- A complete list of Bingo Room rules is posted and a guest copy is available at the Admissions counter.
- Management will attempt to maintain a pleasant environment for all guests. Please respect all concerned and silence cell phones during session. Please keep talking to a minimum and no cell phone conversations are permitted.
- Players must bingo on the last number called. Second Chance payouts are not eligible on cards which have previously won.
- It is the responsibility of the player to call out "BINGO" loud enough to stop the caller, once the next ball is called all prior bingos are void.
- Must be a RHRC member and purchase the Double-Action Fireball in order to participate in all Bingo promotions.
- Players must present RHRC card at the time of purchase to earn points and must present RHRC card and valid ID to redeem points.
- Double-Action Fireball is an add-on purchase and requires presentation of that sessions receipt to claim jackpot at time of winning bingo card verification.
- The Double-Action Fireball is eligible to hit on all payouts for all regular games. The first and second game of the Warm-ups will determine the Double-Action Fireball numbers.
- The first number called on the first Warm-up will be the Fireball 1 number and the first number called on the second Warm-up will be the Fireball 2 number. When a Bingo occurs on either of the Double-Action Fireball numbers, the corresponding jackpot will be split amongst all valid winners that have purchased the Double-Action Fireball for the session. The remaining Double-Action Fireball number will be eligible to hit for the remainder of the session unless the ball calls for the first two Warm-up games are the same number.
- The Bonus Ball is an add-on purchase and requires presentation of that sessions receipt to claim jackpot at time of winning bingo card verification.
- The Bonus Ball is played on the Bonus Ball Coverall game only; both payouts are eligible to win. Purchase of the Bonus Ball is required to win the Bonus Ball jackpot. The Bonus Ball will increase one number each session starting at B-1 and ending at O-75. If after 75 sessions the Bonus Ball jackpot has not been won, the 76th session will become a "Must Go" game. To be eligible for the "Must Go" payout of the Bonus Ball jackpot players must purchase the Bonus Ball and be the first to bingo on the Bonus Ball Coverall game.
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