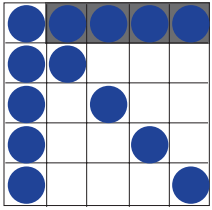


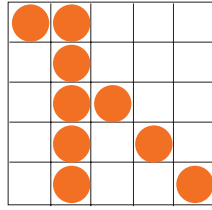
MATINEE SESSION

1



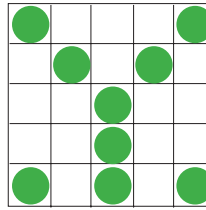
Double Bingo \$100
Triple Bingo \$250

2



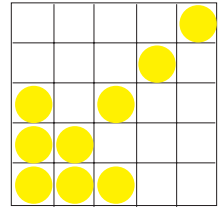
One Easy W/ One Hard \$250
Second Chance \$100

3



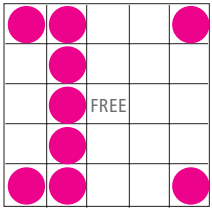
Crazy Letter "Y" W/ Outside
Four Corners \$250
Second Chance \$100

4



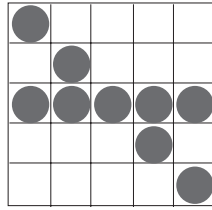
Crazy Arrow \$250
Second Chance \$100

5



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

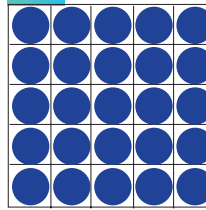
6



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

7

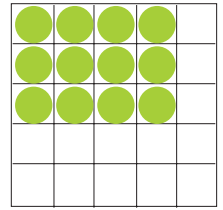
\$3 on Floor



Double Dab Coverall
No-Split Multi-Win
42#s or more \$150

8

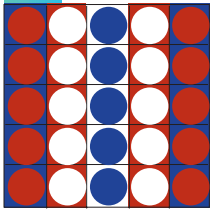
\$1 on Floor



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

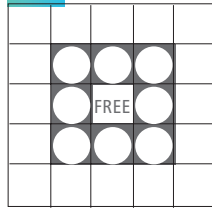
15-MINUTE INTERMISSION

9 \$3 on Floor



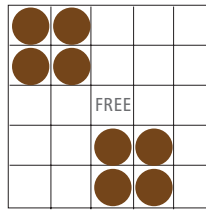
Red White Blue Coverall
Jackpot in posted# or less
Consolation \$500

10



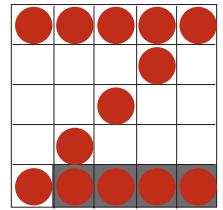
U-Pick-Em Coverall
Jackpot in 20#s or less
Consolation \$600

11



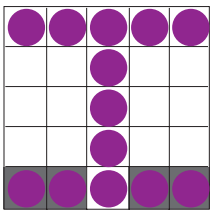
Hardway Two Blocks of Four \$250
Second Chance \$100

12 \$1 on Floor



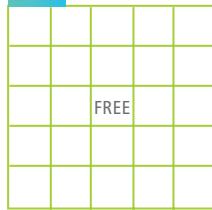
Number "7" \$100
Letter "Z" \$800

13



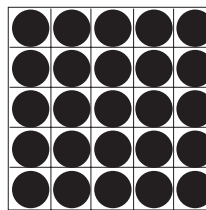
Crazy Letter "T" \$100
Crazy Letter "H" \$250

14 \$1 on Floor



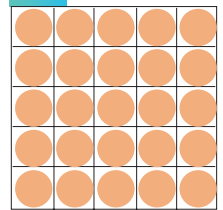
Caller's Choice
Pattern Changes Monthly
Payout Based on Sales

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	\$8

ELECTRONIC PRICING

30 Card	\$30
20 Card Add-On	\$15
Special Pack (Does not include Bonanza)	\$7
Bonanza (10 Cards)	\$5

FLOOR SALES

Game 7: Double Dab	
No-Split Multi-Win	\$3
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	

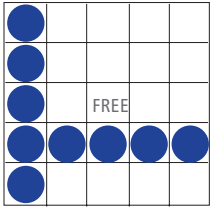
- A complete list of Bingo Room rules is posted and a guest copy is available at the Admissions counter.
- Management will attempt to maintain a pleasant environment for all guests. Please respect all concerned and silence cell phones during session. Please keep talking to a minimum and no cell phone 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.

GET READY. GET SET.

GET YOUR **BINGO** ON

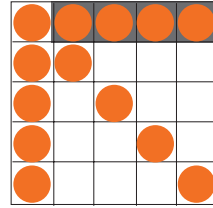
REGULAR EVENING SESSION

1



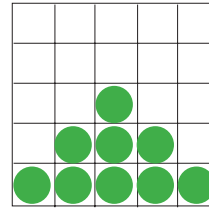
Hardway 1 Line \$100
Hardway 2 Line \$250

2



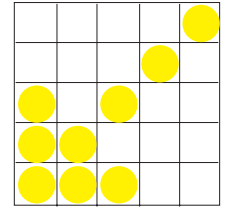
Double Bingo \$100
Triple Bingo \$250

3



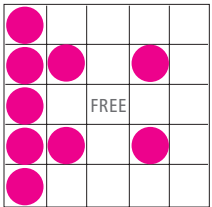
Crazy Pyramid \$250
Second Chance \$100

4



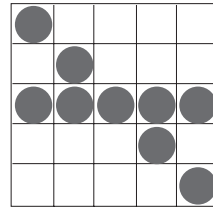
Crazy Arrow \$250
Second Chance \$100

5



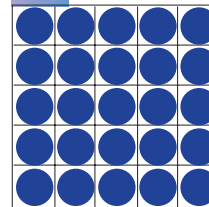
Outside Line W/ Inside
Four Corners \$250
Second Chance \$100

6



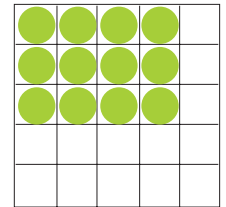
Two Easy Bingos \$250
(Both must use free space)
Second Chance \$100

7 \$3 on Floor



Double Dab Coverall
No-Split Multi-Win
42#s or more \$150

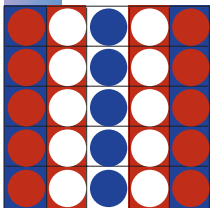
8 \$1 on Floor



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

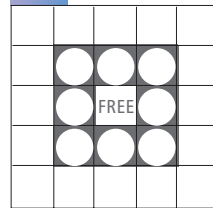
15-MINUTE INTERMISSION

9 \$3 on Floor



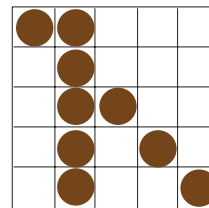
Red White Blue Coverall
Jackpot in posted# or less
Consolation \$500

10



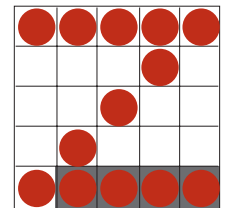
U-Pick-Em Coverall
Jackpot in 20#s or less
Consolation \$600

11



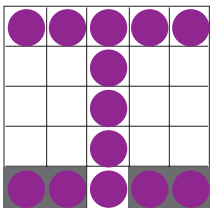
One Easy W/ One Hard \$250
Second Chance \$100

12 \$1 on Floor



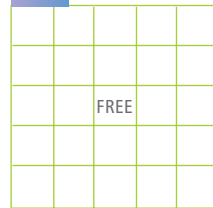
Number "7" \$100
Letter "Z" \$800

13



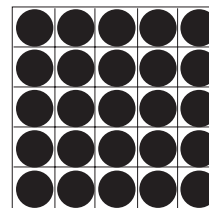
Crazy Letter "T" \$100
Crazy Letter "H" \$250

14 \$1 on Floor



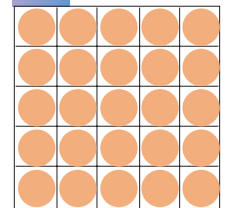
Caller's Choice
Pattern Changes Monthly
Payout Based on Sales

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 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	\$8

ELECTRONIC PRICING

30 Card	\$30
20 Card Add-On	\$15
Special Pack	\$7
(Does not include Bonanza)	
Bonanza (10 Cards)	\$5

FLOOR SALES

Game 7: Double Dab	
No-Split Multi-Win	\$3
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	

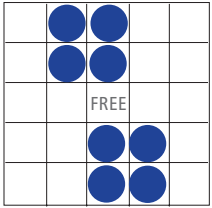
- A complete list of Bingo Room rules is posted and a guest copy is available at the Admissions counter.
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- Players must bingo on the last number called. Second Chance payouts are not eligible on cards which have previously won.
- It is the responsibility of the player to call out "BINGO" loud enough to stop the caller, once the next ball is called all prior bingos are void.
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- 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.
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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.
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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.

GET READY. GET SET.

GET YOUR **BINGO** ON

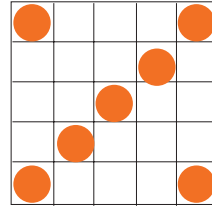
PAPER MUST WIN MONDAY EVENING SESSION

1



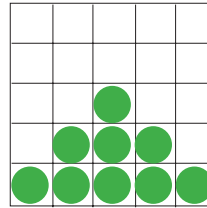
Hardway Two
Blocks of Four \$250
Second Chance \$100

2



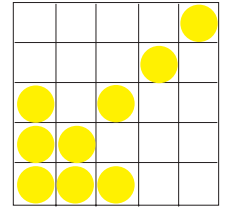
Double Bingo \$250
Second Chance \$100

3



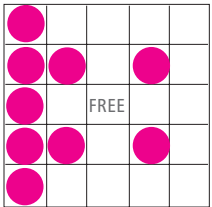
Crazy Pyramid \$250
Second Chance \$100

4



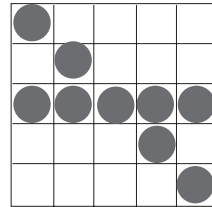
Crazy Arrow \$250
Second Chance \$100

5



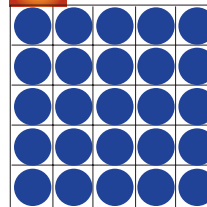
Outside Line W/ Inside
Four Corners \$250
Second Chance \$100

6



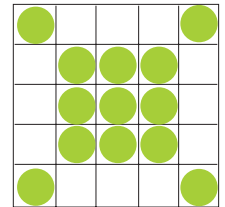
Two Easy Bingos \$250
(Both must use free space)
Second Chance \$100

7 \$3 on Floor



Double Dab Coverall
No-Split Multi-Win
42#s or more \$150

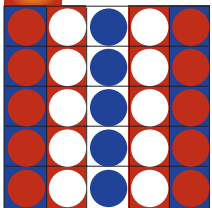
8 \$1 on Floor



Sputnik \$800
Second Chance \$100

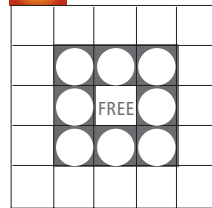
15-MINUTE INTERMISSION

9 \$3 on Floor



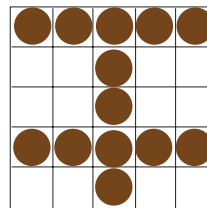
Red White Blue Coverall
Jackpot in posted # or less
Consolation \$500

10



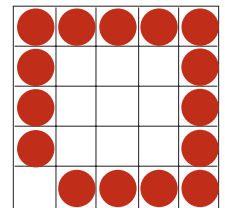
U-Pick-Em Coverall
Jackpot in 20#s or less
Consolation \$600

11



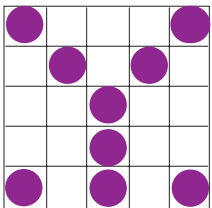
Three Straight Lines \$250
Second Chance \$100

12 \$1 on Floor



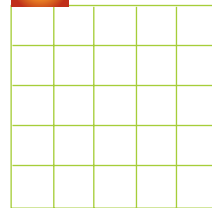
Missing Link \$800
Second Chance \$100

13



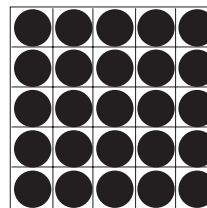
Crazy Letter "Y" W/ Outside
Four Corners \$250
Second Chance \$100

14 \$1 on Floor



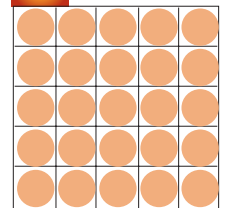
Caller's Choice
Pattern Changes Monthly
Payout Based on Sales

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	\$8

ELECTRONIC PRICING

30 Card	\$30
20 Card Add-On	\$15
Special Pack	\$7
(Does not include Bonanza)	
Bonanza (10 Cards)	\$5

FLOOR SALES

Game 7: Double Dab	
No-Split Multi-Win	\$3
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	

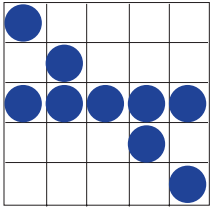
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- It is the responsibility of the player to call out "BINGO" loud enough to stop the caller, once the next ball is called all prior bingos are void.
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- The Double-Action Fireball is eligible to hit on all payouts for all regular games. The first and second game of the Warm-ups will determine the Double-Action Fireball numbers.
- 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.

GET READY. GET SET.

GET YOUR **BINGO** ON

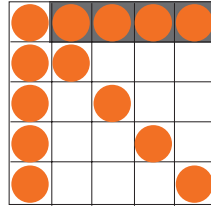
\$10K FRIDAY AND SATURDAY EVENING SESSION

1



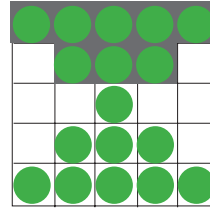
Two Easy Bingos \$300
(Both must use free space)
Second Chance \$150

2



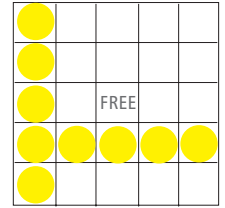
Double Bingo \$150
Triple Bingo \$300

3 \$1 on Floor



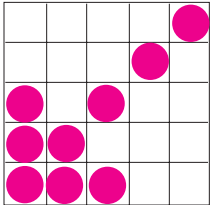
Crazy Pyramid \$300
Crazy Hourglass \$700

4



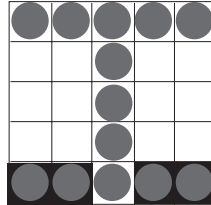
Hardway 1 Line \$150
Hardway 2 Line \$300

5



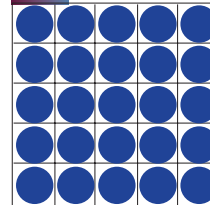
Crazy Arrow \$300
Second Chance \$150

6



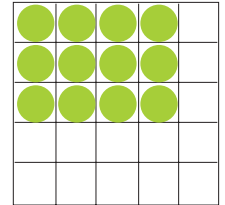
Crazy Letter "T" \$150
Crazy Letter "H" \$300

7 \$3 on Floor



Double Dab Coverall
No-Split Multi-Win
42#'s or more \$150

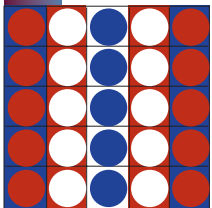
8 \$1 on Floor



Six Pack \$150
Nine Pack \$300
Twelve Pack \$700

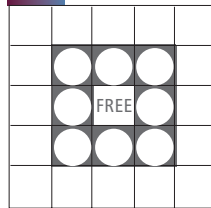
15-MINUTE INTERMISSION

9 \$3 on Floor



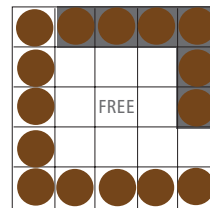
Red White Blue Coverall
Jackpot in posted# or less
Consolation \$500

10



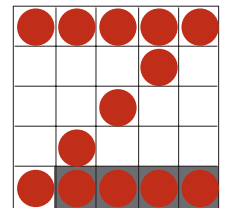
U-Pick-Em Coverall
Jackpot in 20#'s or less
Consolation \$600

11



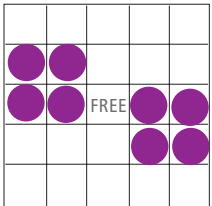
Crazy Letter "L" \$150
Missing Link \$300

12 \$1 on Floor



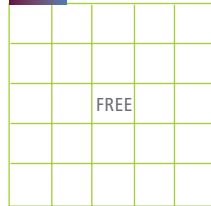
Number "7" \$150
Letter "Z" \$1,000

13



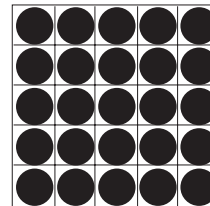
Hardway Two Blocks
of Four \$300
Second Chance \$150

14 \$1 on Floor



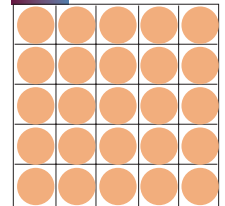
Caller's Choice
Pattern Changes Monthly
Payout Based on Sales

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
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	\$14
9-on 11-up	\$18
Special Pack	\$8

ELECTRONIC PRICING

30 Card	\$35
20 Card Add-On	\$20
Special Pack	\$7
(Does not include Bonanza)	
Bonanza (10 Cards)	\$5

FLOOR SALES

Game 3: Crazy Pyramid/Hourglass	\$1
Game 7: Double Dab	
No-Split Multi-Win	\$3
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

- 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.
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