

SESSION 2

GAME #	PATTERN	PAYOUT					
		1-100	101-150	151-200	201-250	251+	
1	BROWN	ONE OUTSIDE LINE	40	50	75	90	110
2		CRAZY U	40	50	75	90	110
3		BLACKOUT	40	50	75	90	110
4	RED	6-4-BASEBALL	60% PAYOUT				
5	LIME	2 CORNER STAMPS	40	50	75	90	110
6		4 CORNER STAMPS	40	50	75	90	110
7		BLACKOUT	40	50	75	90	110
8	GREEN	ODD/EVEN	60% PAYOUT				
9	PURPLE STRIPE	HOUDINI #2	50% PAYOUT - BONUS PRIZE \$300				

ODD/EVEN First number from the regular machine before the start of the program will determine odd or even

Houdini - Win the Houdini game on a double number (ie. 11, 22, 33) and win the bonus prize.

(In the event the bonus prize is not won on session 2, it will carry over to the session 4 (only during the Evening Event))

SESSION 3

GAME #	PATTERN	PAYOUT					
		1-100	101-150	151-200	201-250	251+	
1		2 LINES ACROSS	40	50	75	90	110
2	GREEN	3 LINES ACROSS	40	50	75	90	110
3		BLACKOUT	40	50	75	90	110
4	PINK	STAR	60% PAYOUT				
5		SMALL KITE	40	50	75	90	110
6	BLUE	LARGE KITE	40	50	75	90	110
7		BLACKOUT	40	50	75	90	110
8	YELLOW	DIAMOND	60% PAYOUT				
9	SHADED PURPLE	DOUBLE ACTION BLACKOUT	60% PAYOUT				

SESSION 4

GAME #	PATTERN	PAYOUT					
		1-100	101-150	151-200	201-250	251+	
1		BASEBALL	40	50	75	90	110
2	GREY	HALF-A-HOUSE ANYWA	40	50	75	90	110
3		BLACKOUT	40	50	75	90	110
4	AQUA	TRIPLE 7	60% PAYOUT				
5		LETTER X	40	50	75	90	110
6	WHITE	PICTURE FRAME	40	50	75	90	110
7		BLACKOUT	40	50	75	90	110
8	RED	DOUBLE L	60% PAYOUT				
9	SHADED PURPLE	HOUDINI #3	50% PAYOUT - BONUS PRIZE \$500				

Houdini - Win the Houdini game on a double number (ie. 11, 22, 33) and win the bonus prize.