

## SESSION 1

GAME #	PATTERN	PAYOUT				
		1-100	101-150	151-200	201-250	251+
1	BLACK 6 PACK (no free)	40	50	75	90	110
2	12 PACK	40	50	75	90	110
3	BLACKOUT	40	50	75	90	110
4	ORANGE SHADED/UNSHADED	60% PAYOUT				
5	PEACH 2 LINES SANDWICH	40	50	75	90	110
6	SANDWICH	40	50	75	90	110
7	BLACKOUT	40	50	75	90	110
8	BLUE DOUBLE DICE	60% PAYOUT				
9	PURPLE HOUDINI #1	50% PAYOUT - BONUS PRIZE \$200				

**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 the session 1, it will carry over to the session 2)

## 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			