



Seal Card #1 Image (Closed)

Cat & Mouse Chase	
Ticket Form Number:	827Z
Manufacturer:	Arrow International
Price:	\$0.50
Number of Tickets in Deal:	1960
Top Instant Prize:	\$20.00
Payout:	\$720.00
Profit:	\$260
Percent Payback:	73.5%
Total Instant Winners:	81
Overall Odds of Winning:	1:13.0
Approval Date:	January, 11 20 11



How to Play

To play, the player would pay \$.50 for a ticket and then open the 3 windows on the backside to reveal the symbols.

Instant Winners: If the symbols inside the ticket match the winning combinations on the ticket front, they are a winner. All instant winners have the Cash Payout feature showing the total amount won.

INSTANT WINNERS	PAY OUT VALUES	WINNING COMBINATIONS
1 Winner @ \$20.00	\$20.00	3 Dogs

6 Winners @ \$5.00	\$30.00	3 Birds
70 Winners @ .50	\$35.00	3 Funny Cats
70 Winners @ .50	\$35.00	3 Mice

This game is to be played with a bingo machine, flashboard

To play: In addition to instant win tickets, there are 105 total HOLD tickets (75 tickets with Bingo numbers B1-through-O75, 15 with Cats numbered 1 through 15 and 15 with Mice numbered 1 through 15). To start, once the deal is sold out, the operator shall announce that the Cat & Mouse Chase game with serial # _____ will be played. The operator will now call bingo balls from the bingo machine.

Once a vertical row is completed, the operator will stop calling bingo balls and announce the Downline numbers.

The last number called on the first Downline completed from the bingo machine will determine the \$100 prize winner—The holder of the ticket matching the last number called drawn from the bingo machine that completes the Downline (i.e.-1-16-31-46 and 61) wins the \$100 prize. There will only be one Downline winner in a deal.

To Determine the \$150 Cat & Mouse Downline/prize winners-The players holding the tickets with the corresponding Cat & Mouse #1 through #15 that match the top number of the first vertical Downline completed on the flashboard will win \$150 each (i.e. for the Cat and the Mouse #1 to win, the numbers 1, 16, 31, 46 and 61 would have to be called). There will only be one Cat & one Mouse winner in a deal.

To Determine the Potential Rolling Jackpot Winner—Open the window on the seal card marked Cat & Mouse, if the Cat or Mouse winner number as determined above matches the contents under the Cat & Mouse Rolling Jackpot seal window on the seal card, the person holding the ticket with that number will win the Rolling Jackpot Prize. If not, the \$200 Rolling Jackpot amount will be carried over to the next deal.

If the deal is not completely sold out, the 1-thru-15 Cat & Mouse holders and the Downline number holders will sign their names on the sign up lines on the seal card. The remainder of the deal will be sold at the next bingo session for the specific charity and played as described above.

#1 #2 #3 #4 #5 #6 #7 #8 #9 #10 #11 #12 #13 #14 #15

B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
I	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
N	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
G	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
O	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75