

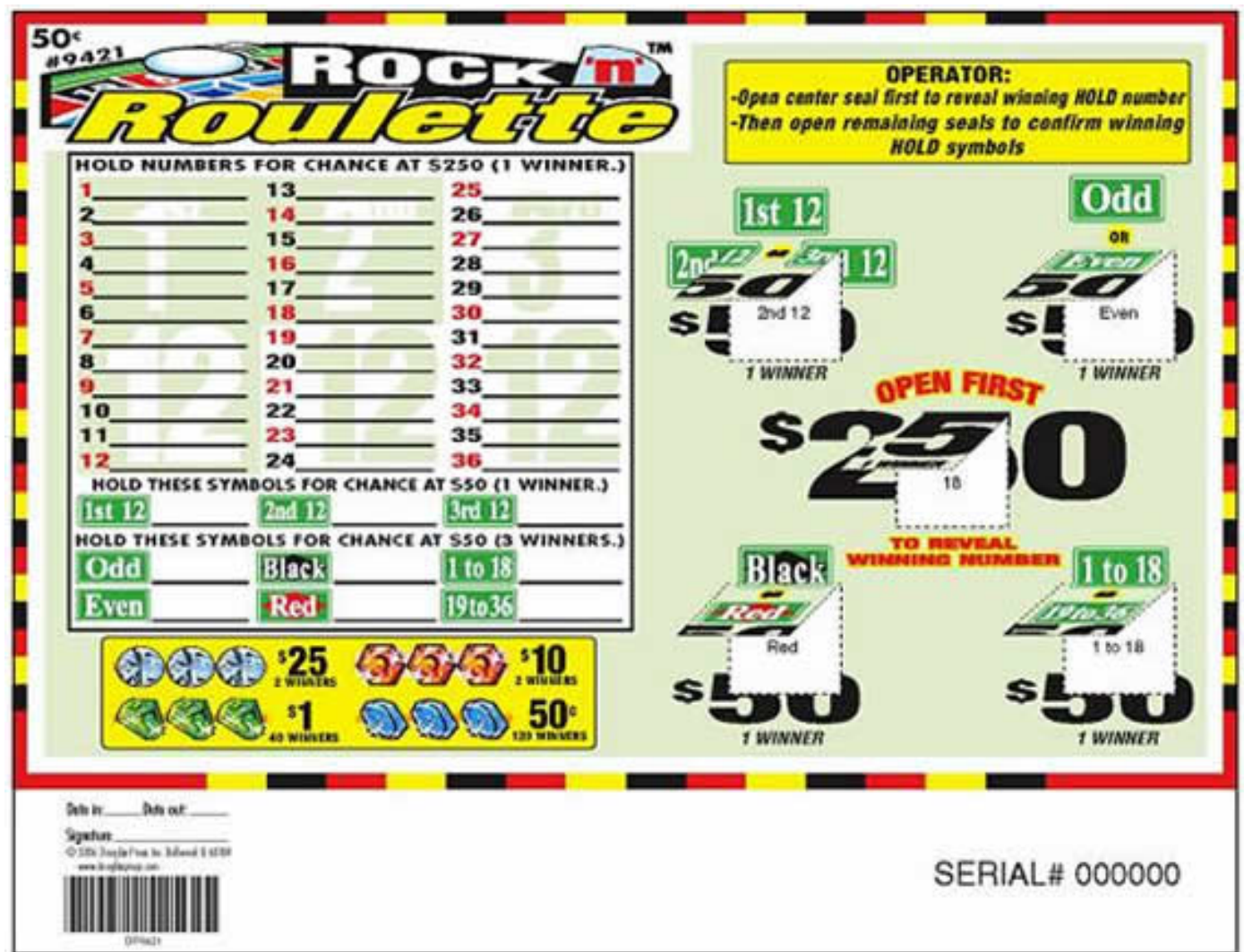


Rock 'N' Roulette	
Ticket Form Number:	9421
Manufacturer:	Douglas Press, Inc.
Price:	\$0.50
Number of Tickets in Deal:	1800
Top Instant Prize:	\$25.00
Payout:	\$620.00
Profit:	\$280.00
Percent Payback:	68.89%
Total Instant Winners:	164
Overall Odds of Winning:	1:10.98
Approval Date:	March 17, 2006

Seal Card Image #1 (Closed)



Seal Card Image #2 (Opened)



How to Play

ROCK 'N' ROULETTE is a seal card game with instant winners and seal card winners. To play, the player would pay \$0.50 for the ticket and then open the windows on the back side to reveal the symbols. If the symbols inside the ticket match the winning combinations on the front, they are a winner. All instant winners will have a cash payout showing the amount won. There are 1,800 tickets in a deal with 164 instant winners.

Seal Card Instructions

There are 36 HOLD numbers in the set, each identified by a white number (1 through 36) and the word "HOLD" above it in yellow on either a red or black background. In addition to these hold numbers there are 9 additional HOLD symbols in the set. They are:

- "HOLD 1st 12"
- "HOLD 2nd 12"
- "HOLD 3rd 12"
- "HOLD Red"
- "HOLD Black"
- "HOLD 1 to 18"
- "HOLD 19 to 36"
- "HOLD Odd"
- "HOLD Even"

There is only one "hold" per hold ticket, and hold tickets do not repeat in the set.

Players who receive a hold ticket sign their name on the corresponding line of the card's "register." This ensures that if the game is not completely sold out in one day, the players will receive their winnings. Once the game is completely sold out, the operator will open the "OPEN FIRST \$250" seal on the seal card to reveal a winning number. The player holding the ticket with the number revealed is then awarded the \$250 prize. Similar to an actual roulette game, this number will be the key to identifying all the other winners in the seal card portion of the game.

For example, if the winning number is "18," 18 itself is a winner, "HOLD 2nd 12" is a winner because 18 falls between 13 and 24 which is the 2nd group of numbers when counting by twelves, "HOLD Red" is a winner because 18 appears on red in roulette, "HOLD 1 to 18" is a winner because 18 falls within the range of 1 to 18, and "HOLD Even" is a winner because 18 is an even number. Because some operators and players may not be familiar with the actual game of roulette, the seal card is used to confirm all the winning holders in the game.

After the \$250 seal has been opened and the prize has been awarded, the operator opens the "1st 12"/"2nd 12"/"3rd 12" seal. The player holding the ticket with the combination revealed is then awarded \$50. The operator then opens the "Odd/Even" seal. The player holding the ticket with the word revealed is then awarded \$50. The operator then opens the "Black/Red" seal. The player holding the ticket with the word revealed is then awarded \$50. Finally, the operator opens the "1 to 18"/ "19 to 36" seal. The player holding the ticket with the combination revealed is then awarded the final \$50 seal prize and the game is over.

TOTAL WINNERS	PAY OUT VALUE	WINNING COMBINATIONS
2 Winners @ \$25.00	\$50.00	Diamond + Diamond + Diamond
2 Winners @ \$10.00	\$20.00	Ruby + Ruby + Ruby
40 Winners @ \$1.00	\$40.00	Emerald + Emerald + Emerald
120 Winners @ \$0.50	\$60.00	Sapphire + Sapphire + Sapphire