COAST CASINOS



Rules

- 1. Participants earn virtual drawing entries beginning at 12:01am Sunday, May 1, 2011 through 8pm at The Orleans, Gold Coast and Sam's Town and 7pm at the Suncoast on Saturday, May 28, 2011.
- Drawings will be held at each property on Friday and Saturday on the following dates: May 6th, 7th, 13th, 14th, 20th, 21st, 27th & 28th.
 Slot machine players receive one (1) virtual entry for every fifty (50) base points earned each day with their B Connected card properly inserted in their machines. Does not include point multipliers,
- bonus points or point transfers. It is the player's responsibility to make sure their card is properly inserted in the machine. 4. Table games will earn one (1) entry for every one (1) hour of rated play with a minimum average bet of \$5 and earn one (1) additional entry for each additional \$5 average bet. It is the player's
- 4. Table games will earn one (1) entry for every one (1) hour of rated play with a minimum average bet of \$5 and earn one (1) additional entry for each additional \$5 average bet. It is the player's responsibility to request that their play be rated.
- 5. Participants may receive additional entries for each day of play during the promotional period based on their card level status. Participants must swipe their cards daily to receive each entry or entries.
 - Ruby members receive one (1) entry daily after earning one (1) point on slots or after the first \$5 rated bet on table games.
 - Sapphire members receive three (3) entries daily after earning one (1) point on slots or after the first \$5 rated bet on table games.
- Emerald members receive five (5) entries daily after earning one (1) point on slots after the first \$5 rated bet on table games.
- At management's discretion, additional electronic entries may be offered through advertisements, direct mail, e-mail, online or via text message as well as property specific entry multiplier days.
 All drawing entries are "virtual" and must be activated (electronically deposited into the cyber drawing drum) at a casino promotional kiosk at the property where entries are earned. Participants must activate their entries at any kiosk at least fifteen (15) minutes prior to the drawing time on the day of the drawing. Entries earned during the fifteen (15) minute period prior to the drawing will not be eligible for activation in that pending drawing. Entries earned during and after the fifteen (15) minute cutoff, are eligible for the next available drawing. See property times listed below to determine when entries become available for activation.
- 8. The Orleans, Gold Coast, Sam's Town and Suncoast will hold one (1) nightly drawing where five (5) winners will be selected in each drawing. Drawing and the card selections will take place at the following locations and times:
 - The Orleans: South end of the Race & Sports Book, 8:15pm. Participants may activate their entries beginning at 8:00am on the drawing dates.
 - Gold Coast: West end of the casino adjacent to the Cortez Room, 8:15pm. Participants may activate their entries beginning at 8:00am on the drawing dates.
 - Sam's Town: The drawing area on the 2nd floor in Tourney Town near Bingo, 8:15pm. Participants may activate their entries beginning at 12:00pm (noon) on the drawing dates.
 - Suncoast: Adjacent to the High Limit Salon, 7:15pm. Participants may activate their entries beginning at 12:00pm (noon) on the drawing dates.
- 9. Participants must be present to win and have three (3) minutes to identify themselves once their name has been called. Winners must present a valid photo ID and B Connected card. After the three (3) minutes have expired, a new name will be drawn until a winner has been identified.
- 10. Each winner will be allowed to select one (1) sealed deck of cards from the promotion area. The person whose name is chosen first in each drawing will select one (1) of six (6) sealed decks of cards on display, the second person will select from the remaining five (5) sealed decks of cards, the third person will select from the four (4) sealed decks of cards and so on until all winners have selected a deck of cards. The winner will not be permitted to touch the deck of cards, the emcee will handle all card transactions.
- 11. The decks of cards will contain a standard of fifty-two (52) cards with four suits ranging from deuce (low) to Ace (high).
- 12. The Cards & Cash game board will have six (6) positions representing a cash prize of \$250, \$500, \$750, \$1000, \$2000 and \$5000.
- 13. All winners will receive a minimum of \$250. All other prizes are determined by how the winner plays the promotion.
- 14. How Cards & Cash is played:
 - The winner and their selected deck of cards will be moved to the front of the game board, where the winner will have the option of cutting the deck of cards by placing a cut card in the section of the deck where they choose. The emcee will then take the top section of the deck, stopping where the winner inserted the cut card and place those cards on the bottom of the deck.
 The emcee will then place the top card on the game board in the \$250 position face up so winner has full view of the card.
 - The winner must then decide if they would like to take the \$250 and end the game, or continue to the next step toward the \$500 prize. This option will take place with each card. If the winner chooses correctly at each prize position on the game board they will win the top prize of \$5000.
 - If the winner decides to move on to the next prize they must decide if the next card on the top of the deck is higher or lower than the card in the current prize position.
 - The emcee will then take the next top card from the deck and place it in the next available game board position face up. This process will take place each time the winner chooses to advance to the next prize.
 - If the winner is not correct, the game is over and the winner takes the cash prize of \$250 regardless of what prize position they were on.
 - . If the winner chooses correctly they win the prize amount associated with the most recent card.
 - For example, if the winner receives a two (2) (low) for the \$250 prize and decides to continue to the next step toward the \$500 prize and guesses the next card is higher and the card is an Ace (high), the winner will receive the \$500 cash prize. If the winner decides to continue to the next step toward the \$750 prize they use the Ace to decide higher or lower and guess lower. The next card is an eight (8) so they win the \$750 prize. The winner will then have the opportunity to continue to the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next prize or take the \$750 and end the game. If the winner chooses to continue to the next step toward the next prize of \$1000 and guesses incorrectly they will win \$250.
 - If the card is a tie, the game is over and winner gets the prize of the current position on the game board. For example, if the winner has successfully made it to the \$750 prize and they are making a
 decision for the \$1000 prize, if the card is tied they will receive the \$750 cash prize.
- 15. A person may only be selected to be a player once per drawing day. No substitution or transfer of prize by winners permitted.
- 16. All virtual entries are removed from the virtual drawing drum after the final drawing each Saturday.
- 17. Winners are responsible for any and all taxes and other fees.
- 18. Boyd Gaming Corporation may disqualify any person for any prize based upon fraud, dishonesty, violation of promotional rules or other misconduct whether or not related to this Drawing.
- 19. Boyd Gaming Corporation is not responsible for (a) electronic transmission errors or delays resulting in an inability to participate or other loss, (b) theft or destruction of or unauthorized access to or alterations of entry materials, or for technical, hardware, software, or telephone failures of any kind, (c) lost or unavailable connections, fraud, incomplete, garbled, or delayed computer transmissions, whether caused by Boyd Gaming Corporation, users, or by any of the equipment or programming associated with or utilized in the promotion or by any technical or human error which may occur in the processing of submissions which may limit, restrict, or prevent a participant's ability to participate in the Drawing.
- 20. If for any reason the Drawing is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes within or beyond the control of Boyd Gaming Corporation which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this Drawing, Boyd Gaming Corporation reserves the right in its sole discretion to cancel, terminate, modify or suspend the Drawing.
- 21. Any attempt by any person to deliberately damage or manipulate any program or equipment to undermine the legitimate operation of this Drawing may be a violation of criminal and civil laws, and should such an attempt be made, Boyd Gaming Corporation reserves the right to seek recourse against any such person to the fullest extent of the law.
- 22. Entries will be retained for record keeping purposes in accordance with company policy and legal requirements.
- 23. Any dispute or situation not covered by these rules shall be resolved by the property's management in a manner that is fair to all parties. If the patron is not satisfied with management's decision, he or she may exercise their rights under NRS 463.361 et eq. and request the Nevada Gaming Control Board to review the matter.
- 24. All participants agree to grant Boyd Gaming Corporation unconditional use of their name and likeness for promotional use without compensation, consideration, notice review or consent.
- 25. Employees of Boyd Gaming Corporation and Micro Gaming Technologies Inc and its subsidiaries, affiliates, or parent companies and immediate family members of each are not eligible for this promotion. Immediate Family is defined as: mother, father, spouse, children, sister, brother son-in-law, daughter-in-law, mother-in-law, step-parents, step-children, grandmother, grandfather, grandchildren and any relative or other person residing in the employee's place of residence.