

Boyd Gaming Linked Bingo Event Rules and Procedures

1. YOU MUST BE 21 YEARS OF AGE TO BE IN THE BINGO ROOM AND TO PLAY BINGO.
2. ALL SALES ARE FINAL AFTER THE FIRST GAME HAS STARTED.
3. THIS BINGO LINKED SYSTEM WILL BE OPERATED AT GOLD COAST HOTEL, SUNCOAST HOTEL AND SAM'S TOWN HOTEL (HEREINAFTER THE "PROPERTIES"). GOLD COAST WILL BE THE HUB. THE BINGO LINKED SYSTEM PERMITS LIVE BROADCASTING OF THE COAST CASINOS BINGO GAME ACTIVITY FROM AN INDIVIDUAL PROPERTY'S BINGO ROOM TO EACH OF THE OTHER PROPERTIES' BINGO ROOMS.
4. FROM TIME TO TIME, AN INDIVIDUAL PROPERTY MAY ELECT NOT TO PARTICIPATE ON A SPECIFIC DATE OR SESSION IN THE BINGO GAME. THE DATES AND SESSIONS OF "NON-PARTICIPATION" WILL BE CONSPICUOUSLY POSTED IN THE RESPECTIVE PROPERTY'S BINGO ROOM AT LEAST 24 HOURS PRIOR TO THE SCHEDULED BINGO GAME.
5. ONLY CARDS SOLD FOR THE CURRENT BINGO EVENT ARE ELIGIBLE. CARDS SOLD AT PREVIOUS EVENTS OR SESSIONS WILL BE DECLARED VOID AND WILL NOT BE CONSIDERED A WINNING CARD, DUE TO SERIAL NUMBERS ON PACKS.
6. THE BINGO ROOMS WILL BE LINKED BY LIVE BROADCAST (TELEVISED VIDEO AND AUDIO) AND BY TELEPHONE CALL CONFERENCING. A BINGO AGENT WILL BE AT A DESK IN EACH OF THE BINGO ROOMS MONITORING THE LIVE BROADCAST AND TELEPHONE. IN THE EVENT OF A MALFUNCTION WITH THE LIVE BROADCAST, THE BINGO AGENT AT THAT PROPERTY WILL ALERT THE OTHER PROPERTIES BY TELEPHONE OF THE MALFUNCTION. THE BINGO GAMES CALLER WILL THEN TRANSMIT TO HIS/HER RESPECTIVE PROPERTY THAT THERE IS A MALFUNCTION AT ONE OF THE PROPERTIES AND THE BINGO GAME WILL BE PAUSED FOR A FEW MOMENTS TO CORRECT THE MALFUNCTION.
7. REGULAR VERIFICATION PROCEDURES WILL BE FOLLOWED AT WHICHEVER PROPERTY THE WIN OCCURS. IT IS ANNOUNCED TO THE OTHER PROPERTIES THAT A POTENTIAL WINNER HAS CALLED "BINGO" SO NO MORE NUMBERS ARE CALLED PENDING THE VERIFICATION OF THE GAME. ONCE THE GAME IS VERIFIED, THE PROPERTY AT WHICH THE BINGO WAS HIT IS ALSO RESPONSIBLE FOR PAYING THE PATRON. IN THE CASE OF MULTIPLE WINNERS, THE JACKPOT IS SPLIT AMONG ALL WINNERS, WITH EACH PROPERTY RESPONSIBLE FOR PAYING AT THEIR RESPECTIVE PROPERTIES.
8. ANY CARDS THAT ARE TORN OR MUTILATED IN ANY WAY WILL NOT QUALIFY AS A VALID CARD AND WILL NOT BE PAID AS A WINNER.
9. ALL MONIES WILL BE AGGREGATE AMONG ALL PARTICIPATING PROPERTIES, WHICH IS THE TOTAL NUMBER OF WINNERS PER GAME DIVIDED INTO THE VALUE RECEIVED FOR THE CARD PURCHASED.
10. ALL PAPER CARDS MUST BE MARKED WITH AN INK DAUBER AND MUST BE MARKED IN A MANNER THROUGH WHICH THE NUMBERS CAN BE READILY SEEN.
11. THERE IS A THREE (3) PACK MINIMUM PURCHASE REQUIRED FOR THE USE OF ELECTRONICS UNLESS STATED OTHER WISE.
12. ALL PLAYERS MUST BE PLAYING ON THE CORRECT NUMBERED PAGE, COLORED GAME SHEET OR CORRECT NUMBER OF GAME IN AN ELECTRONIC UNIT FOR THEIR BINGO TO BE VALID.
13. EACH PLAYER IS REQUIRED TO HAVE A RECEIPT OF THEIR PURCHASE. THE RECEIPT MUST BE DISPLAYED DURING THE EVENT.
14. ONLY ONE ELECTRONIC UNIT MAY BE PLAYED PER PERSON, ANY ONE PLAYING MORE THAN ONE UNIT WILL BE DISQUALIFIED. EACH PLAYER MAY DESIGNATE ONE SUBSTITUTE TO PLAY ON THEIR BEHALF IF EVENT CANNOT BE PLAYED BY THE ORIGINAL PLAYER FOR ANY REASON. EACH SUBSTITUTE MUST MEET ALL BINGO RULES AND IF JACKPOT IS WON DURING THIS TIME IT WILL BE PAID TO AND RECORDED FOR WHOEVER IS PLAYING AT THAT TIME, REGARDLESS OF PURCHASER OR ORIGINAL PLAYER.
15. IF YOU MUST LEAVE THE BINGO ROOM DURING THE SESSION, PLEASE NOTIFY A BINGO AGENT BEFORE LEAVING THE ROOM.
16. ELECTRONIC PLAYERS MUST BE PRESENT AND PLAYING HIS/HER OWN UNIT AT THE TIME A "BINGO" IS REGISTERED ON IT. UNATTENDED MACHINES WILL NOT BE PAID.

17. A MINIMUM OF ONE BALL MUST BE DRAWN AND CALLED IN EACH GAME.
18. THE BALL ON CAMERA IS NOT OFFICIAL UNTIL IT IS CALLED. ONCE THE CALLER BEGINS CALLING A LETTER OF THE BALL THE CALLER WILL CONTINUE AND THE BALL BECOMES THE LAST VALID BALL CALLED.
19. PLAYER MUST HAVE THE LAST BALL CALLED TO BE AN ELIGIBLE WINNER.
20. IT IS THE PLAYERS RESPONSIBILITY TO STOP THE GAME BY CALLING BINGO LOUD AND CLEAR TO GET THE ATTENTION OF THE AGENT ON THE FLOOR AND THE AGENT ON THE CALLSTAND.
21. WHEN DECLARING A WINNER, IT IS THE PLAYERS RESPONSIBILITY TO NOTIFY THE AGENT IF THEY HAVE MORE THAN ONE WINNING FACE ON PAPER PACKS AND/ OR ELECTRONIC UNIT
22. AGENTS ARE NOT RESPONSIBLE FOR ERRORS WHILE PLAYING CUSTOMERS CARDS.
23. ONCE THE CALLER CLOSSES THE GAME NO LATE WINNERS WILL BE HONORED.
24. WE DO NOT KNOWINGLY SELL DUPLICATE CARDS; WE CANNOT BE RESPONSIBLE IF THIS OCCURS DUE TO MANUFACTURING ERRORS.
25. ALL WINNERS OF \$1,200 OR GREATER MUST BE PREPARED TO SHOW A PICTURE ID AND PROOF OF SOCIAL SECURITY NUMBER. APPROPRIATE TAX DOCUMENTS WILL BE ISSUED.
26. BOYD 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, USERS, OR BY ANY OF THE EQUIPMENT OR PROGRAMMING
27. ASSOCIATED WITH OR UTILIZED, 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 ANY GAME OR EVENT.
28. IF, FOR ANY REASON, THE GAME OR EVENT 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 WHICH CORRUPT OR AFFECT THE ADMINISTRATION, SECURITY, FAIRNESS, INTEGRITY, OR PROPER CONDUCT OF THIS GAME OR EVENT, BOYD RESERVES THE RIGHT, IN ITS SOLE DISCRETION WITHOUT NOTICE, TO CANCEL, TERMINATE, MODIFY, OR SUSPEND THE GAME OR EVENT.
29. ANY ATTEMPT BY ANY PERSON TO DELIBERATELY DAMAGE OR MANIPULATE ANY PROGRAM OR EQUIPMENT TO UNDERMINE THE LEGITIMATE OPERATION OF ANY GAME OR EVENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS AND, SHOULD SUCH AN ATTEMPT BE MADE, BOYD RESERVES THE RIGHT TO SEEK RECOURSE AGAINST ANY SUCH PERSON TO THE FULLEST EXTENT OF THE LAW.
30. FLASHBOARDS ARE FOR THE CONVENIENCE OF THE PLAYERS. THE ACTUAL BALLS CALLED WILL DETERMINE WINNING CARDS.
31. ALL ELECTRONIC MALFUNCTIONS WILL VOID ALL PLAY AND PAYS.
32. MANAGEMENT RESERVES ALL RIGHTS INCLUDING MAKING CHANGES TO THE PROGRAM AS DEEMED NECESSARY.
33. 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 463.362 ET EQ. AND REQUEST THE NEVADA GAMING CONTROL BOARD TO REVIEW THE MATTER.
34. EMPLOYEES OF FORTUNET AND THEIR AFFILIATED COMPANIES ARE NOT ELIGIBLE TO PARTICIPATE IN THE BINGO GAME. MANAGEMENT RESERVES THE RIGHT TO EXCLUDE ANY INDIVIDUAL FROM THE GAME AT ANY TIME.

Procedures in the Event of Technical Issues

Loss of Video Signal

In the event of the loss of video signal, the game can continue utilizing the following procedures. First, the host site will call the ball in his/her ball rack which is communicated to all participants via a data link which is independent of the video link system. The caller at participating locations then echoes the ball call at their participating location causing no delay in call of the game.

Loss of Data and Video Signal

The same as above, except that the caller must select the caller ball in his/her ball rack and echo the ball call back to his/her participating Bingo hall.

Loss of Telephone Communication

If telephone communication is lost between participants, the game is stopped. The game can resume when a cell phone or other telephone communication device has been procured and participating operations are back on live communication.