

BINGO GAME GUIDE



For more information about these games please see the OLG Rules for Bingo Games, site Game Guides, House Rules, Odds of Winning, Refund Policy, and the individual Session Programs.

Version 2.0
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Know your limit, play within it.



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Price List

<p>MATINEE SESSION</p> <p>6 ON Regular Book \$ 8.00 9 ON Regular Book \$12.00 (Regular books contain Pages 1, 2, 3, 4, 5 and 6 Jackpot)</p> <p>Loonie Pot Ticket \$ 2.00</p> <p>Warm-Ups (3 ON) \$ 1.50</p> <p>Turbo Challenge Session \$ 1.00/card (4 card/game max)</p> <p>Lightning \$ 1.50 First Special \$ 1.00 Share The Wealth \$ 1.00 Double Action \$ 0.50 Super Jackpot \$ 2.00 Bonanza \$ 0.50 Players' Progressive \$ 2.00 Jackpot (3 ON) \$ 1.00</p>	<p>BUDGET SESSION</p> <p>6 ON Regular Book \$ 6.00 9 ON Regular Book \$ 9.00 (Regular books contain Pages 1, 2, 3, 4, 5 and 6 Jackpot)</p> <p>Loonie Pot Ticket \$ 2.00</p> <p>Turbo Challenge Session \$ 1.00/card (4 card/game max)</p> <p>Lightning \$ 1.50 Mini Jackpot \$ 0.50 Share The Wealth \$ 0.50 Budget Super Jackpot \$ 1.00 Double Action \$ 0.50 Players' Progressive \$ 2.00 Bonanza \$ 0.50 Jackpot (3 ON) \$ 0.50</p>
<p>EVENING SESSION</p> <p><i>Lickity Split Games</i> 3 ON Mini Book \$ 3.00 Club Special \$ 1.00</p> <p>6 ON Regular Book \$ 8.00 9 ON Regular Book \$12.00 (Regular books contain Pages 1, 2, 3, 4, 5 and 6 Jackpot)</p> <p>Loonie Pot Ticket \$ 2.00</p> <p>Turbo Challenge Session \$ 1.00/card (4 card/game max)</p> <p>Lightning \$ 1.50 Treasure Chest Special \$ 1.00 Share The Wealth \$ 1.00 Double Action \$ 0.50 Super Jackpot \$ 2.00 Bonanza \$ 0.50 Players' Progressive \$ 2.00 Jackpot (3 ON) \$ 1.00</p>	<p>LATE NIGHT SESSION</p> <p>6 ON Regular Book \$ 8.00 9 ON Regular Book \$12.00 (Regular books contain Pages 1, 2, 3, 4, 5 and 6 Jackpot)</p> <p>Loonie Pot Ticket \$ 2.00</p> <p>Turbo Challenge Session \$ 1.00/card (4 card/game max)</p> <p>Lightning \$ 1.50 Sunken Treasure Special \$ 1.00 Share The Wealth \$ 1.00 Super Jackpot \$ 2.00 Double Action \$ 0.50 Players' Progressive \$ 2.00 Bonanza \$ 0.50 Jackpot (3 ON) \$ 1.00</p>



House Rules

- 1) Charitable Gaming Centre entry is limited to persons 19 years of age or older.
- 2) Persons who appear under the age of 25 will be asked to produce valid, government issued, photo identification as proof of age.
- 3) Each player must purchase at least one regular book in order to purchase or play extra cards or specials. Each Charitable Gaming Centre may have specific warm-up games or other game exceptions.
- 4) The Charitable Gaming Centre reserves the right to impose a minimum purchase requirement as approved by OLG.
- 5) Altering and /or splitting or cutting bingo paper / cards for the purpose of sharing between players are prohibited. Any prizes won on altered bingo paper / cards will not be honoured.
- 6) Sharing of player devices or gaming product is prohibited.
- 7) A gaming product is valid only for the event for which it is purchased.
- 8) Bingo product cannot be reserved.
- 9) Seating is on a first come, first serve basis.
- 10) Charitable Gaming Centre may require the pre-allocation of seating in certain events.
- 11) Charitable Gaming Centre has the right to restrict players to one device.
- 12) The bingo card numbers and serial numbers must be visible in order to verify a bingo and ensure game integrity.
- 13) It is the player's responsibility to bring their 'Bingo' to the Caller's attention, either verbally or by way of a device, prior to the next number being called.
- 14) For electronic bingo cards, all balls called must be acknowledged on the electronic player device, in order for the 'Bingo' to be valid.
- 15) Any winning claim must be made before the Caller announces the game is closed in order for the claim to be valid. In the case of a game with more than one segment / prize value, "BINGO" must be called prior to the segment being closed to be eligible for the prize value of that segment.
- 16) Bingo numbers shown on the monitor are only in play once they have been announced by the caller.
- 17) Prizes will ONLY be paid to the winning player/s.
- 18) All prizes valued at \$1000 or more are subject to a Family Responsibility Office (FRO) check. Proper government issued identification is required to claim the prize.
- 19) Charitable Gaming Centre reserves the right to limit or refuse food and/or beverage consumption purchased outside the Charitable Gaming Centre.
- 20) Charitable Gaming Centre is not responsible for lost or stolen personal items.

continued....



House Rules, continued

- 21) Every effort will be made to prevent duplicate cards; in the unlikely event of a duplicate card, prizes will be divided equally amongst all validated cards.
- 22) For the comfort and respect of other customers, cell phones and other electronic devices should be turned off or put on silent mode. Charitable Gaming Centre reserves the right to ask a customer to stop using cell phones and/or other electronic devices at any time.
- 23) Foul language, bad behaviour or disrespect of other players, staff members and/or charity volunteers will not be tolerated. Customers should be respectful and failure to do so could result in being asked to leave the premises.
- 24) Charitable Gaming Centre reserves the right to refuse admittance.
- 25) All camera use is prohibited inside the Charitable Gaming Centre unless preauthorized by the Operator.
- 26) Players may not remove tickets from inside the clear Break Open Ticket (BOT) container.
- 27) Management is only permitted to sell games approved by OLG.
- 28) All product offerings are subject to change at the discretion of OLG.
- 29) The acceptance of foreign currency and exchange rates are subject to the discretion of the Charitable Gaming Centre management.
- 30) Violation of House Rules and/or Rules for Bingo Games and/or Government Regulations may result in a player not being awarded the prize.
- 31) The following individuals are not permitted access to the Charity Gaming Centre: Individuals who appear intoxicated; those restricted from accessing the gaming site or playing a lottery scheme as a condition of a court order; those who have been excluded from the site under subsection 3.6(1) of the Gaming Control Act as noted by the Registrar of the Alcohol and Gaming Commission of Ontario.



Refund Policy

During the course of business activity Management may decide to issue a refund to a patron. This may occur for a variety of reasons including but not limited to medical emergencies, power outages or technical issues.

When this happens, Management will follow these procedures:

- a) The Customer will receive no refund for games (inventory) already played or completed.
- b) The Customer will return all non-played (un-used) bingo paper to the point of sale (POS) counter along with their receipt. The bingo paper inventory (not the receipt) will be used to calculate the refund amount. The bingo paper inventory will be refunded at full value, whether it has been marked (daubed) or not.
- c) In the case of multi-part (multi-page) bingo paper inventory that has been partially played (partially used). The refund value will be pro-rated based upon the number of unused pages in the book or package, with no regard to the prize money allocation across the pages.
- d) If a single page has multiple games or parts on it. The page is considered played if all games or parts have been completed.
- e) The Customer will retain their receipt to show the POS as proof of their initial purchase value only. This is particularly important for determining any potential refund value for electronic credits purchased.
- f) Electronic bingo paper inventory being used for session based bingo play will be refunded in the same way as traditional bingo paper. Electronic credits used to play any other electronic games including but not limited, to TapTix or Play on Demand (POD) games will not be refunded because these games are played instantly. A refund will be issued for the residual value left in the electronic player account once this value is determinable on the system. This may require the player to retain their receipt and return at a later date. Customers must return within the next two days in order to receive a refund.
- g) Proof of Purchase Games, where the player does not actually play inventory (eg. Toonie Pot Game) will be refunded only if no eligible game has been completed in the session. If however, even one eligible game has been completed (from the multiple eligible games in the program) then no refund will be provided of any kind for this type of game.
- h) In certain extreme situations customers may have to leave the building immediately prior to obtaining a refund. In these situations it is the customers responsibility to retain all physical bingo paper inventory and their sales receipt and return to the gaming centre within the next 2 days in order to receive a refund.

Refund Value Calculation Example:

Pro-rated Number of Unused pages	% Refunded	\$8.00 2-Strip Regular Book	\$12.00 3-Strip Regular Book
6 out of 6 Pages	100%	\$8.00	\$12.00
5 out of 6 Pages	83%	\$6.65	\$10.00
4 out of 6 Pages	67%	\$5.35	\$8.00
3 out of 6 Pages	50%	\$4.00	\$6.00
2 out of 6 Pages	33%	\$2.65	\$4.00
1 out of 6 Pages	17%	\$1.35	\$2.00
0 out of 6 Pages	0%	\$ -	\$ -



Rules Of Play – Regular Bingo

The rules of play for Regular Bingo outline the standard rules applicable to all bingo games managed and conducted at the bingo centre unless these standard rules are specifically modified by the specific written rules for a particular game.

In the event a particular bingo game has specific written rules governing its rules of play, the specific written rules will take precedence over the general rules.

- 1) The arrangement of numbers required to be covered on bingo paper in order to win the game and the amount of the prize for each game shall be announced to the players.
- 2) a) A player shall be declared the winner of a game if they have covered all of the numbers in the required arrangement.
b) A player does not need to have the last number called in order to be declared a winner.
- 3) At the time a player claims to have won and before a prize is paid out, the numbers covered on the bingo paper in the winning arrangement must be verified.
 - a) by audible call back of the numbers covered on the bingo paper in the immediate presence of one (1) or more neutral players; or
 - b) through the use of the bingo caller's electronic verification system and by confirming visually the numbers covered on the bingo paper.
- 4) a) After a winner is declared, the caller shall inquire clearly and audibly three (3) times of the players whether there are any other players claiming to be a winner of that game. If there are no other winners, the caller shall declare the game to be closed.
b) No claim of a player to have won a game shall be valid if made after the game has been declared closed.
- 5) a) The total prize, as announced by the caller, shall be paid to a winner or winners. The caller must announce the number of winners for each game and the amount paid to each winner.
b) Where there is more than one (1) winner of a bingo game, the prize offered shall be divided equally amongst all players having obtained a valid bingo.
- 6) In the event that the number on a ball is miscalled, the actual number on the ball and not the called number shall be the official number for the game. Any claim by a player to have won a bingo using a miscalled number shall be disallowed.
- 7) a) A handwritten, electronic printed or video taped record for each bingo game played outlining the order in which the numbers were called for each game held during the bingo event will be produced. Any one (1) method is required, not all three. This shall be the official record of the games.
b) In the event of an error in verification of bingo paper, resulting in a game being declared closed, the game shall be reconstructed using the official record to identify the numbers previously called and the game shall continue until won by a player.
- 8) If it should be determined that a game has been closed as the result of a miscalled number and there is not a valid winner for the game, the game shall be reconstructed using the official record to identify the numbers previously called and the game shall continue until won by a player.
- 9) House Rules and/or Bingo Game guides are to be available and/or displayed at the bingo centre.
- 10) No person under the age of 19 years is allowed to play bingo or any other game of chance.
- 11) The number appearing on the monitor has to be called by the bingo caller before it is valid.

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Rules Of Play – Regular Bingo, continued

12) It is the players responsibility to yell bingo and be heard by the caller. "BINGO" must be called and heard by the caller prior to the caller announcing "Game Closed" in order to be valid.

13) Wild Number:

A wild number is determined by a specific ball ordinal, called in a specific bingo game that allows wild numbers as detailed on the written bingo program. A typical use would be "3rd number wild" which indicates the third number called in the game will be the wild number indicator ball. Any number ending in the trailing number (right most digit) of the wild number indicator ball is then automatically called as a group in ascending numerical order.

For example, if the third number called is G47, then all numbers ending in 7 will qualify as a wild number and should be daubed on all bingo cards of that game. All wild numbers are called as a group and not individually but in ascending numerical order. Therefore, a G47 wild number indicator ball results in wild numbers of B7, I17, I27, N37, G57 and O67.

The rules specify the order (ascending) of the wild numbers (group call) to accommodate and be consistent with the rules of any bingo game in which the order of the balls is important. An example of this type of game is the Loonie Pot Progressive Game.

For example, on a game which contains wild numbers and is a valid Loonie Pot Progressive Game. The Loonie Pot Indicator Number is N32. If the third number called is I22, then the wild numbers will be B2, B12, N32, N42, G52, O62 and O72. At this point in the game there are ten (10) valid numbers called, three (3) natural numbers plus seven (7) wild numbers. A customer could theoretically call bingo at this point and win both the normal bingo game and the Loonie Pot Progressive game assuming all game rules are fulfilled. Specifically, if the customer completed his/her pattern on N42 (the ball after the Indicator Ball) and is a valid winner on the normal bingo game. They would be a winner on both games. The three extra balls called after the pattern was complete is irrelevant.



March 5, 2014

LOONIE PROGRESSIVE GAME

In order to play the Loonie Progressive Game, players must have a valid Loonie Game ticket (receipt) and a Book (paper or electronic) for the Regular bingo event. (Please read the Proof of Purchase section regarding the signature requirement.)

Prior to the first forty-eight (48) Bonanza pre-call numbers, a bingo ball is drawn at random from the bingo blower. This bingo ball number is the Indicator Number. The Indicator Number will be posted on a sign for the duration of that session.

During the course of the game, the bingo ball drawn immediately following the indicator number is the Loonie Progressive Game Number.

The Loonie Progressive Game prize is awarded to the player who completed the specified arrangement of numbers on the Loonie Progressive Game number and has a valid Loonie Progressive Game ticket (i.e. You must complete the pattern on the number after the indicator number).

The player must also be a valid winner on the bingo game and should indicate both a Bingo win AND a Loonie Pot Win. It is possible on this game to win the Loonie Progressive Jackpot by completing the designated pattern on the Loonie Progressive Game Number but to have additional balls called before the player yells bingo. The Loonie Progressive Jackpot must be claimed within the Session that it is won, and prior to another player claiming a Loonie win on a subsequent Game.

You can win the Loonie Progressive Game only on games labelled with the "🎰" symbol on the game schedule (program).

You cannot win the Loonie Progressive Game on 'Mock' bingo games because they are special promotional games, which are not licensed under a Bingo Licence.

The Loonie Progressive prize starts at \$0.00 and grows by 65% of sales each session until it is won. We have set a minimum Loonie Progressive prize of \$100.00. Therefore, the display board inside the bingo centre will not go below \$100.00 and will not be updated until the prize is greater than \$100.00.

If the Loonie Progressive Game is not won and the prize amount has accumulated to \$5,000, it will immediately become a 'MUST GO' game during that session. The Charity Association has chosen the last part (pattern) on Page #5 of the Regular Book as it's 'MUST GO' game. During the 'MUST GO' game the indicator number is not used. The winner of the Loonie Progressive Game prize is the player who completed the specified arrangement of numbers on the bingo paper. The player must also have a valid Loonie Progressive Game ticket.

PROOF OF PURCHASE

The cost to participate in the Loonie Progressive Game is \$2.00 per ticket (event).

Players who participate in the Loonie Progressive Game must have a valid ticket for the Loonie Progressive Game for the current bingo session in order to claim the prize.

It is the players responsibility to ensure that their receipt containing a valid Loonie Pot ticket has their name written on it in ink prior to yelling "BINGO" and/or redeeming any loonie pot game. The receipt will automatically contain the session, date and time. This requirement for a name on every receipt containing a Loonie Pot ticket is simply for proof of purchase to maintain the integrity of the game. (We aim to prevent one receipt/ticket being "shared" by multiple customers until after a win, at which time the "winner" would then try to sign the "shared" ticket and claim a prize. This is not allowed.)

In the event that a potential winner on the Loonie Pot game does not have a pre-signed receipt the potential winner may be disqualified from the potential win. Management will immediately investigate if there is a reasonable theoretical potential for the winner to have cheated or shared a single Loonie Pot ticket with another player. Management will always ensure the integrity of the game as a first priority but discretion will be exercised in situations where game integrity is preserved. The purpose of the proof of purchase section is game integrity, not to deny a patron a valid win on a technicality.

The Bingo Centre may also require photo I.D. be shown to verify a potential winner's name and address. A Player who cannot produce photo I.D. may be disqualified as a winner.

It is the players responsibility to yell bingo and be heard by the caller. "BINGO" must be called and heard by the caller prior to the caller announcing "Game Closed" in order to be valid.



January 12, 2009

LETTER "X" PROGRESSIVE GAME

The rules of play for Regular Bingo outline the standard rules applicable to all bingo games managed and conducted at the gaming centre unless these standard rules are specifically modified by the specific written rules for a particular game.

In the event a particular Bingo game has specific written rules governing its rules of play, the specific written rules will take precedence over the general rules.

Letter X Specific Rules:

It is played on the Letter "X" game within the Regular Book. This pattern appears in each program once on one of the pages within the Regular Book.

The Progressive Jackpot is set to \$50 at the first session of each pot build and increases by \$50 on every subsequent session until it reaches a maximum of \$1,000. Once the Letter "X" Progressive Jackpot is won the Jackpot is reset to \$50 at the next session.

The win on ball ordinal is set to 8 calls while the Jackpot is building. Once the Jackpot reaches its maximum of \$1,000. The next calendar day the win on ball ordinal increases to 9 calls. The ball ordinal increases by 1 call on each subsequent calendar day until the Jackpot is won. After the Jackpot is won the ball ordinal is reset to 8 calls.

The game would generally be completed in one of two ways:

The winner completes the Letter "X" pattern within the win on ball ordinal number of calls. In this case the winner receives both the Letter "X" Progressive Jackpot and the stated Letter "X" fixed prize stated on the printed program.

or

The winner completes the Letter "X" pattern in more than the win on ball ordinal number of calls. In this case the winner receives only the stated Letter "X" fixed prize stated on the printed program.

There is never a "carry on" or consolation component on the Letter "X" pattern in the regular book. In order to win the Progressive Jackpot Prize a player must both, complete the designated pattern and have a valid bingo verified within the designated number of calls and prior to the caller closing the Progressive game part.

It is the players responsibility to yell bingo and be heard by the caller. "BINGO" must be called and heard by the caller prior to the caller announcing "Game Closed" in order to be valid.



December 4, 2007

PLAYER'S PROGRESSIVE GAME

The rules of play for Regular Bingo outline the standard rules applicable to all bingo games managed and conducted at the bingo centre unless these standard rules are specifically modified by the specific written rules for a particular game.

In the event a particular Bingo game has specific written rules governing its rules of play, the specific written rules will take precedence over the general rules.

Players Progressive Specific Rules:

Bingo cards for the Player's Progressive Game are priced at \$2.00 for a 3up strip. The Player's Progressive Game Prize shall be awarded to the first person or persons, achieving the winning pattern within the designated number of calls.

The designated number of calls will begin at fifty (50).

The Player's Progressive Game Prize shall start at \$0.00 and increase by 33.33% of sales at each session until won, or, until the prize reaches \$5,000. It is capped at \$5,000.

After the Player's Progressive Game prize reaches \$5000, the designated number of calls shall increase by one on the next calendar day. The designated number of calls shall increase by one on each subsequent calendar day until won.

The Player's Progressive Game prize shall increase by 33.33% of sales at each session until won, or until the prize reaches \$5,000 which is the cap on the progressive jackpot for this game. When this cap is reached the 33.33% will go into a seed pot to start building the next subsequent Player's Progressive prize. The value of this seed pot will be the starting point of the next Player's Progressive prize.

After the Player's Progressive prize reaches \$5,000, the designated number of calls shall increase by one on the next calendar day. The designated number of calls shall increase by one on each subsequent calendar day until won.

Where the Player's Progressive Game is not won within the designated number of calls, a consolation prize shall be awarded to the first person or persons achieving the winning pattern. The consolation prize shall be 33.33% of sales.

The consolation prize shall continue to be played even if the Player's Progressive Game prize is won. There is no "MUST GO" date (event) for the Player's Progressive Game.

In order to win the Jackpot or Progressive Jackpot Prize a player must both, complete the designated pattern and have a valid bingo verified within the designated number of calls and prior to the caller closing the Progressive game part.

It is the players responsibility to yell bingo and be heard by the caller. "BINGO" must be called and heard by the caller prior to the caller announcing "Game Closed" in order to be valid.



June 1, 2007

PROGRESSIVE BONANZA GAME

The rules of play for Regular Bingo outline the standard rules applicable to all bingo games managed and conducted at the bingo centre unless these standard rules are specifically modified by the specific written rules for a particular game.

In the event a particular Bingo game has specific written rules governing its rules of play, the specific written rules will take precedence over the general rules.

Bonanza Specific Rules:

The Bonanza game begins with a pre-call of forty-eight (48) numbers early in each bingo session that it is played within. Card sales continue through-out the session until the Bonanza completion occurs (as specified on the session program).

The game usually completes in one of two ways:

Completing your full card pattern in fifty (50) calls or less wins the Bonanza Progressive Jackpot (10% of on-going Bonanza sales).

or

Completing your full card pattern in fifty-one (51) calls or more wins the Bonanza Consolation Prize (50% of the current session Bonanza sales).

When the Bonanza Progressive Jackpot is won, we do not play for a consolation. The money which would have been the consolation prize becomes the starting value (seed amount) for the next Bonanza Progressive Jackpot.

In order to win the Bonanza Progressive Jackpot prize a player must both, complete the designated pattern and have a valid bingo verified within the designated number of calls and prior to the caller closing the Progressive game part.

It is the players' responsibility to yell bingo and be heard by the caller. "BINGO" must be called and heard by the caller prior to the caller announcing "Game Closed" in order to be valid.



June 1, 2008

SUPER JACKPOT GAME

The rules of play for Regular Bingo outline the standard rules applicable to all bingo games managed and conducted at the gaming centre unless these standard rules are specifically modified by the specific written rules for a particular game.

In the event a particular bingo game has specific written rules governing its rules of play, the specific written rules will take precedence over the general rules.

Super Jackpot Specific Rules:

A line prize (as specified on the session program) will be awarded to the person or persons achieving the line prize pattern (as specified on the session program).

The Super Jackpot prize (as specified on the session program) will be awarded to the person or persons achieving a full card in the designated number of calls or less for the specific pot build.

At any session where the Super Jackpot prize is not won (within the designated number of calls), the consolation prize (as specified on the session program) shall be awarded to the person or persons achieving a full card in more than the designated number of calls for the specific pot build.

The consolation prize shall not be played if the Super Jackpot prize is won.

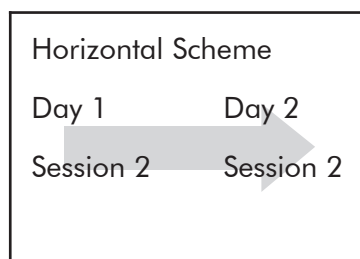
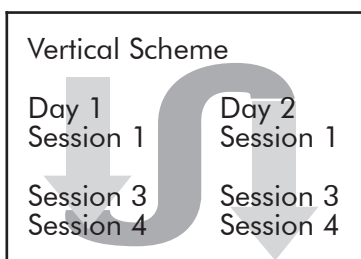
In the event of multiple verified winners on any portion of the game, the prize money will be divided equally among the verified winners.

The designated number of calls required to win the Super Jackpot prize in the initial session of each pot build shall be fifty (50) and shall progress by one (1) additional call each session (applicable to the specific build) until that pot build's Super Jackpot prize is won. Once won the designated number is reset to fifty (50) at the next session.

A Jackpot winner will be defined as an individual or persons who have completed the pre-agreed pattern (as detailed on the Game Schedule) and has stopped the game by shouting bingo and being heard by the caller within the designated number of calls and prior to the caller closing the Jackpot game part.

It is the players' responsibility to yell bingo and be heard by the caller. "BINGO" must be called and heard by the caller prior to the caller announcing "Game Closed" in order to be valid.

Pot Build:	Regular Super Jackpot	Budget Super Jackpot
Scheme Type:	Vertical (Matinee, Evening, Late Night)	Horizontal (Budget)
Line Pattern/Prize:	Top 2 Lines / \$100	Top 2 Lines / \$50
Super Jackpot:	Full Card / \$2,000	Full Card / \$1,000
Consolation Prize:	Full Card / \$300	Full Card / \$150
Designated #:	starts at 50 ea. pot build	starts at 50 ea. pot build
# builds by:	1 each vertical session	1 each horizontal session





January 12, 2009

DUAL DAB or DOUBLE ACTION GAME

The rules of play for Regular Bingo outline the standard rules applicable to all bingo games managed and conducted at the gaming centre unless these standard rules are specifically modified by the specific written rules for a particular game.

In the event a particular Bingo game has specific written rules governing its rules of play, the specific written rules will take precedence over the general rules.

Dual Dab Specific Rules:

The Dual Dab or Double Action game is called and played in a similar fashion to any regular bingo game except for the fact its bingo card contains two numbers per square instead of the standard one number per square.

Players mark each square entirely if either number is called during the course of the game. This results in faster game play and increased excitement.

The paper used for this game is a unique single face with two numbers per square.



February 23, 2016

TURBO CHALLENGE BINGO

Turbo Challenge Bingo is a fast-paced, shutter board-style bingo game which was designed and programmed by OLG without direct site input. As such the site does not have any site specific rules of play.

For full game rules and regulations we would direct you to the OLG Turbo Challenge Bingo Game Guide, available on-site and on our web site.

Turbo challenge is an ancillary session of 10 games which may or may not be played based upon managements decision on a session by session basis. It is played exclusively on the electronic terminals.

Pricing for the game(s) may vary site by site and/or session by session. Please see the Price List for details.