

THE FLINTSTONES—Game Instructions

The Flintstones are packed TWO deals to a box. Each deal is color-coded—one green and one blue—to help keep them separate.

The Flintstones has 320 tickets and a seal card. Instant winners are contained throughout the deal. In addition, twenty-six tickets contain the Flintstones car with a unique number. Players retain these Car Tickets for a chance to win a minimum of \$100.

The seal card contains a window near the top concealing the Car Prize. Along the bottom are four windows numbered 1 through 4. Three of those windows conceal the result “SORRY \$50 will be added to progressive jackpot” and one conceals the result “YOU WIN progressive jackpot.”

GAME CONDUCT

1. All players must be afforded an opportunity to purchase tickets. Any restrictions to the number of tickets a player is initially limited to should be included in the House Rules.
2. Players with a Car Ticket should retain that ticket until all tickets in the deal have been sold.
3. Before the deal’s seal card is opened:
 - a. All tickets in the deal must be sold.
 - b. The worker announces that the seal card for The Flintstones will be opened and gives the serial number of the deal that is being played. (Announcing the color may also help to avoid mistakes.)
4. A worker opens the Car Prize window on the seal card, announces the revealed number, and shows that number to two or more players.
5. The player with the corresponding number on their Car Ticket is the winner and is awarded \$100.
6. The worker states the amount of the progressive jackpot (which is indicated in the window) and asks the Car Prize winner to choose a number between 1 and 4.
7. The Car Prize winner then chooses ONLY ONE of the four windows numbered 1 through 4 from the seal card.
8. The worker opens the selected window and reads to all players either “SORRY” or “YOU WIN” and shows it to two or more players, including the Car Prize winner.
9. If “YOU WIN” is revealed, the Car Prize winner is awarded the progressive jackpot.
10. If “SORRY” is revealed, the progressive jackpot rolls over to the next deal of The Flintstones and is increased by \$50.
11. If the player with the ticket containing the Car Prize number cannot be located when it is revealed, that player still wins \$100, but:
 - a. A random player may select from the windows numbered 1 through 4 to determine if the prize Car Prize winner also wins the progressive jackpot.
 - b. The worker opens the selected window and reads to all players either “SORRY” or “YOU WIN” and shows the seal card to two or more players.
 - c. The worker announces that the Car Prize winner must claim their prize(s) within the time posted by the licensee (which may not be less than 14 days from the date the last ticket in that deal was sold).
 - d. The serial number and car number of the outstanding winning ticket is posted.
 - e. After the minimum number of days, the prize is reverted to the organization. (Make a note in game records.)

FINAL DEAL

12. If a) the progressive jackpot reaches the \$450 maximum, b) a licensee will close permanently or for an extended period of time, OR c) if the licensee has other reasons to end a Flintstones progression, a final deal must be played in which an announcement is clearly made before the sale of that game that the Car Prize winner will *automatically* win the progressive jackpot.

RESTRICTIONS

13. Only one deal may be sold at a time.
14. A new progressive jackpot may not be started until the current progressive jackpot is won.
15. The progressive jackpot prize starts at \$50 and increases by \$50 for each deal sold until the prize is won. NOTE: Licensee may limit the rollover, awarding the progressive jackpot automatically to the Car Prize winner, if change is included in game records and announced prior to sales.
16. The progressive jackpot should continue either during that same bingo occasion or during the licensee's next bingo occasion until the progressive jackpot is won.
17. Due to player tax liability issues, the progressive jackpot must not exceed \$450.
18. Prizes must be claimed within the time posted by the licensee. By rule, that date cannot be less than 14 days from the date the last ticket in that deal was sold.
19. Seal cards must be retained until the winner(s) have been determined or the prize claim period has expired, whichever comes first, and there are no disputes.

DISPUTED GAMES

20. If a player has a complaint involving The Flintstones, log the issue along with the name(s) of player(s) involved and retain the seal card. Maintain with the game records.

GAME RECORDS

21. Record each deal sold on The Flintstones Progressive Jackpot Accountability form until the progressive jackpot is won.
22. Keep the completed progressive jackpot form with the game records for that week.
23. Start a new progressive jackpot form each time the progressive jackpot is won and a new game is started.

PRIZE PAYOUT

24. Each deal of The Flintstones contains the following:

Takes In: \$320.00 (320 tickets @ \$1.00 each)
Pays Out: \$240.00
Payout: 75.00%
% Profit (Net): 15.00%
Winning Ticket Ratio: 1 in 4.77

<u>Number of Ticket</u>	<u>Prize Amount</u>	<u>Winning Combination</u>	
1	\$100	\$100	Car Prize
1	\$50	\$50*	Progressive Jackpot contribution
1	\$20	\$20	Instant Prize
5	\$2	\$10	Instant Prize
<u>60</u>	\$1	<u>\$60</u>	Instant Prize
68		\$240	

*Progressive Jackpot increases by \$50 if the Car Prize winner does not pick the winning window.