



THE ROYAL CANADIAN LEGION ALBERTA-N.W.T. COMMAND

SALES TIP #2 — TRY SEAL CARD GAMES!

Seal card games are another form of pull tickets approved by the Alberta Gaming and Liquor Commission (AGLC) and are a new and exciting way to increase your Branch's revenues from pull ticket sales. A complete description of one of our approved seal card games, Casino Nights, can be found on the reverse of this flyer and we have included some questions and answers below.

Questions and Answers

Q: What's the different between a seal card game and our regular pull ticket games?

A: Seal card games are small count games (Casino Nights is 240 tickets) that give your players two ways to win – instant wins (as with your regular tickets) and special hold tickets that give a limited number of players a chance to win the large prize. Your Branch must sell the entire 240 tickets before you can play the game and award the extra prize.

Q: What's the attraction for players?

A: Players like seal card games because there are a limited number of special hold tickets that give them a chance to win the larger prize. They realize that if they get a hold ticket, they have a good chance of winning the prize and will 'chase' the hold tickets. Players also like the fact that they will see someone win the large prize.

Q: When should our Branch sell seal card games?

A: Seal card games should only be used when there is a good crowd in your Branch such as a busy evening in the lounge, your Branch is hosting a special event, or during a sports event. There should be at least 50 people in attendance before deciding to play a seal card game.

Q: Do we need a dedicated seller to sell seal card games?

A: Initially, you will need to have a dedicated seller to explain the game to your players and answer their questions. Once the players are familiar with the game, you will be able to announce that you are playing a seal card game and players will come up to the bar or other selling area to buy their tickets.

Q: Do seal card games replace the regular instant win games?

A: No. Seal card games do not replace your regular instant win games which should continue to be sold. Seal card games complement existing games and are used at select times only.

Q: How do I get started?

A: Call your Arrow Games / Bazaar & Novelty Sales Representative who can provide you with more information and will help you get started by helping your Branch sell the tickets for the first time.

**For more effective pull ticket sales tips, contact your
Arrow Games / Bazaar & Novelty
Sales Representative at 1.800.567.5606
www.arrowgames.com/albertanwt**



what is a SEAL CARD?

how does it play?

1

Seal cards are another form of pull tickets with as few as 240 tickets in a unit and two different ways to win.

2

Players can win an instant prize just like they do with their regular pull ticket games.

3

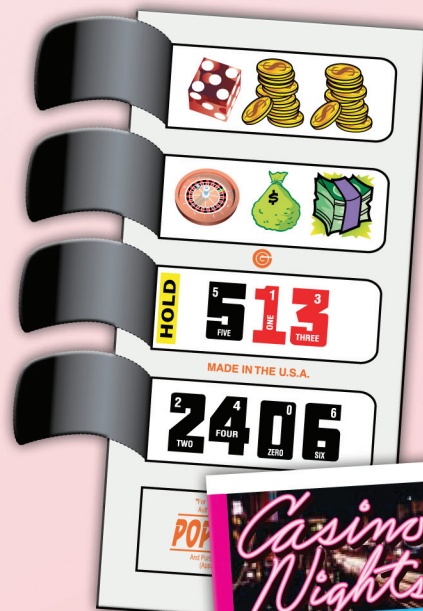
In addition to the instant win prizes, there are 12 tickets out of the 240 tickets that have a hold number ending in red 13's in one of the windows. The numbers range from 013, 113, 213...1113. Players hold these special Hold tickets until all 240 tickets are sold for a chance at the extra prize.

4

Once all 240 tickets are sold, you will open one of the two windows on the special seal card that comes with each unit to reveal the winning number(s) for the extra prize. One player will win \$100 or two players will win \$50. The player(s) with the Hold tickets that match the number(s) revealed on the seal card win the extra prize(s).

5

Once all the prizes have been paid out, you have the option to open another unit of tickets (time permitting) and play another game.



FORM 160P \$1.00 per card

240 cards @ \$1.00.....\$240.00

PAYS OUT

Total Seal Value @ \$100.00.....\$100.00

INSTANT WINNERS

1	Winner	@	\$25.00	-----	\$25.00
1	Winner	@	\$10.00	-----	\$10.00
1	Winner	@	\$5.00	-----	\$5.00
2	Winners	@	\$2.00	-----	\$4.00
12	Winners	@	\$1.00	-----	\$12.00

PAYS OUT.....\$156.00
IDEAL PROFIT.....\$84.00

65.0% payback

20 sets per case