



OCTOBER 2026



Aliante
CASINO + HOTEL + SPA
BINGO

CRAZY FOR COVERALLS	\$6,000 SPECIALS	COVERALL SPECIAL	BINGO NIGHT LIVE
FRIDAY, OCTOBER 2 ALL DAY OVER \$20,000 IN COVERALLS!	SATURDAY, OCT. 10 9PM SESSION SUNDAY, OCT. 18 3PM SESSION FRIDAY, OCT. 30 9PM SESSION	SATURDAY, OCTOBER 17 11:00am & 1:00pm 2-\$1,000 3:00pm & 5:00pm 3-\$1,000 7:00pm & 9:00pm 4-\$1,000	SATURDAY, OCTOBER 24 HALLOWEEN THEME

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
11:00AM SESSION REGULAR PAY SECOND CHANCE COVERALL	11:00AM SESSION REGULAR PAY SECOND CHANCE COVERALL	11:00AM SESSION REGULAR PAY SECOND CHANCE COVERALL	11:00AM SESSION REGULAR PAY SECOND CHANCE COVERALL	11:00AM SESSION REGULAR PAY SECOND CHANCE COVERALL	11:00AM SESSION REGULAR PAY SECOND CHANCE COVERALL	11:00AM SESSION REGULAR PAY SECOND CHANCE COVERALL
1:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	1:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	1:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	1:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	1:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	1:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	1:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL
3:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	3:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	3:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	3:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	3:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	3:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	3:00PM SESSION Regular Pay Second Chance Coverall
5:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	5:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	5:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	5:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	5:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	5:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL	5:00PM SESSION REGULAR PAY SECOND CHANCE COVERALL
7:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	7:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	7:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	7:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	7:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	7:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	7:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL
9:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	9:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	9:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	9:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	9:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	9:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL	9:00PM SESSION DOUBLE/TRIPLE PAY SECOND CHANCE COVERALL



RULES

ALIANTE BINGO

Letter X Plus

1. Letter X Plus will be played alongside game 1.
2. After the 17th number, the strips will pay as a Blue Pack.
3. Cashball is not valid on this game.
4. Players must have a current valid cashier receipt to be eligible to win the jackpot prize.
5. Players must have a minimum buy-in for the session to be eligible to play Letter X Plus.
6. Players must bingo in 17 numbers or less on the 3-on strip to be eligible for the Letter X Plus jackpot.
7. The player must have the last number called on the strip.
8. Letter X Plus are available at each selling window for \$2.
9. Payouts are aggregated when there is more than one winner on the Letter X Plus strip.
10. In the event of split winners within the 17h number involving the Letter X Plus and a regular pack, the Letter X Plus will receive the jackpot, and the regular pack will be paid the split according to the number of winners.
11. All house rules are applicable to this game.

CLOVERLEAF PROGRESSIVE RULES

1. This is a progressive game played as a Cloverleaf, which is four corner stamps.
2. The cashball is not in play for this game.
3. The game will be played on Game 2 at sessions 11:00am, 1:00pm, 3:00pm, 5:00pm, 7:00pm and 9:00pm. Unless there is a special session.
4. The number to win the jackpot will start at 26 numbers and progress one number every 7 days until it reaches 38 numbers, the number will not increase at that point.
5. The cash value will increase daily, starting at \$500. Consolation pays \$100.
6. You must have the last number called.
7. Only cards sold at the current session are eligible.
8. All payouts are aggregated.
9. No late winners will be honored.
10. All house rules are applicable to this game.

PROGRESSIVE DUAL DAUB RULES

1. Dual Daub is completed as a coverall and played at all sessions on game 5, unless posted otherwise.
2. The cashball is not in play for this game.
3. Jackpot starts at 31 numbers and \$10,000 and goes up one number every 14 days to 35 numbers or until won. Consolation prize per session is \$200.
4. Money collected from the Dual Daub sales will be added to the progressive jackpot and made available to be won the following day. When the jackpot is won during a session, the reserve jackpot of \$10,000 will become the main jackpot for the next session. Money collected will be added to the main and reserve jackpots. The jackpot dollar amount progresses daily prior to the 11:00am session. Players will be playing for the posted jackpot amount and that amount must match the Bingo records.
5. Dual Daub coverall cards are available at each selling window \$2 each and may be purchased up to the end of game 2. A maximum of 50 \$2 Dual Daub cards are available in the electronic units. Player must play at least one blue card to be eligible to play the Dual Daub coverall.
6. Once Bingo is called and verified, the game is over.
7. Winner must have the last number called to win the posted jackpots. If the player wins without having the last number called, the player will receive the consolation prize only.
8. Payouts are aggregate when there is more than one winner.

SUPER PUNCH DIAMOND

How to Play:

1. The Game is played as a Large Diamond pattern on 3-on card faces, which each bingo face contains a free space in the middle. The winning pattern is a Large Diamond.
2. Super Punch Cards only, players that achieve the winning pattern on or before the 25th through 36th ball call will be awarded punches based on the ball call and must correspond with the Super Punch Board pay table set forth. The player that achieves the winning pattern will have one opportunity to use the Super Punch Board tablet to determine their game prize amount including progressives. The number of punches awarded will be based on the ball call the winning bingo was achieved. Once the Super Punch Board is complete, the winner will be awarded the amount shown.
3. In the event of multiple winners on the same ball call during the same game event the Bingo agent will select punches in order from the first available punch starting from the top left and moving to the right and then dropping down one row and starting again from the left moving to the right and continuing on this matter until all punches have been selected on the Super punch board to determine the game prize amount from the pay table and the resulting game prize will be paid to the winners on a "split" basis.
4. The Super Punch game ends if a win has been achieved throughout the pay table or the ball call has reached the 36th ball drawn.
5. In the event of duplicate cards or faces are sold for the same game, all duplicates will be treated as single card or face with any prizes paid on a "split" basis.
6. All wins are subject to verification. In the event a win cannot be verified, it will not be eligible for any prize.

7. Consolations prizes (any prizes not listed within the pay table) are paid at the sole discretion and financial responsibility of the Licensee. Once all progressives have been awarded the Super Punch Board will reset to its base seed value. All progressives and pays will be based on previous days sales.
 - A. If Bingo is achieved on a Blue, Red, or Green, level before the 36th ball drawn, the associated pack pay will be paid. The game will then continue only on Super Punch Cards until the 36th number or Super Punch Progressive Card is won.
 - B. If Bingo is achieved on a Super Punch Progressive card before the 36th ball drawn, the Super Punch Bonus will be played. The game will then continue until a winner is declared on a blue, red, or green level.
8. A player must be present in the bingo room and have a minimum buy-in for the session to be eligible to play the "Super Punch".
9. All house rules are applicable to this game.
 - A. Cashball are not valid on the Super Punch Progressive Cards
 - B. Bonus Balls/ 2nd Chance are not valid on the Super Punch Progressive Cards

General Rules:

1. Participants must be at least 21 years of age to participate.
2. By participating in this promotion, winners hereby give their permission to Boyd Gaming, and any of its affiliated companies to use their names, likeness, etc. for promotional purposes without additional notice or compensation.
3. Advertising describing the promotion may occur before the beginning of, and at any time during, the promotion. Such advertising, including, but not limited to, print media, broadcast media, electronically transmitted media, socially shared media and/or outdoor image media does not guarantee that any specific participant or participants shall receive an award. Advertising may continue to create awareness of the promotion up to and concluding upon the promotion's scheduled end. If all awards have been fulfilled in accordance with the promotion's rules herein, there can be no assurance or assumption that additional awards will be made to any participant, regardless of ongoing advertisements published or broadcasted through the conclusion of the promotion.
4. Any and all applicable taxes relating to the winning of any of the prizes is the sole responsibility of the participant. By participating in these games, the player acknowledges and agrees that the order to receive the game prize over \$2,000, he or she must provide a valid government issued form and identification and their Social Security number. Winners are responsible for any and all taxes.
5. Management reserves the right to change, cancel or modify the terms of this promotion at any time.
6. By participating in this promotion, participants agree to be bound by these official rules and the decisions of management.
7. Management will resolve any dispute or situation not covered by these rules and that decisions shall be final and binding on all participants.
8. Boyd Gaming and any of its affiliated companies may exclude anyone from participating in the promotion for any or no reason, at Management's sole discretion.
9. Persons who have been trespassed or who have requested self-exclusion from a participating property are not eligible to participate in this promotion.
10. Malfunction voids all pay, plays, awards and prizes. Malfunctions include, without limitation, erroneous and/or unintended displays of any and every kind, including without limitation, displays made by way of video, electronic media, audio and/or printed communication.
11. All House rules of the Participating location that do not conflict with these rules are applicable for this game.
12. Employees and agents of Gaming Arts LLC, as well as family members and household members of the same will be ineligible to participate in the Game and shall be ineligible for any game prize.

STARBURST RULES

1. The Starburst game is played as the 11th game of every regular session, as a hard way Bingo unless otherwise posted.
2. Cashball is not eligible on the Starburst game.
3. Winners must have the last number called.
4. Players must have a current valid cashier receipt to be eligible to win any jackpot prize.
5. Players must have a minimum buy-in for the session to be eligible to play.
6. The jackpot amounts for the Starburst game are as follows:
No Starburst \$50
Starburst in the Pattern \$100
On the Starburst \$300
7. All Payouts are aggregated.
8. All house rules are applicable to this game.
9. Management reserves the right to change, cancel or modify the terms of this promotion at any time.
10. By participating in this promotion, participants agree to be bound by these Official Rules and the decisions of Management. Management will resolve any situations not covered by these rules and that decision shall be final and binding on all participants.

BONUS COVERALL RULES | 47th NUMBER PROGRESSIVE

1. The Bonus Coverall Plus is played alongside games 12, 13 and 14.
2. After the countdown of the jackpot numbers, the coverall strips pay as a blue pack.

3. Players must have a current valid cashier receipt to be eligible to win any jackpot prize.
4. Players must have a minimum buy-in for the session to be eligible to play the Bonus Coverall.
5. The jackpot amounts for the Bonus Coverall are as follows:
47 numbers pay \$25,000, Progressive Only
48 numbers pay \$10,000.
49 numbers pay \$5,000.
50 numbers pay \$3,000.
51 numbers pay \$2,000.
52 numbers pay \$1,000.
53 numbers pay \$750.
54 numbers pay \$500.
6. The Bonus Coverall Jackpot is only valid on first chance coverall.
7. Bonus Coverall cards pay the amount listed above at the time guest declares "Bingo" and has the last number called.
8. Bonus Coverall cards are available at each selling window for \$2 and are validated for the cashball.
9. Payouts are aggregated when there is more than one winner on the Bonus Coverall cards.
10. In the event of split winners on the coverall involving a Bonus Coverall card in the countdown and a regular pack, the Bonus Coverall will be paid the jackpot amount, and the regular pack will be paid the split according to the number of winners.
11. All house rules are applicable to this game.
12. Cashball rules apply to this game on the validated cards.

SECOND CHANCE CASH BALL RULES

1. The Second Chance Cash Ball will go into effect once the primary Cash Ball
2. To be eligible to win the Second Chance Cash Ball jackpot:
 - C. Guest must pay \$2 for the Second Chance Validation.
 - D. The receipt must have "Second Chance Validation" printed on it.
 - E. The primary Cash Ball must have hit for that session.
 - F. You must bingo on the Cash Ball number on a validated pack.
 - G. The Cash Ball number must be the last number called.
3. The Second Chance Cash Ball is only in effect on games 3, 4, 6, 7, 8, 9, 10, 12, 13. It is not valid on the 2nd and 3rd chance coveralls, Dual Daubs, Letter X, Cloverleaf or Starburst.
4. Players are playing for the Second Chance Cash Ball jackpot for \$1,500 for all sessions, unless otherwise posted.
5. Carry over Cash Ball is only for amounts posted on the board. No Jackpot of \$1,500 is in play those days.
6. Once the Primary and Second Chance Cash Balls are won at a session, they are no longer valid for that session.
7. Second chance validation is only valid for the session that it was purchased.
8. All Second Chance Cash Balls are aggregate payouts.
9. All Cash Ball rules apply.
10. Standard Bingo rules apply except where changes are noted above.
11. Management reserves all rights to cancel or change this promotion at any time.

\$6,000 BINGO SPECIAL

\$20 Buy in (6-Pack)

Additional packs \$10

4 pack min. in a machine

Must have a Buy In Pack to purchase a Machine Special

- Buy 6 extra get 6 Free \$60 (72 cards)
- Buy 8 extra get 8 Free \$80 (96 cards)
- Buy 10 extra get 20 Free \$100 (180 cards)

BINGO NIGHT LIVE

1. All house rules apply
2. All sales are final after the first game has started
3. A total of 10 games will be played. 8 games paying \$200, 1 game paying \$400, overall paying \$1,000

DISCLAIMER

STANDARD RULES APPLICABLE TO ALL GAMES AND PROMOTIONS: Participants must be at least 21 years of age. All applicable Aliante Bingo house rules apply unless otherwise stated in the specific game rules. By participating, players agree to be bound by these Official Rules and the decisions of Management. Management reserves the right to change, cancel or modify any game, promotion, prize, schedule or rule at any time, subject to applicable gaming regulations. Management will resolve any dispute or situation not specifically covered by these rules, subject to any rights available under applicable Nevada gaming law. All wins and eligibility are subject to verification. Players are responsible for all applicable taxes. Persons who have been trespassed or who have requested self-exclusion are not eligible to participate. Malfunctions void all pays, plays, awards and prizes.