



Rich Witch	
Ticket Form Number:	13230
Manufacturer:	Douglas Press, Inc.
Price:	\$0.50
Number of Tickets in Deal:	2,000
Top Instant Prize:	\$5.00
Payout:	\$745.00
Profit:	\$255.00
Percent Payback:	74.50%
Total Instant Winners:	60
Overall Odds of Winning:	1:33.33
Approval Date:	June 15, 2009

Seal Card Image #1 (Closed)



Seal Card Image #2 (Opened)



How to Play

RICH WITCH™ is a seal card game with instant winners and seal card winners. To play, the player would pay \$0.50 for the ticket and then open the windows on the backside to reveal the symbols. If the symbols inside the ticket match the winning combinations on the front, they are a winner. All instant winners will have a cash payout showing the amount won. There are 2,000 tickets in a deal with 60 instant winners.

Seal Card Instructions

There are 18 “Red 13” HOLD tickets in the deal, each identified by a red number 13 (013 through 1713). There are 6 “HOLD YOUR WITCH” tickets in the deal, each identified by a witch graphic and a number (1 through 6). Players holding “Red 13,” and “HOLD YOUR WITCH” tickets sign their name on the corresponding sign-up line on the seal card. This ensures that if the game is not completely sold out in one day, the players will receive their winnings. Additionally, there are eight “HOLD GHOST” tickets in the game. These tickets are clearly marked with a number and the following wording: “HOLD GHOST / REDEEM AT HAUNTED HOUSE. INSTANT WIN!” The “HOLD GHOST” tickets are numbered 1 to 12 inclusive, but only eight of these symbols will be in each deal. Upon opening these tickets, players should proceed to the seal card and open the corresponding ghost window. Each window reveals a prize and the player wins the prize shown. When the game is completed, four of the ghost windows on the seal card will be unopened.

Once all tickets in the deal have been sold out, the operator will open the three tombstone seals and award \$200, \$25 and \$25 to the players holding the numbers ending in red 13 matching the numbers revealed. The prizes in the unopened ghost windows will be paid to the player holding the “HOLD YOUR WITCH” ticket with the number matching the number revealed under the seal marked, “Which WITCH gets RICH? OPEN LAST! Witch holder revealed wins the four unclaimed ghost prizes!” and the game is over.

Red 13 prizes will be paid out as follows: 1 @ \$200, 1 @ \$25, 1 @ \$25

Eight GHOST prizes will be paid out from the following prize possibilities: \$100, \$75, \$50, \$25 and \$20

One WITCH prize will be paid out by combining the four remaining GHOST prizes.

TOTAL WINNERS	PAY OUT VALUE	WINNING COMBINATIONS
5 Winners @ \$5.00	\$25.00	Pumpkin + Pumpkin + Pumpkin
5 Winners @ \$2.00	\$10.00	Monster + Monster + Monster
50 Winners @ \$1.00	\$50.00	Blue 88s/99s