

OFFICIAL PROMOTION RULES

SWEET SURPRIZES THURSDAY, JUNE 6, 13, 20, & 27, 2024

A. PROMOTIONAL DATE(S):

- Miami Valley Gaming will host this promotion on Thursday, June 6, 13, 20, & 27, 2024.
- All drawings will take place between 6:00 pm and 8:00 pm on Thursday, June 6, 13, 20, & 27, 2024.

B. ELIGIBILITY

- > All MVG Club Members are eligible to participate
- Membership is free and can be obtained at Player Services.
- Must be 21 or older with a valid ID.

C. ENTRIES. ACTIVATION AND DRAWINGS

- MVG Club Card must be properly inserted into gaming machine before each drawing.
- Additional earned entry days, multipliers or bonus entries may be offered via direct mail or e-blast offerings to invited MVG Club members.
- Guests can only win once per drawing but are eligible for all subsequent drawings.
- > From 6:00 pm 8:00 pm, every half hour five (5) winners will be drawn from participants who have properly inserted their MVG Club Card in a gaming machine.
- MVG Club winners have ten (10) minutes from the time their names are announced to claim the prize at the designated drawing area. If the winner does not claim a prize within the allotted time, the prize will be forfeited.
- Each winner will select an item and win \$600 \$1,000 in Free Play or \$500 Cash.
- Winners must present their MVG Club Card and a valid photo ID when claiming prize.
- Free Play offers, non-cashable VLT credits, will be valid for use through 11:59 pm July 31, 2024, with a maximum of \$5,000 Free Play available for use per gaming day.
- No Free Play will be awarded in lieu of cash.

E. RULES:

1. This Promotion is further subject to MVG's "Official Promotion General Rules". These Rules are available at the MVG Club during hours of operation. The terms and conditions set forth in this Official Promotion Description will control any conflict between the Rules and this Official Promotion Description. Any capitalized terms used above and not defined in this Official Promotion Description have the meaning ascribed to them in the Rules.