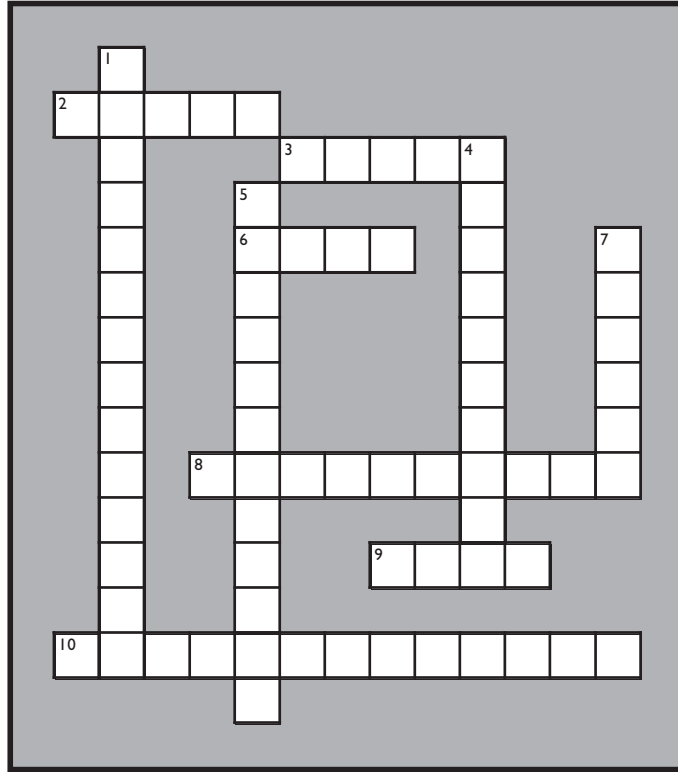

GAMBLE SCRAMBLE®

HOW GAMBLING WORKS



Across

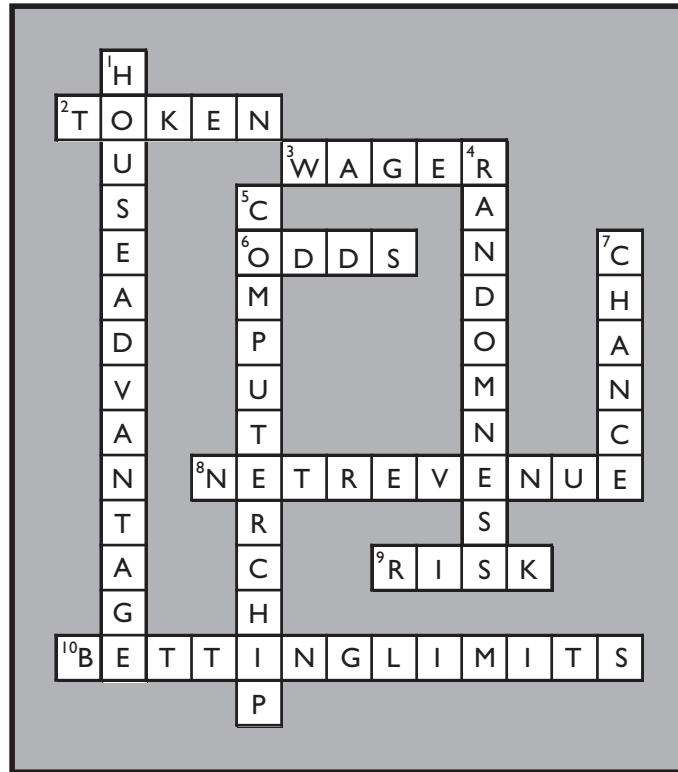
2. The casino coins that sometimes are used to play slot machines.
3. A sum of money, or anything of value being risked on an uncertain outcome.
6. The amount a bet pays, for example 2 -1; 5 -2 and the actual odds of winning i.e. 1 in 14,000,000.
8. The amount of money a gambling enterprise makes in profits after payment of prizes and expenses.
9. The possibility of losing an amount of money or something of value that is bet on the outcome of an event, contest, game or machine.
10. Minimums and maximums that can be wagered on one bet.

Down

1. Also known as the "edge". The advantage the casino or house has over the player in any game.
4. Lacking a definite pattern. All casino games are based on the fact that no one can predict what will happen next.
5. The random number generator, which is inside a slot machine and VLT machine. It is constantly generating thousands of numbers every second.
7. Something that happens unpredictably without a specific purpose or observable cause.

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HOW GAMBLING WORKS



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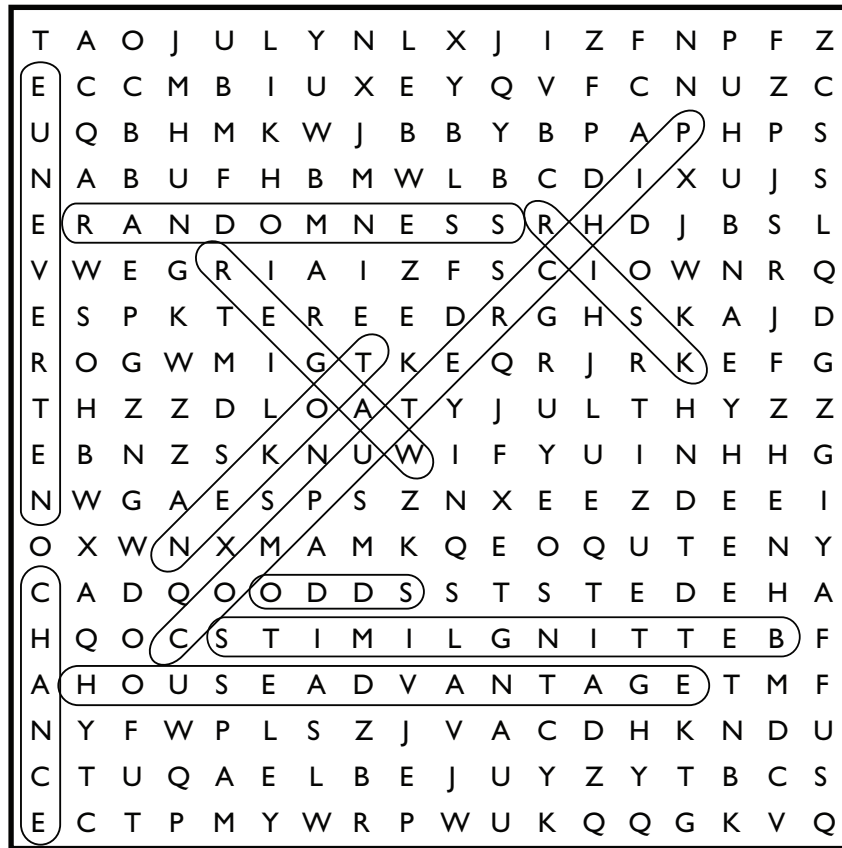


- Betting Limits
- Chance
- Computer chip
- House advantage
- Net revenue
- Odds
- Randomness
- Risk
- Token
- Wager

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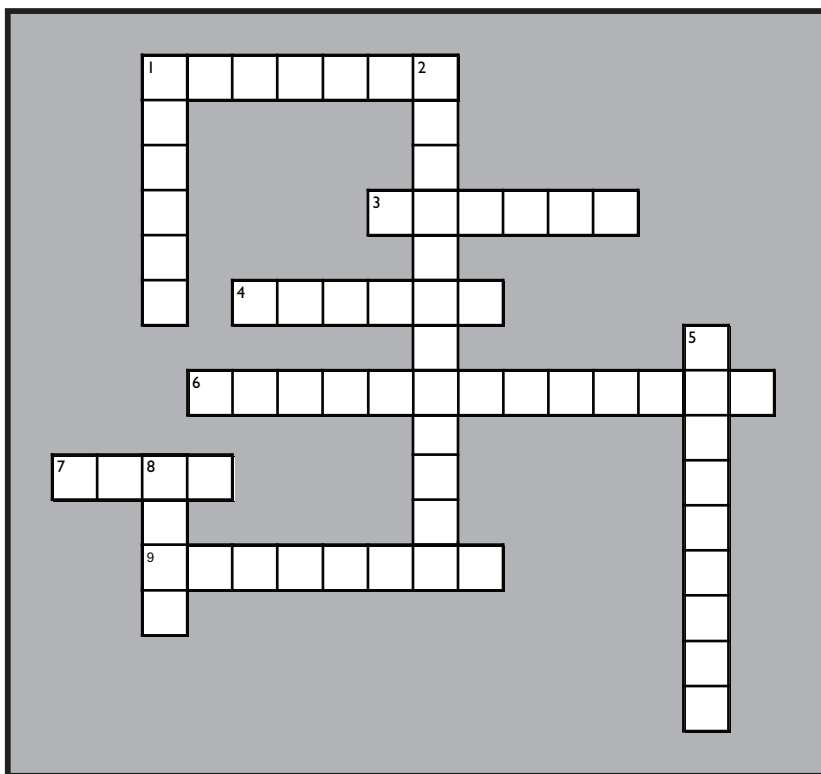


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GAMBLE SCRAMBLE®

TIPS FOR KEEPING GAMBLING FUN



Across

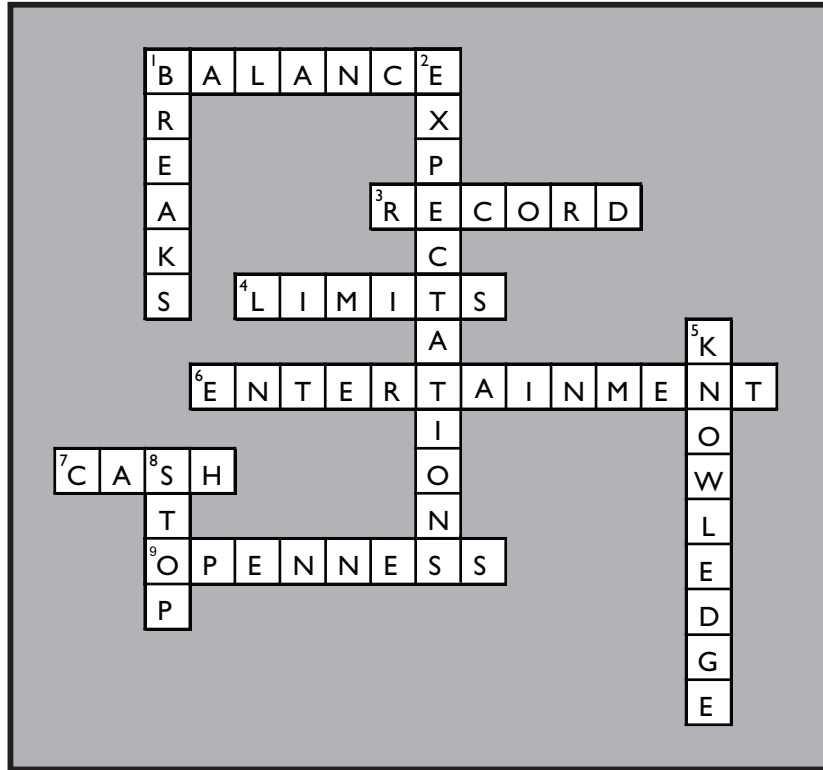
1. Allows you to do everything in moderation.
3. Keep track of how much time and money you are spending on gambling.
4. Something you set to ensure you don't spend more time or money than intended on gambling. Think before you go!
6. Gamble as a form of recreation, not as a way to make money.
7. Leave credit cards, cheque books and bank cards at home.
9. Make sure loved ones know about your gambling at all times.

Down

1. Walk around, eat, go outside, go to the bathroom.
2. Hope to win, be prepared to lose.
5. Make informed decisions about gambling -- learn about odds, consider the consequences.
8. If you win, do this. Then enjoy the feeling but remind yourself that it may never happen again.

GAMBLE SCRAMBLE®

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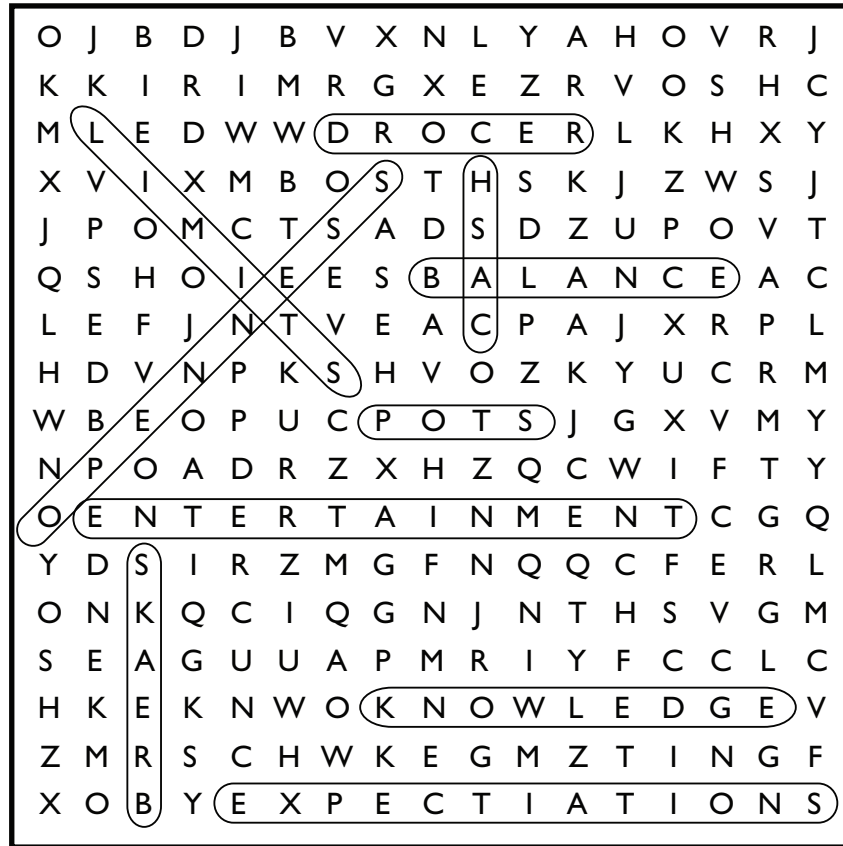


- Balance
- Breaks
- Cash
- Entertainment
- Expectations
- Knowledge
- Limits
- Openness
- Record
- Stop

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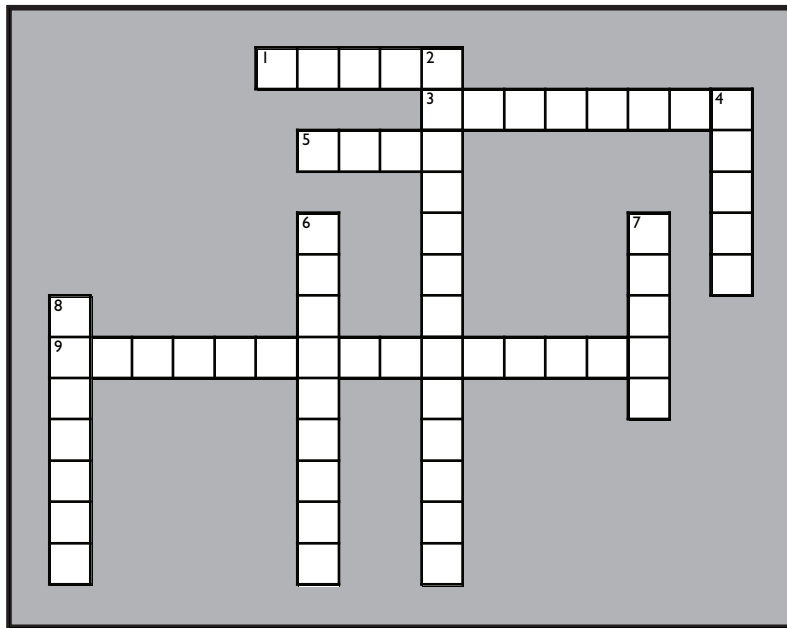


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GAMBLE SCRAMBLE®

TYPES OF GAMBLING ACTIVITIES



Across

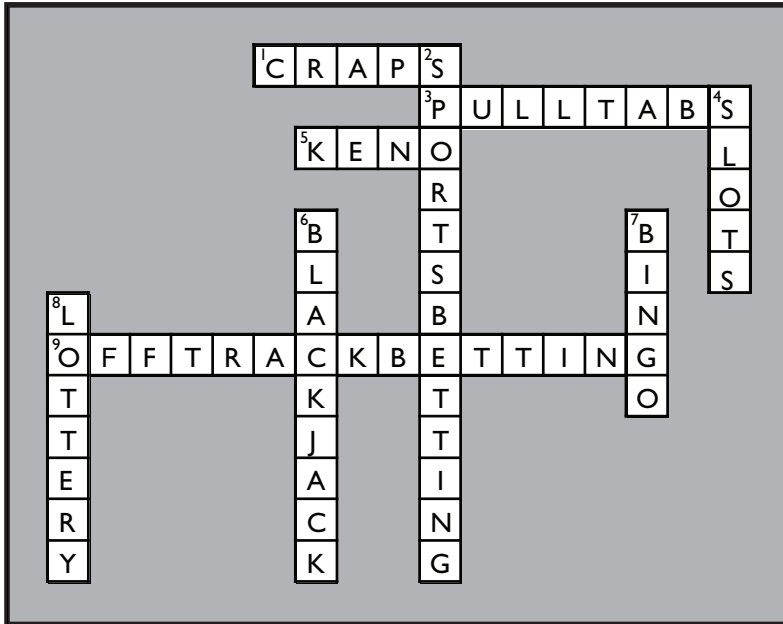
1. A game of chance in which a player throws two dice. If the total of the two dice is 7 or 11, then the player wins.
3. A game of chance in which the player pulls tabs on a card to match symbols to find out if he/she wins or loses.
5. A game where the house draws 20 balls at random from a total of 80 ballots, numbered 1 through 80. The player attempts to guess what numbers the house will draw.
9. Wagering conducted on a race at a place other than the race course where the race is actually being held.

Down

2. Placing a bet on the outcome of a sporting event to win a prize. These bets may take the form of tickets, Calcutta's or sports "pools".
4. An electronic gaming device.
6. The game where the players try to beat the dealer by getting closest to 21 without going over. Also known as 21.
7. A game of chance in which each player has one or more cards printed with differently numbered squares on which to place markers when the respective numbers are drawn and announced by a caller. The game is won by the first person covering a previously designated arrangement of number on the cards.
8. A drawing of lots in which prizes are distributed to the winners among persons buying a chance to win something.

GAMBLE SCRAMBLE®

TYPES OF GAMBLING ACTIVITIES



GAMBLE SCRAMBLE®

TYPES OF GAMBLING ACTIVITIES



Bingo

Blackjack

Craps

Keno

Lottery

Offtrack betting

Pull tabs

Slots

Sports Betting

1. A drawing of lots in which prizes are distributed to the winners among persons buying a chance to win something.
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TYPES OF GAMBLING ACTIVITIES

J I O L X C N L E O K J Z X T U M J	Bingo
Q C F Y V G Y J G T Z G K D S N S R	Blackjack
I X F Q V H I S H C L R E Z D E Z U	Craps
X K T R G T A B R B Z L U J N F I K	Keno
K U R M V Q A A Y J O G T J R R O Y	Lottery
W N A Y M J P O K X I E U S G E O B	Offtrack betting
C Y C T B S T O L S I D S P M V X I	Pull tabs
W P K U P I V H D V A H P O W I Z Z	Slots
H U B E K P N U X K F H T R Y V H Q	Sports Betting
W L E L Z X K G F Y K X J T E Q J Z	
O L T H E Q Z E O R P C J S W V T Q	
Q T T Y U B G F R E X M U B C X Z M	
F A I E V U Q C W T U X V E G V T I	
A B N H K D K I Z T T O N T C F G K	
Y S G W X S W K Z O G I J T N Z F E	
B L A C K J A C K L Q R E I I Q A N	
P Y Z G I E G A M R C N C N H H M O	
Z B E C F D Q Q X D N V Q G R J Y N	

Lottery

1. A drawing of lots in which prizes are distributed to the winners among persons buying a chance to win something.

Offtrack betting

2. Wagering conducted on a race at a place other than the race course where the race is actually being held.

Blackjack

3. The game where the players try to beat the dealer by getting closest to 21 without going over. Also know as 21.

Bingo

4. A game of chance in which each player has one or more cards printed with differently numbered squares on which to place markers when the respective numbers are drawn and announced by a caller. The game is won by the first person covering a previously designated arrangement of number on the cards.

Pull tabs

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Slots

7. An electronic gaming device.

Sports betting

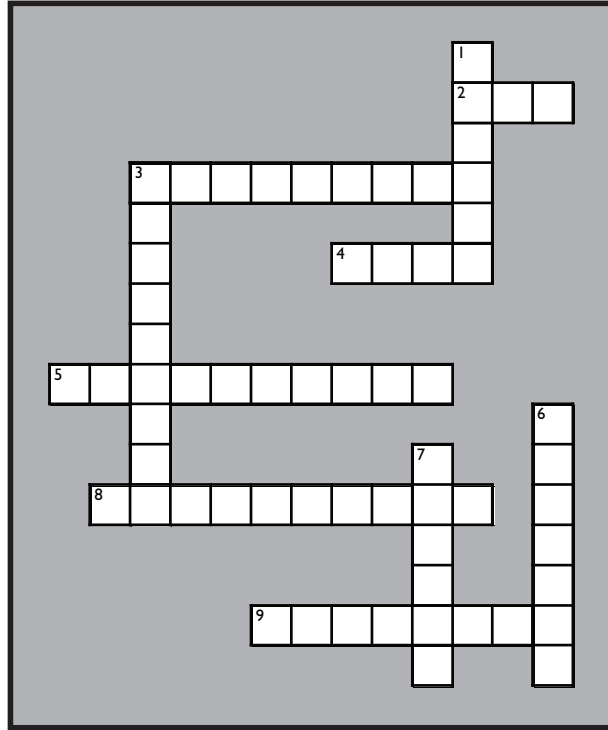
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Craps

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GAMBLE SCRAMBLE®

WARNING SIGNS OF PROBLEM GAMBLING



Across

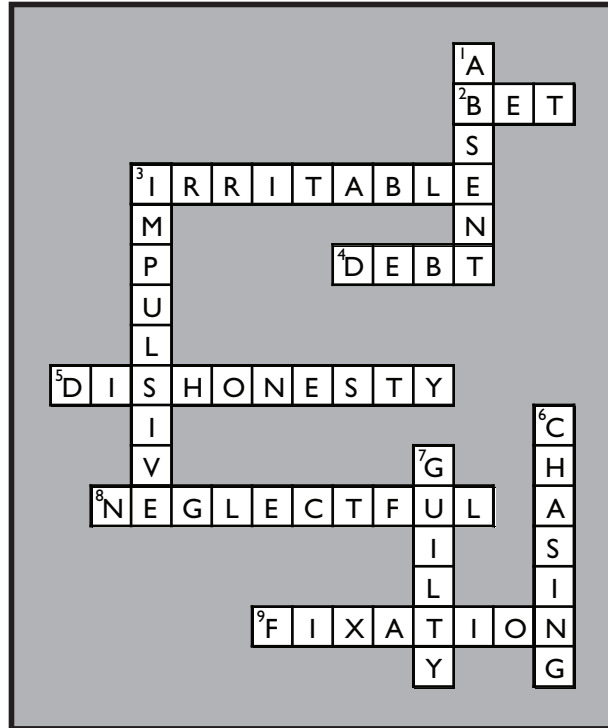
2. Beginning to place larger, more frequent wagers.
3. One of several personality changes. Secrecy and avoidance may be others.
4. Not able to meet living expenses, constantly borrowing money from family or friends, cashing in RRSP's for gambling.
5. Not being truthful about the amount of time or money spent gambling.
8. Ignoring household and family responsibilities or personal needs such as good nutrition, sleep, appearance and general well-being.
9. Preoccupation or constantly thinking about and preparing for gambling (including bingo, slots, scratch tickets, sweepstakes).

Down

1. Amount of time unaccounted for.
3. Not able to stick to time or money limits.
6. Returning to win again or to recover losses.
7. How one feels about the amount of time or money spent on gambling.

GAMBLE SCRAMBLE®

WARNING SIGNS OF PROBLEM GAMBLING



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WARNING SIGNS OF PROBLEM GAMBLING



- Absent
- Bet
- Chasing
- Debt
- Dishonesty
- Fixation
- Guilty
- Impulsive
- Irritable
- Neglectful

- _____ 1. Returning to win again or to recover losses.
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Y A P U G W R P K H T C E O E T	Chasing
H G U I L T Y J D Q J D R G U F	Debt
W S N G O I C T M K G M L Y E Y	Dishonesty
G I R R I T A B L E M E N R V X	Fixation
D I S H O N E S T Y C K T Q I H	Guilty
L O R Y H T R C Y T S N W M S H	Impulsive
Y F N H L H J U F F E D B J L G	Irritable
E U C V Z O T U A S D Z X B U U	Neglectful
C T M B X C L T B D E B T O P Z	
P T E C X U J A K F W J I X M N	
Y M H B Q D P L T B T O O F I O	
M R D E C G G N I S A H C V E G	
L Z W P J H A D R U H E G B A L	
J S F I A P I Z Q U B E R C I G	

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