



Game Objective:

Experience what might be the fastest Bingo game ever created. Players manage 4 Bingo cards simultaneously, with only 5 seconds to react to each drawn ball. Strategic placement is heavily rewarded, as key spaces feature score multipliers. Because numbers frequently appear on multiple cards, success relies on both lightning-fast speed and smart card management.

The Game Board:

The screen displays 4 active Bingo cards. The "Pool," contains two copies of every number from 1 to 75 (150 balls total).

Each 5x5 card features columns labeled B-I-N-G-O with the following breakdown:

- B: 5 numbers between 1–15
- I: 5 numbers between 16–30
- N: 4 numbers between 31–45, plus 1 central Free Space
- G: 5 numbers between 46–60
- O: 5 numbers between 61–75

Every card also includes 10 multipliers: five 2x multipliers and five 3x multipliers.

Gameplay:

Every number from 1 to 75 exists twice in the pool. Once drawn, a ball is removed permanently.

- Balls are drawn continuously at a set pace regardless of when you daub your numbers.
- Daubing a number within the first 3 seconds awards a Time Bonus.
- If 3 subsequent numbers are drawn without you daubing a matched number, that missed number will highlight across all cards where it appears, offering a final chance to daub it before it disappears from the screen.
- Completing a Bingo pattern and hitting the BINGO button retires that card for the rest of the match.
- Claiming a Bingo on all 4 cards ends the match immediately.

Game Durations:

Match timers vary and are displayed in the lobby. Default setups include:

- Practice Game: 60 seconds
- Stakes up to \$0.50: 60 seconds
- Stakes up to \$9.00: 90 seconds
- Stakes over \$9.00: Unlimited time

Scoring

- **Daubed Number(seperate for every card):** Base Score (100 pts) + Time Bonus x Multiplier shown on this space
- **Bingo:** Worth **1,000 points**. Formed by completing a full horizontal line, vertical line, main diagonal, or all 4 corners. Points are only awarded once you press the **BINGO** button.
- **Missed Bingo Penalty: -250 points** for each uncollected Bingo when the match ends.
- **Incorrect Daub Penalty: -10 points** for marking an invalid space.
- **False Bingo Penalty: -500 points** for pressing the **BINGO** button without a valid pattern.
- **Free Space:** The center space starts pre-filled on every card and counts toward all pattern completions.
- **Time Bonus:** Rewards fast reaction time.
 - Time Bonus = +0.05 points per millisecond remaining in the first 3 seconds of a ball draw.
- **End-of-Game Completion Bonus:** Rewards strategy—whether to focus heavily on 1 or 2 cards or spread daubs evenly across all 4. Calculated at match end for each card and added together:

End of Game:

The match ends when any of the following triggers occur:

- 5 seconds elapse after all 150 balls have been drawn.
- 5 seconds elapse after no remaining numbers in the pool match any open spaces on your cards.
- A valid **BINGO** is claimed on all 4 cards.
- The match timer runs out.

Tie-Breaker Rules

- Shortest reaction time to hit the **BINGO** button after a Bingo became available.
- Highest total number of Bingos claimed.
- Fewest misclicks/penalties.