



Lights, camera... **BINGO!**

A fun twist on a classic game, guests mark board spaces featuring plot points and quotes on a digital card as the movie plays. Spaces are timestamped to align with the movie, and players score points throughout the whole film as well as trying to win by calling Bingo first, making for a fun game that lasts the whole movie!

How to Host the Game:

1. Access the game through the link emailed by Swank.
2. Click the "Starting Time" box and select your show date and the time you plan to start the film (not the event's start time.) Then select the time zone your showing is taking place in, and enter in your school's name in the designated box.
3. A countdown for the game will appear on the homepage, as well as an auto-generated QR code for players to use to join the game
 - Adjust the start time by clicking the date/time box, but note that changes are impossible after the start time passes.
 - **Important:** Keep the game page open or have the unique link accessible to manage start time adjustments, check the countdown, access the QR code and leaderboard, etc. If you exit and use the original link, it will start the process over and generate a new game and new QR code.
4. Share the QR code with the audience upon arrival or display it on a screen so players can join the game on their phones.
5. Start the movie when the countdown reaches 00:00:00 to ensure the movie's time matches up with the timestamped boxes in the game.
 - Ensure no previews or ads play before the movie. If they do, skip ahead of these before the start of the showing.
 - If you're unsure when the official start of the movie is, check out a digital version of the movie (either streaming or download). The start of these copies will be aligned with the start of the Bingo timestamps.
 - We recommend using a digital download of the movie for synchronized timestamps and a smooth transition from the QR code to the movie.
6. Hosts can monitor the leaderboard on the game board or homepage.
 - On the leaderboard, you may view player points and the order players have called Bingo.
 - Players can keep getting points even after someone's called Bingo.

Helpful Tip:

To keep players engaged until the end of the film, have prizes for the players with the most points and the first players to call Bingo.



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Game Play Instruction:

1. Join the game using the provided QR code, read instructions, and enter a nickname for identification.
2. Select the "Free" space then click on a square once it occurs in the film.
3. Once you tap a square, either:
 - Tap "Select" to mark it.
 - Tap "Close" to exit the square.
4. If you select a square after the event occurs in the movie:
 - It becomes activated.
 - Points are based on timing: the closer you select the square to the event, the higher the points (range: 50-1,000). The free square awards 1,000 points.
5. If you select a square before the event:
 - First time: you receive a warning.
 - Subsequent times: 30-second penalty added to game win time.
6. You can call Bingo once you have five squares in a row: horizontally, vertically or diagonally.
7. If penalized during the game, you must wait for the penalty clock to reach "0" before calling Bingo.
8. After calling Bingo, you can select to continue playing to receive more points.
9. You can view the leaderboard and instructions at any time using the buttons at the bottom of the page.

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