

# **New Players Guide**

Monroe County Democratic Party Bingo

## **Know before you come**

All sales are cash only. Some people play only the lightning rounds for \$6-\$11. Many people play multiple cards and get computers for \$70 or more. Suggested new player cost: \$18-\$28

We welcome outside food and drinks and also have a small cash concession with drinks, chips, and hot sandwiches.

You'll need a dauber to mark your cards. Bring one or buy one from our concession.

When you come in, grab a rules sheet and a paper bag to put in your used cards. Always keep your receipt! It is needed for certain wins like the Hotball or Super Progressive.

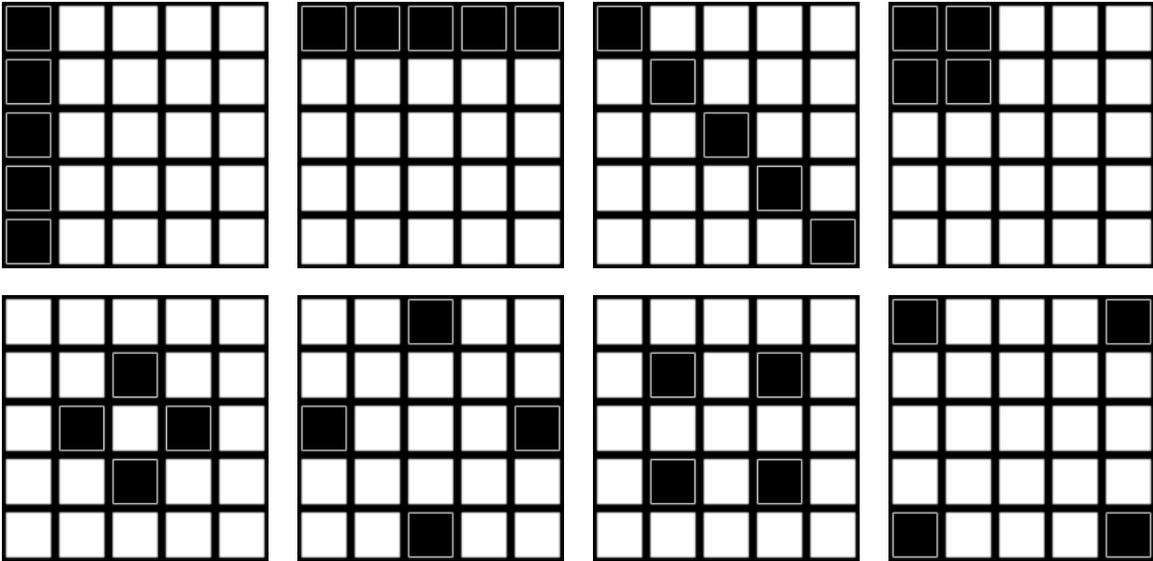
Tell us you're new when you come in and we'll be sure to check in on you. We want you to have fun (and win!) so you'll come back and see us again.

## Ways to win

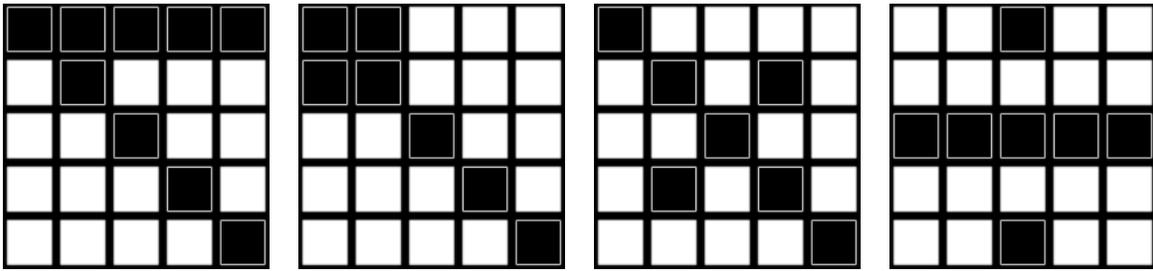
There are three basic win types:

- Single bingo
- Double bingo
- Coverall

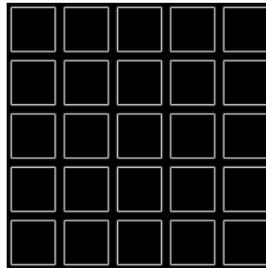
For a single bingo, only one bingo is needed. These include the standard straight and diagonal lines, but also include big box, little box, big diamond, little diamond, and postage stamp (any corner).



A double bingo requires any combination of 2 single bingos. A few examples:



A coverall requires every square to be covered



Refer to the rules sheet for how to win each game

## Games with a Twist

One game in the “Book” has a wild number. The first ball will be the wild ball. Use the last digit on the ball to mark all the numbers with that digit. For example, if the wild ball is 35, you will mark 5, 15, 25, 35, 45, 55, and 65.

The double action coverall has two numbers in each square. You mark the square if either number is called.

## **Order of Play**

From 6:15-8:00, we play lightning.

Starting around 8:10, we play the Admission, then several sheets out of the “Book”. We start mixing in some of the other cards. The Super Progressive and In-House Progressive games are played at the same time. The night ends with the Jackpot Coverall.

The full order of play is on the rules sheet. Our floor workers are also happy to help you get them all in order.

## **Lightning**

The lightning games are very fast paced, double bingos. New players probably only want to buy enough for about half the games so you can take a break or be social. You can buy more sheets on the floor. The last round is called slowly to let people play multiple cards.

## **Progressive Games**

We play 2 progressive games. They are both coverall games and we play them at the same time. For both games, you must cover your card in a certain number of calls to win. The numbers of calls are posted by the register and are announced during the game. If no one wins the In-House Progressive game, the play continues until someone wins a consolation prize. The Super Progressive game does not have a consolation prize.

## **Jackpot Coverall**

The final game pays out either 1 big prize, or 2 smaller prizes depending on how calls it takes. Make sure you keep playing for the second consolation prize if no one wins the big prize.

## **Hotball**

The Hotball is a chance at a bonus prize. At the beginning of regular bingo, a ball is pulled out and marked the Hotball. If you win a bingo round and the last ball called was the Hotball, you win the bonus prize. Requires purchase.

# Confusing Things

Pull tab games are called at the same time as other bingo games. Before the game starts, the caller will announce a pull tab game and the game number. If someone wins a pull tab, don't throw your card away yet because bingo will continue. Likewise, if someone wins a bingo, don't start a new bingo card if they are still calling for a pull tab game.