

Housie / Tambola / Bingo:







Game Settings:

You can use this section to do the following:

1. Set the numbers to be randomly generated on the board to be automatic or manual.
2. For automatic, you will need to specify the time interval (seconds) between the generation of two numbers. *Default: Automatic, 6 seconds.*
3. You can activate sounds to provide feedback after each number is generated

Prizes / Wins:

The following prizes / wins are considered:

1. Early 5 / Jaldi 5: These are the first 5 numbers, matched by a player to the board generated numbers, denoted by symbol .
2. Line 1: These are the 5 line numbers of line #1, matched by a player to the board generated numbers, denoted by symbol .
3.  Line 2: These are the 5 line numbers of line #2, matched by a player to the board generated numbers, denoted by symbol .
4. Line 3: These are the 5 line numbers of line #3, matched by a player to the board generated numbers, denoted by symbol .
5. Full House: These are all the 15 line numbers of all lines, matched by a player to the board generated numbers, denoted by symbol .

On any win, the first player to press the buttons denoted by the above symbols (in the case on multiple wins per option), will be considered the winner for that option (line 1, 2, 3...)

New Game Board:

1. A New Game Board must be created before any tickets can be created.
2. The newly created game board is assigned a unique game reference number (GRN). Eg. HG26082023121607217203.
3. This GRN must be communicated to all players, so that they can create tickets against that particular game.
4. If the game settings are set to automatic with a certain time interval (seconds), then on new game board creation, random numbers between 1-90 will be generated after the assigned time interval (seconds). There will also be a pause button to pause game play.

5. If the game settings are set to manual, then on new game board creation, random numbers between 1-90 will be generated only after the button to do so is pressed.
6. In the automatic mode, it is recommended that, on new game board creation, the play be paused, to allow all the players to log in and connect to a given game.
7. If the back button is pressed during game play, the game will be aborted and all the players will be informed accordingly.

New Game Ticket:

1. Before creating a new ticket, a player must choose a game to play in and provide his/her name.
2. It is suggested that all players have unique names to differentiate between them during wins.
3. If a player wrongly chooses a game that has already started, he/she will need to catch up on all the numbers generated during that game run until that point.
4. Each player ticket will consist of a random set of 15 numbers set in 3 rows of 5 numbers each.
5. The player will sequentially see all the numbers generated on the board after either the (a) time interval set in the games setting for the automatic mode, or after the (b) button press on the game board in the manual mode.
6. All the board numbers can be seen at the bottom of the ticket, sorted ascendingly.
7. If the player presses a number that is not generated by the game board, a warning message will display at the bottom right of the player's screen.
8. Only board generated can be clicked by each player. Clicking such numbers will turn them green.
9. Please refer to the Prises / Wins sections for how to declare a win

Happy Playing

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