THE OFFICIAL

BINGO

B I N G O

GAME + CARD

VISUAL USER GUIDE

A colourful guide for hosts and players. Caller v1.4.21 + Card v8.3.1 + Sync Worker R4. Play locally or online, and learn how fairness can be checked.

HOST
BINGO Caller

PLAYER
My BINGO Card

OFFICIAL WEBSITES

HOME	https://mybingo.markeumir.xyz/
CALLER	https://bingo.markeumir.xyz/
CARD	https://bingocard.markeumir.xyz/
FAIR PLAY	https://bingofairplay.markeumir.xyz/

MiRo Digital Tools
SCAN / OPEN

Personal Facebook
SCAN / OPEN

READ THIS FIRST

WHO OPENS WHAT?

One host runs the Caller. Every player uses their own BINGO Card.

HOST

bingo.markeumir.xyz

Draw balls, set rules and verify claims.

PLAYER

bingocard.markeumir.xyz

Prepare and mark up to four active cards.

TWO WAYS TO PLAY

OFFLINE / MANUAL

Same room or local game. Host calls. Players type the numbers they hear. No Sync PIN.

ONLINE / BINGO SYNC

Remote or connected groups. Host creates a room; confirmed numbers update on registered cards.

THE WHOLE GAME IN FOUR MOVES

01
PREPARE
Host sets the rule.

02
JOIN
Players ready cards.

03
DRAW
Call numbers.

04
WIN
Verify the pattern.

TIP Not sure? Start at mybingo.markeumir.xyz and pick your role.

OFFLINE QUICK START

HOST: RUN THE GAME

No online room needed. Use the Caller on a TV, laptop or tablet.

1 OPEN CALLER

Go to bingo.markeumir.xyz. Stay in Offline / Manual.

2 SET THE RULE

Announce Any Line, Corners, X, Blackout or a custom rule.

3 TEST AUDIO

Try Test Sound or Test Voice. You can always read calls aloud.

4 DRAW A BALL

Tap the draw button. The board updates without repeating balls.

5 ANNOUNCE

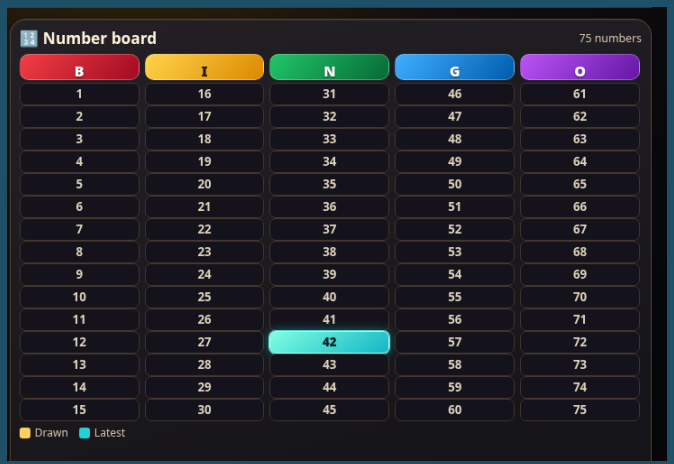
Say the letter and number, for example N-42.

6 CHECK BINGO

Pause and verify the required shape on the player card.

WHAT YOU WILL SEE



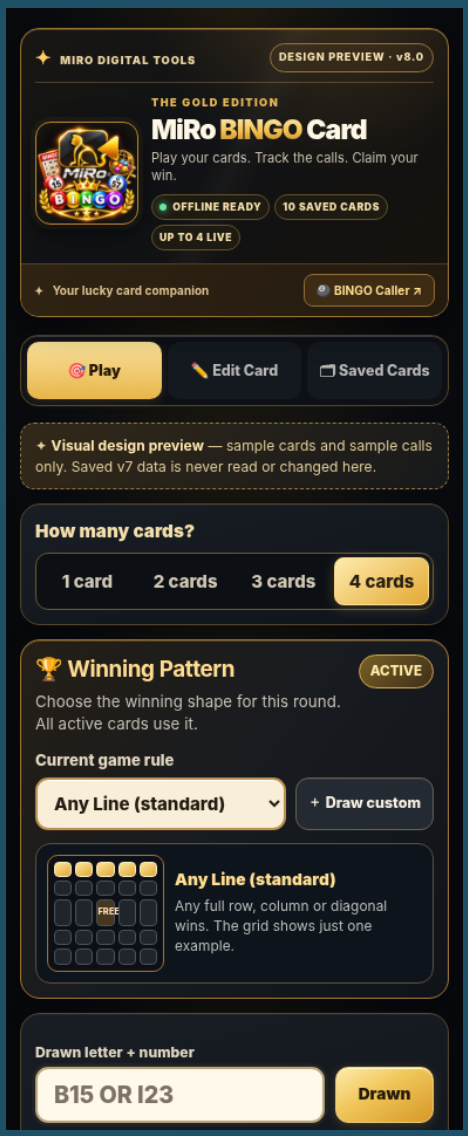


Archived Caller UI reference (v1.4.4); current production interface may differ.

OFFLINE QUICK START

PLAYER: MARK A CARD

Listen to the host or watch the shared screen; enter calls on your own card.



Archived Card v8.0 preview

1 OPEN YOUR CARD

Visit bingocard.markeumir.xyz and choose Offline / Manual.

2 GET A CARD

Select a saved card, generate a card if available, or enter a physical card.

3 SELECT A RULE

Match the exact winning pattern chosen by the host.

4 ENTER EVERY CALL

Type B15, I23 or just the number. Calls are shared among your active cards.

5 CALL BINGO!

When the agreed shape is complete, tell the host to check it.

ONLINE QUICK START

HOST: CREATE A ROOM

Connected play needs internet. Your offline Caller history stays separate.

1 OPEN SYNC

In Caller, choose Online / BINGO Sync.

2 AUTHORIZE

Enter the shared 8-digit PIN if the security prompt appears.

3 CREATE ROOM

Enter your host name as needed and create a new room.

4 INVITE

Share the room link, code or QR with players privately.

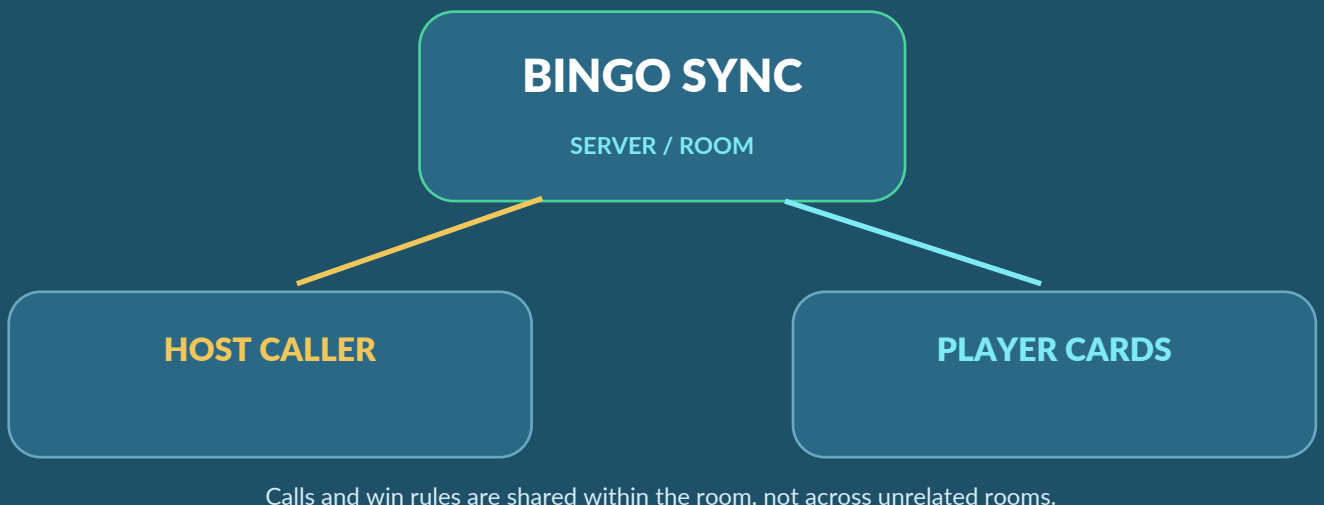
5 CHECK CARDS

Wait for players to register their cards in the lobby.

6 START & DRAW

Set the winning rule, start the round, then call balls.

HOW THE ROOM CONNECTS



Calls and win rules are shared within the room, not across unrelated rooms.

ONLINE QUICK START

PLAYER: JOIN + REGISTER

Use the host invitation. Registered cards lock after the host starts the round. Pending winner claims need host review.

1 OPEN THE INVITE

Scan the host QR code, open the invite link, or choose Online on the Card site.

2 ENTER THE PIN

If prompted, type the shared PIN provided by the host - not your Facebook password.

3 JOIN THE ROOM

Enter the room code and your player name if requested.

4 REGISTER CARDS

Add 1-4 cards: generated, manual physical card, or selected saved card where offered.

5 WAIT FOR START

Stay in the lobby. Confirm you see the room and registration status.

6 PLAY LIVE

Confirmed calls appear on your card. Submit/announce BINGO according to the screen.

REMEMBER

- The Caller and Card websites use different addresses but the same room code.
- Your offline saved collection does not change merely because you registered one card.
- A live Sync room expires after 24 hours; create a fresh room if necessary.

GETTING ORIENTED

BINGO CALLER SCREEN TOUR

These archived screenshots show the principal controls and the number board.



ARCHIVED CALLER CAPTURE v1.4.4 / UI REFERENCE

1 LATEST DRAW

Big letter + number, including called and remaining totals.

2 NUMBER BOARD

B / I / N / G / O columns; marks already-called balls.

3 DRAW BUTTON

One press = one new automatic ball. No repeat.

4 WIN RULE

Shows the pattern players must complete to win.

CALLER IN CONTROL

DRAW • CORRECT • ANNOUNCE

Offline Caller supports both random draws and intentional manual entries.

AUTO DRAW

Draw a securely random unused ball. The current call appears on screen and the board updates.

MANUAL CALL

Enter a known physical ball, for example B15 or 15. Manual calls are not random draws.

CORRECT A MISTAKE

Review this round's call history. Offline: remove an incorrect call. Sync: use the confirmed host Undo Last control.

SOUND + VOICE

Toggle sound/voice where available. Test audio before playing; browser or TV voice behavior can vary.

STANDARD 75-BALL REFERENCE



B	I	N	G	O
1 - 15	16 - 30	31 - 45	46 - 60	61 - 75

Example: "N-42" means letter N, number 42. Say the complete call aloud when the room is noisy or voice output is unavailable.

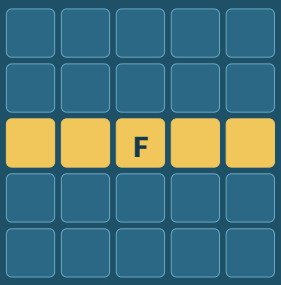
Sync calls are server-authorized; the offline Fair Draw tool is separate.

WINNING RULES

SEE THE WINNING SHAPES

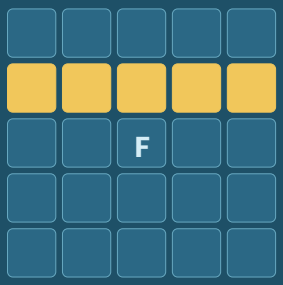
Yellow squares are required. The FREE center counts when part of a pattern.

ANY LINE



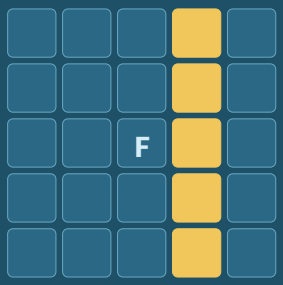
Example row, column or either diagonal.

HORIZONTAL



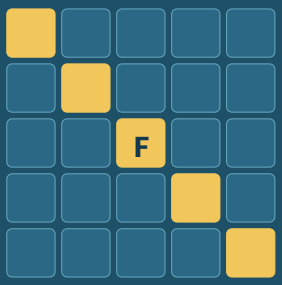
Any complete horizontal row.

VERTICAL



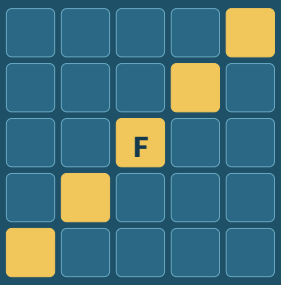
Any complete vertical column.

DIAGONAL ↘



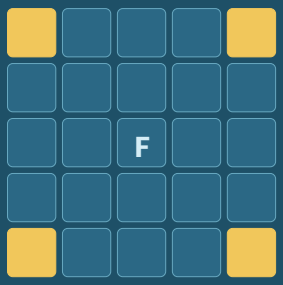
Top-left to bottom-right.

DIAGONAL ↙



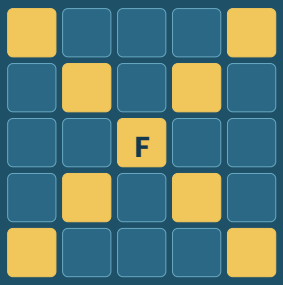
Top-right to bottom-left.

FOUR CORNERS



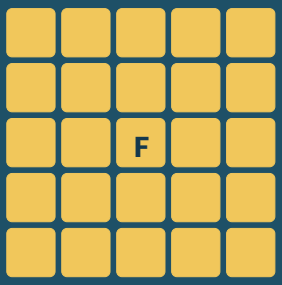
All four corners required.

X / BOTH



Both diagonal directions.

BLACKOUT



Every square on the card.

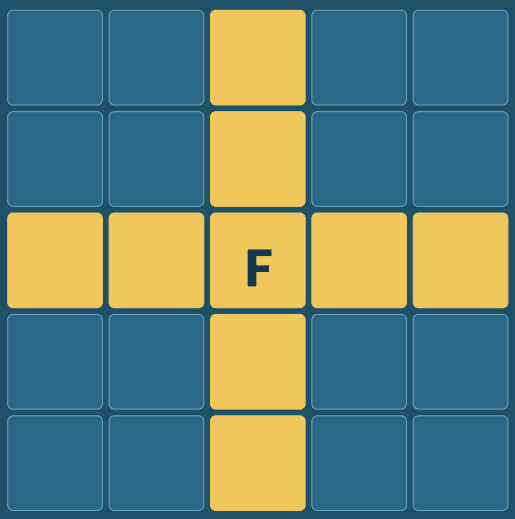
ANY DIAGONAL includes ↘ and ↙. The center FREE square is already complete.

WINNING RULES

CUSTOM SHAPES + CLAIMS

The host sets the rule. The player must complete exactly the active shape.

EXAMPLE CUSTOM SHAPE



Example “PLUS SIGN”: complete the highlighted cross. Center FREE counts automatically.

MAKE A CUSTOM RULE

1. **SELECT**
   Host chooses Custom Pattern.
2. **TAP CELLS**
   Select exactly the required squares.
3. **NAME IT**
   Give the design a clear name.
4. **APPLY**
   Use the same rule for every player.
5. **VERIFY**
   A winning card must match the active mask.

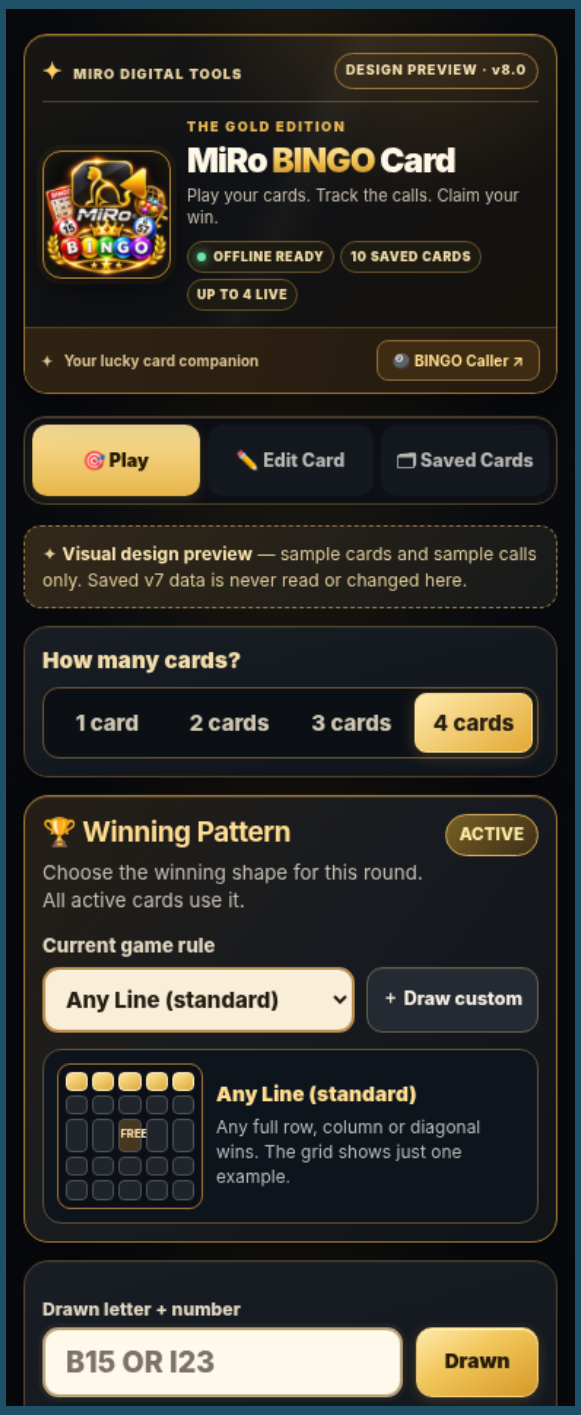
WHAT COUNTS AS BINGO?

- The winning rule is agreed before the game, not chosen after a claim.
- In Offline / Manual, the player announces BINGO and the host checks the marked card.
- In Sync, the service checks registered cards against confirmed calls; prizes still require the host’s judgment.

MY BINGO CARD

MAKE A PLAYABLE CARD

A standard card has 24 valid numbers plus the automatic FREE center.



ARCHIVED v8.0 DESIGN PREVIEW

ENTER YOUR CARD

1 CHOOSE A SLOT

Use Create / Edit Card and pick a saved slot or preview a newly generated card.

2 NAME IT

Give it a label: “Family”, “Lucky”, “Friday” or a player’s name.

3 ENTER NUMBERS

Fill B / I / N / G / O columns from top to bottom. FREE is automatic.

4 SAVE IT

For a random preview: Generate again or Use this card. An all-zero draft needs 24 proper numbers.

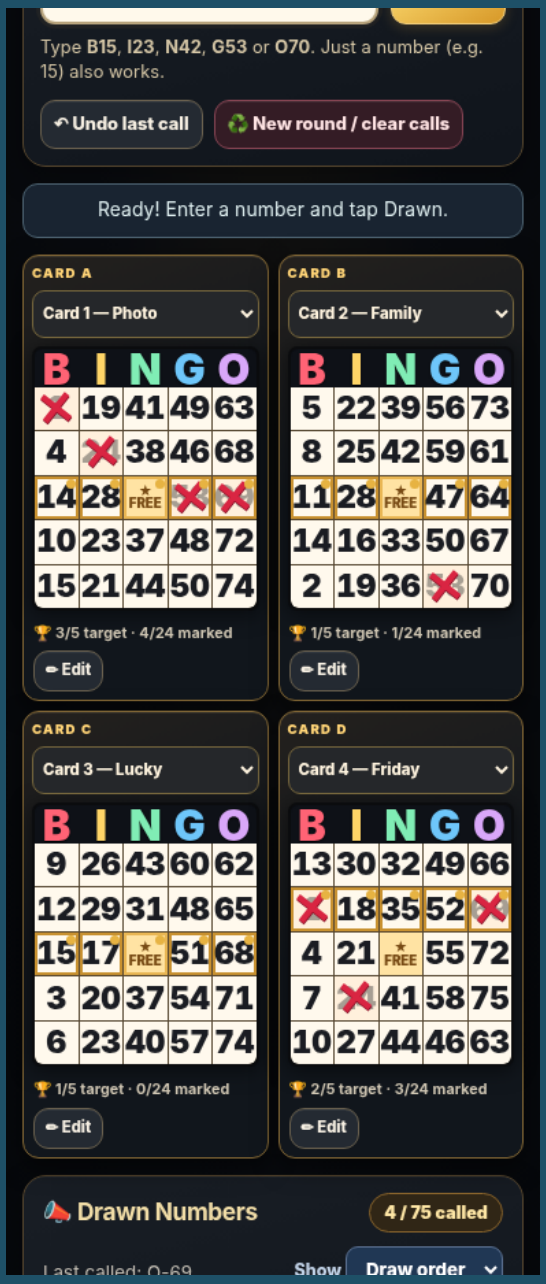
NUMBER RANGES

B	I	N	G	O
1-15	16-30	31-45	46-60	61-75

MY BINGO CARD

FOLLOW CALLS • MARK SQUARES

One called-number list can update up to four active cards in Offline / Manual.



ARCHIVED v8.0 DESIGN PREVIEW

1 TO 4 ACTIVE CARDS

Choose how many cards to play. You can keep more saved cards than you display.

ENTER EVERY CALL

Type B15 or 15 in Offline mode; called numbers are shared across active cards.

WATCH THE MARKS

Gold highlights indicate the target shape. Only the active rule triggers a valid win. In Sync, registered winners can submit a claim for Caller approval.

BACK UP YOUR COLLECTION

Saved cards and calls live in this browser. Export a JSON backup to protect them.

BINGO SYNC

THE ROOM + SHARED PIN

Connected games are organized by room. PIN authorization is separate from a room code.

PUBLIC SYNC SERVICE

bingosync.markeumir.xyz is the official service address. The room invitation uses the selected service automatically.

PIN

Shared, changeable 8-digit Sync authorization.

ROOM CODE

Identifies one game and the host/player group.

ROOM LIFE

Rooms expire after 24 hours.

WHAT TO DO WHEN YOU SEE A PIN PROMPT

1. **ASK THE HOST**
   Get the current PIN privately.
2. **TYPE IT**
   Enter all eight digits carefully.
3. **WRONG PIN?**
   Wrong PIN? You should see: Incorrect PIN. Please try again. Then check the PIN with the host.
4. **CONTINUE**
   Join the room and register cards.

A valid authorization can persist for approximately 7 days on the same browser unless expired or revoked. Ordinary refreshes should not force a new PIN entry.

CONNECTED GAMEPLAY

FROM LOBBY TO A VERIFIED WIN

Host controls the game. Players receive confirmed numbers and follow the same rule.

1

LOBBY

Players join and register cards before the host starts.

2

LOCK / START

Cards lock at start; the host sets the active winning pattern.

3

CONFIRMED CALL

The server sends a new ball to registered devices.

4

BINGO CLAIM

Players submit a BINGO claim. The server validates it against the registered card, pattern and confirmed calls.

5

HOST CHECK

The Caller shows the claim: Accept & announce or Decline. Accepted claims trigger a player confirmation / celebration.

Multiple winners can qualify. Do not award prizes before verification.

ONLINE CLAIM RULES

FRIENDLY vs STRICT

Worker R4 is live, but normal public games should use the Friendly default.

SET THE RULE IN THE SYNC LOBBY, BEFORE THE HOST STARTS

RECOMMENDED

FRIENDLY (DEFAULT)

A completed pattern can become eligible for a claim. The player submits the claim and the host chooses Accept & announce or Decline.

COMPATIBILITY REQUIRED

STRICT / TRADITIONAL

Declaration timing matters. The room and all participating clients must support and acknowledge the Strict policy before the game begins.

WHERE TO FIND THE OPTION

Caller → **Online / BINGO Sync** → room **Lobby** → **Online BINGO Claim Rules**. Set the rule before starting; the old general winner-settings area is not the authoritative Strict selector.

PRODUCTION + SAFETY STATUS

LIVE

Caller v1.4.21 R1 + Sync Worker R4

DEFAULT

Friendly mode remains the normal choice

HELD

Card v8.3.1 R6 Strict candidate pending coordinated acceptance

Do not assume Strict is ready for every player device until compatibility testing is accepted.

WHEN WI-FI DROPS

RECONNECT SAFELY

Do not trust stale calls, submit disconnected claims or automatically resend an uncertain BINGO claim.

CHECK THESE THREE FIRST

INTERNET

Check Wi-Fi or mobile data.

ROOM

Use the original code or invite.

PIN

Re-enter only if asked.

RECOVERY PLAYBOOK

1 CONNECTION LOST

The Card warns “Connection lost. Reconnecting…” and calls may be outdated. Claim submission must stay disabled.

2 RECONNECT

Use “Reconnect now” or retry automatically; preserve player identity, cards, marks and room access.

3 WAIT FOR FRESH DATA

Resume only after receiving fresh room data: “Connected — game updated”.

4 RESOLVE CLAIMS

Reconcile an unconfirmed claim with the server; never submit it twice or repeat celebration after reconnect.

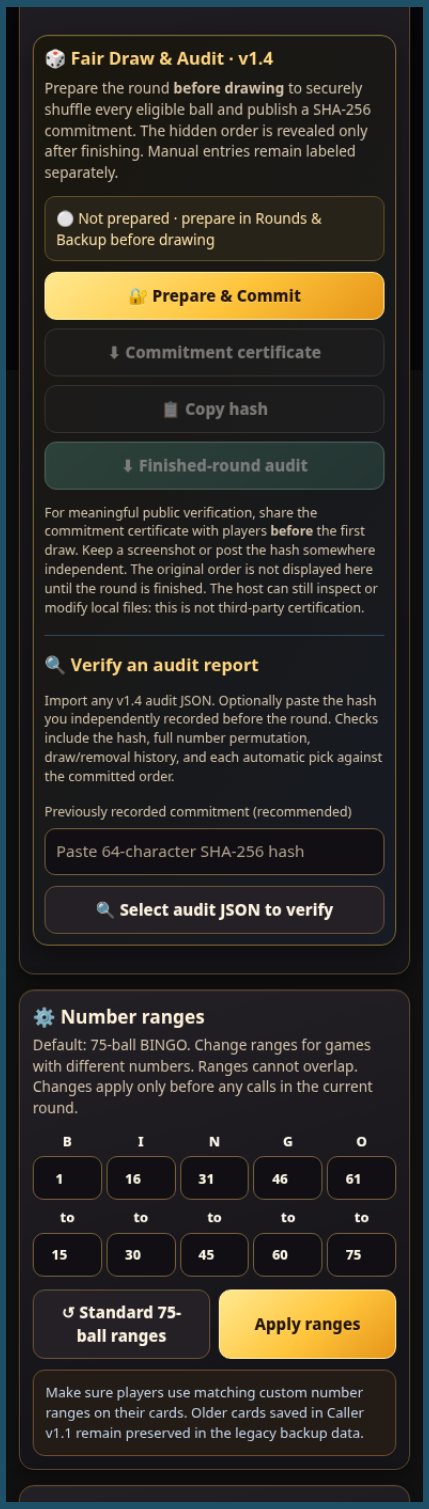
5 ROOM EXPIRED

After 24 hours, start a new room and register cards again.

OPTIONAL TRANSPARENCY

FAIR DRAW + SHA-256 AUDIT

Fair Draw applies to Offline / Manual rounds. Normal drawing needs no special setup.



ARCHIVED UI REFERENCE v1.4

FIVE SIMPLE STEPS

1 PREPARE

Before the first draw, choose Prepare & Commit.

2 PUBLISH

Share the hash/certificate with players before play.

3 DRAW

Play normally. Manual calls remain labeled.

4 FINISH

Export the finished round audit JSON.

5 VERIFY

Compare the audit with the independently saved pre-game hash.

This is a consistency check, not independent certification and not proof that manual calls were random.

NEW OFFICIAL SITE

FAIR PLAY CENTER

Explain the random drawing in plain English or Taglish—without promising impossible guarantees.

OPEN THE OFFICIAL SITE

bingofairplay.markeumir.xyz

Full explanations • interactive 75-ball demo • FAQs • Fair Draw verifier

THE IDEA: LIKE 75 BALLS IN ONE CAGE



AUTOMATIC DRAW

One unused ball is selected. Called balls are not drawn again.

ENGLISH

Automatic Draw is designed to pick randomly from the remaining balls—not by a player name, card, or how close someone is to BINGO. A winning claim is still checked against the rule.

TAGLISH

Parang 75 bola sa BINGO cage: random ang digital bunot mula sa natitira. Hindi nakabase sa pangalan o kung sino ang malapit nang manalo. Iche-check pa rin ang BINGO claim.

The 75-ball demo is educational only; it is **not** a replay or audit of your live game. The site explains transparency, not independent certification.

EVIDENCE AFTER A ROUND

CHECK A FAIR DRAW

Use a commitment shared before play, then check the finished audit JSON.

BEFORE • DURING • AFTER

1 PREPARE & COMMIT

In Offline / Manual Caller, open Fair Draw & Audit and select Prepare & Commit **before** the first number.

2 SAVE THE FINGERPRINT

Send the SHA-256 commitment to a group chat or save it somewhere independent. Do **not** publish the hidden ball sequence.

3 PLAY THE ROUND

Automatic Draw follows the committed order. Review any manual entries or Undo actions separately.

4 EXPORT THE AUDIT

After finishing, export the finished-round audit JSON from Caller. Keep the earlier commitment.

5 OPEN THE VERIFIER

Open the Fair Play standalone verifier, load the audit JSON, enter the recorded hash and inspect the verification result.



DIRECT VERIFICATION LINK

bingofairplay.markeumir.xyz/fair-draw-verifier.html

A matching hash supports consistency, not independent certification.

PROTECT YOUR GAME

BACKUP • RESTORE • SAFE DATA

Caller and Card store separate browser data. Back up each site independently.



1 EXPORT

Open Data Management or saved-card backup tools and export a JSON file.

2 SAVE

Keep the file in Downloads, Google Drive or another safe location.

3 MOVE

Open the correct site on your new phone, browser or computer.

4 RESTORE

Choose Restore / Import and confirm that it will replace current app data.

5 VERIFY

Check your cards, rounds, patterns, settings and history before deleting old data.

DO NOT DO THIS FIRST

Do not clear site storage, uninstall the PWA, or switch browser profiles before exporting your game data. Saved information is **not automatically uploaded to Google Drive.**

Two independent backups: a Caller export preserves Caller rounds and patterns; a Card export protects the player collection. One does not replace the other.

LATEST CARD RELEASE

PREVIEW • GENERATE • REGISTER

Card v8.3.1 R5 is production. Preview → Generate again → Use this card remains the recommended workflow.

RANDOM CARD PREVIEW

The Card can show a generated layout before you accept it. **Generate again** makes another preview; **Use this card** chooses the exact 24-number layout shown.

1

CREATE / PREVIEW

Choose a new random card. Check the displayed numbers and FREE center.

2

GENERATE AGAIN

Not happy with the layout? Regenerate the preview before accepting.

3

USE THIS CARD

Accept that exact layout. In Sync, register the exact previewed numbers.

TWO DIFFERENT CARD SOURCES

SAVED CARD

Choose an existing offline saved card when the room offers this option. Registration does not silently overwrite your offline collection.

PHYSICAL CARD

Use manual entry to register the numbers from a paper BINGO card. The server validates column ranges and uniqueness.

RELEASE STATUS

Card v8.3.1 R5 is the deployed Card baseline. Strict compatibility R6 is a held candidate. Normal Friendly rooms remain the recommended path until coordinated live acceptance.

NEW ONLINE WINNING FLOW

CLAIM • APPROVE • CELEBRATE

Sync Worker R4 advertises claims.v1, celebration.v1 and claim-deadline.v1. Every valid claim still needs the host's approval.

1

CARD COMPLETES RULE

The player has a fully matched winning pattern on a registered, connected card.

2

SUBMIT BINGO CLAIM

The player submits the online claim. The Worker validates the card, rule and confirmed calls.

3

CALLER REVIEWS

The host sees the pending winning claim in Caller and decides what to do.

4

ACCEPT OR DECLINE

Choose "Accept & announce" to confirm the winner, or Decline if it is not valid.

5

PLAYER CELEBRATION

After acceptance, the player receives confirmation and the celebration announcement.

SAFETY + ACCEPTANCE STATUS

Multiple winners may be eligible. Duplicate notices must not replay after reconnect or a repeated message. After Undo/round changes, claim state must be reconciled. **Deployed ≠ fully tested:** live Accept/Decline, celebration, reconnect and multiple-winner testing remains pending.

GAME NIGHT RESCUE

FAQ • DEVICE TIPS • LINKS

A quick reference to keep beside the host device.

IS INTERNET REQUIRED?

Offline: not for ordinary ready-to-use play. Sync: yes.

WHY ARE MY CALLS MISSING?

Check the same site, browser and profile; restore your JSON backup.

CAN MULTIPLE GROUPS PLAY?

Yes. Independent rooms work without a hard 3-room limit on Free tier.

SOUND NOT WORKING?

Test volume, Sound / Voice toggles, and browser audio permissions.

TV REMOTE NOT WORKING?

Try arrows / OK or a TV browser / keyboard; Caller landscape view still differs between Offline and Sync.

CHROME REFRESH FAILED?

Chrome/Opera ERR_FAILED refresh remains open; try Firefox/another browser without clearing saved data.

OFFICIAL SITES + SOCIAL PAGES

HOMEPAGE

mybingo.markeumir.xyz/

HOST

bingo.markeumir.xyz/

PLAYER

bingocard.markeumir.xyz/

MIRO DIGITAL TOOLS

facebook.com/MiRODigitalTools

PERSONAL FACEBOOK

facebook.com/markeumir

All QR codes and website labels above are clickable in this PDF.