

HIJINGO

RULES *OF* PLAY

HI
JIN
GO

Everything you need to know about playing Hijingo, how winners are verified and what happens if more than one player has a valid claim.

HOW TO PLAY

Three prize levels. Three winning patterns.
Six chances to win across a standard Hijingo session.

A game of Hijingo is played on a single card, from the first number called until the final prize is awarded.

Each game has three prize levels:



LEVEL ONE

One diagonal line, corner to corner



LEVEL TWO

Two diagonal lines forming a criss-cross



LEVEL THREE

Full house – every number marked off

GOT THE PATTERN? SHOUT HIJINGO

HIJINGO!

Once you get the winning pattern, you must make your claim known by shouting 'HIJINGO', so we can stop the game.

A prize can only be awarded once your card has been checked and your claim is confirmed as valid.

GOOD TO KNOW:

Numbers are called every 10 seconds; past numbers stay on the side screens so late arrivals can catch up.

OCCASIONAL MINI + BONUS GAMES

Some Hijingo shows include mini games or bonus rounds - different bingo patterns, musical bingo, etc., with the number and format varying by show. The same chances, winning claim checks, and tiebreak rules apply to all of them.

HOW WE CHECK A WINNER

Every winning claim is checked against the official record of numbers called. Each card has a QR code linked to its unique ID - scanning it (our preferred method) instantly matches the card against this record, though manual checks are also possible. The claimed card is then also shown on the main screens.

HOW WE KEEP THE GAME FAIR

Hijingo cards are printed and supplied by Cowells Arrow, a licensed bingo-card printing company.

Their system generates up to 50 million permutations of the 75 numbers used at Hijingo, ensuring every card within a print run is unique. The digital record is known as the Perm File.

Cards are printed in a random sequence and distributed randomly to players. Cards sold but not distributed because of customer no-shows are destroyed.



RANDOM MEANS RANDOM

Numbers are selected using a digital Random Number Generator (RNG). Nobody at Hijingo knows in advance which numbers will be called, or which cards will win.

The RNG does not store previous results. The game system maintains a live list of numbers not yet called, and the RNG randomly selects from that list – ensuring only an uncalled number can be drawn.

BEHIND THE GAME:

The RNG is a standalone application operating on a Windows Virtual Machine. It responds to requests from the show software but does not itself store or track game results.

Because the game is truly random, results won't necessarily look evenly distributed. Winners may cluster at the same table, or a player may win more than once. Modelling of millions of games confirms that these apparently "lucky" outcomes occur naturally.

LUCKY!

WHAT HAPPENS IF MORE THAN ONE PLAYER HAS A VALID CLAIM?

THERE IS ONE ADVERTISED PRIZE PER PRIZE LEVEL.

All Hijingo prizes are advertised as a 'chance to win', rather than a guaranteed win. This is because it is possible for two or more players to have valid claims for the same prize. In this situation, those players enter a tiebreak challenge, with only the winner progressing. For our top prizes, the successful player will have the option to take part in the Box Game, where the final prize is determined by chance.

It is possible for two or more players to have valid claims for the same prize. This can happen because two unique cards form the required pattern at the same time. It can also happen if a player completes the pattern but doesn't stop the game before another number is called, allowing another card to complete the pattern.

IF MORE THAN ONE PLAYER HAS A VALID CLAIM, THEY WILL ENTER A TIEBREAK CHALLENGE.

All tied players receive a prize, such as a drinks token, selected by Hijingo. At Levels 1 and 2 the winner receives the advertised prize. At Level 3 they win a monetary prize and have the chance to gamble it for the advertised prize. All other players receive a prize for their valid claim.

Unlike traditional bingo, a player does not need to call Hijingo immediately when the number that completes their winning pattern is called. If a player does not realise that they have completed the required pattern and further numbers are called, they may still make a valid claim later in that level. The claim will remain valid provided their card contains the required winning pattern from numbers that have already been called. So make sure to concentrate - the more numbers we call, the more likely you are to be sharing that win!

HOW DOES THE TIEBREAK WORK?

All players with a valid claim will receive a prize. Where there is more than one valid claim, a tiebreak challenge will take place for entertainment purposes and to determine which player has the chance to win the advertised prize. The specific challenge may vary depending on the show, event and number of players involved. Hijingo will select the most appropriate tiebreak challenge.

ROCK, PAPER, SCISSORS



Typically used for two players. Standard rules apply, with further rounds following a draw until a winner is determined.

DANCE-OFF / LIP-SYNC BATTLE



May be used for two or more players. Each player performs and the winner is determined by audience reaction.

Other tiebreak activities based on chance or audience participation may also be used.

THE BOX GAME

Some Hijingo wins come with the opportunity to gamble a guaranteed prize for the chance to win something bigger.

For selected higher-value prizes, the validated winner – including the winner of a tiebreak where applicable – may be offered a choice:

TAKE IT



GAMBLE



Give up the guaranteed prize and choose one of 5 or 10 mystery boxes. The boxes contain sealed prize envelopes, which may include cash, lower-value or novelty prizes and one or more advertised high-value prizes, such as a holiday.

The available prizes are announced before the bingo level begins. The prize envelopes are shuffled before being placed into the boxes, so neither the player nor the Hijingo Team knows which prize is in which box.

The boxes remain visible on stage until the player makes their selection. If the player chooses to play, the prizes are repeated on the venue's screens and audio. They then have 10 seconds to choose a box. Once the countdown ends, the selected box is opened, and the sealed envelope is revealed in view of guests and the camera.

WHATEVER'S INSIDE THE CHOSEN ENVELOPE IS THE PRIZE.

Afterwards, all envelopes are revealed to the crowd, then removed and reshuffled before the next Box Game.

QUESTIONS OR COMPLAINTS

If you wish to challenge the outcome of a game, please speak to the Manager on Duty. If you are not satisfied with the outcome, you are entitled to make a formal complaint in accordance with Hijingo's complaints procedure. This is available from the Hijingo Team.