

## ***Bloody Bingo: Rule Book***

### **General Rules:**

All cards will be generated before the game starts. All players must be present with a generated card before the movie starts, and once the movie starts, no other players will be accepted into the game. If you lose access to your card at any point in the movie, rejoining is accepted and the spaces you filled to that point can be re-filled with a new generated card.

For the purpose of the rule book, "Survivors" are main characters that are susceptible to being killed by the killer(s).

### **Slasher Bingo Board**

- **6+ Killer Kills:** The main killer(s) in the movie get 6 or more kills that are *on screen*. Heavily implied kills (generally with a cut to the next scene) will count as a kill. In circumstances where the presumed dead characters are alive in a later scene, the kill will not count. Kills shown in a *flashback or dream* do not count towards the count.
- **Power Goes Out:** The *lights* at any building or gathering space go out *on screen*. Flickering lights do not count towards the space. The power going out during a *flashback or dream* does not count.
- **Body Part Gets Cut Off:** Any survivor body part that gets cut off *by the killer or his trap* counts towards the space. This does not include the head as *Decapitation* is its own space. A body part getting cut off during a *flashback or dream* does not count.
- **Phone is Not Working:** Landline phones that are completely out or not dialing. Cell phones that do not have service or die from low battery. Physical damage to the phones in either case do not count towards the space. A phone not working during a *flashback or dream* does not count.
- **Hiding:** A *survivor* hides underneath a *bed, a desk, a table*, behind a *curtain*, inside a *locker*, or in a *closet*. Janitorial and supply closets do not count. No other hiding spots are considered to count towards the space. Hiding during a *flashback or dream* does not count.
- **Storm:** *Heavy rain, thunder, or lightning, or any combination* between the three. No other weather elements count towards the space. A storm during a *flashback or dream* does not count.

- **Killer Appears to be Dead:** The *killer* appears to be dead but reemerges. This must be shown within the same scene. No time jumps will count towards this space. A killer appearing dead during a *flashback or dream* does not count.
- **Vehicle Troubles:** A *car, truck, boat, or bike* that breaks down, stops, or has any issue resulting in a pause from a survivor. This space does not include manual powered vehicles (such as a pedal bike or pedal boat). The survivor(s) must be in *danger*. Vehicle troubles during a *flashback or dream* do not count.
- **Mirror Jump Scare:** A jumpscare that happens when closing a bathroom mirror and the killer appears behind the survivor in the reflection. This also applies to large mirrors where the survivor is startled by a killer suddenly appearing in the reflection. Mirror jump scares during a *flashback or dream* DO count.
- **Shower/Bath Scene:** Survivors are shown taking a bath or shower *on screen*. Swimming pools and lakes *do not* count. A shower or bath scene during *flashbacks or dreams* DO count.
- **Weapon is Just Out of Reach:** Survivors are shown reaching for a weapon. They *can* get the weapon, but the camera *must* show a struggle or reach for the weapon before they retrieve it. A weapon that is just out of reach during a *flashback or dream* does not count.
- **Alcohol/Drugs:** Any alcohol or drugs that the *survivors* take *on screen*. *Cigarettes* do not count. Any *prescription* or *over the counter medication* do not count. Any alcohol or drugs taken during a *flashback or dream* do not count.
- **Cop Dies:** Any police, detective (private or public), FBI agent or SWAT member dies from the killer. All other *Government Agencies* do not count. Any cop that dies during a *flashback or dream* does not count.
- **Friend Goes to Get Help / Group Splits Up:** Any group (2 or larger) that *verbally* states that they are “getting help” *and/or* splits up for survival *or* investigative purposes. A group that naturally splits up without prior knowledge of a killer does not count. Any group that naturally splits up while running away from a killer in pursuit does not count. Any group splitting up during a *flashback or dream* does not count.
- **Friend Jump Scare:** Any survivor that gets jump scared by another survivor. *Random people* that are not established as friends or other survivors do not count. A friend jump scare that occurs during a *flashback or dream* does not count.
- **Finds Dead Body:** Any survivor that finds *another dead body*. They can find it in any way. A survivor finding a dead body during a *flashback or dream* does not count.

- **Trips While Running Away:** Any survivor that *completely* trips and falls while running away from the killer that is *actively* pursuing them. These trips *can* occur while running up or down stairs. Falling off a ladder or ledge of any kind does not count. Tripping while running away during a *flashback or dream* does not count.
- **Animal Jump Scare:** Any animals that jump scare a survivor. A survivor that finds a dead animal does not count. Any animal jump scare that occurs during a *flashback or dream* does not count.
- **Killer is a Friend / Family:** The killer(s) is someone that one or more of the survivors know or have a family relation to. Any survivor that is a friend or family to other survivors *that is found to have hired the main killer(s)* is then considered a killer and the space counts. There must be definitive evidence that the film shows or an admission of guilt in order for this scenario to count.
- **Final Girl Survives:** *ONE* girl is the lone survivor of the film. All other survivors must be dead. The killer does not have to be dead. The final girl must escape or be saved and credits must be shown (indicating the end of the film) *WITHOUT* showing other possible survivors in order to count.
- **Dies After Sex:** Any survivor or survivors that die after engaging in sex of any kind for the remainder of the movie. They must complete the act in order for it to count. Dying during the act also counts. A survivor that dies after sex in a *flashback or dream* does not count.
- **Locked Door / Window Stops Escape:** Any window or door that stops or slows the progress of a survivor escaping *while* the killer is in pursuit of them. They do not need to get caught and can still escape. Any locked door or window that stops or slows an escape during a *flashback or dream* does not count.
- **Decapitation:** A killer's weapon *or* trap that causes a decapitation to a survivor that is shown *on screen*. A decapitation that takes place in a *flashback or dream* does not count.
- **Survivors Fight Amongst Themselves:** Any physical fight or bullying that occurs between 2 or more "survivors". This can include the "jerk jock" character but may also include survivors that may start as friends. Bullying or fighting of any kind is counted towards the square regardless of your (the players) feelings towards the action. Playful bullying or teasing does not count. A fight or bullying scene during *flashbacks or dreams* DO count.

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- **Swimming:** Any survivor that swims in a *pool, ocean, lake, hot spring, or any large body of water*. *Hot tubs* DO count. Any swimming that takes place in a *flashback or dream* does not count.