

Rubber Ducky Resort Virtual Bingo Information

Join us for some virtual bingo fun. There is nothing to download, no app needed. It just uses your browser. Grab your beverage and snacks and get ready to play.



How does it work?

1. You will go to the Bingomaker.com website where you will see the option to 'join game' Search for the game Rubber Ducky's Bingo. Note the game will not show in the search area until approx. 15 minutes prior to the start time The password will be posted on the website beside the event date on the scheduled events page on the day of the Bingo
2. There will also be an optional Zoom audio/chat set up. You are welcome to join the Zoom to communicate via chat with me and other players but it is not needed to play. If you are on the call and get a bingo you can unmute and yell Bingo or use the chat. The zoom information will be posted on the scheduled activities page of our website on the day of the Bingo
3. There will be 4 games, followed by a blackout bingo. (there is usually a 1-2 minute break between games)
4. When you get a bingo your card will automatically 'call' the bingo. After someone gets a bingo you will receive a message on your screen, the cards will all reset and it will notify you of the pattern for the next game. You can also click the 'i' at the top of the card to view the pattern.
5. We are playing for fun, there are no prizes for the virtual games. During camping season we host weekly, in person games with prizes. Check our scheduled activities page for more dates for both virtual and in person games
6. A couple random tips and notes – the patterns are just the way they show (ex letter L is always upright, not any direction). If your device has been connected but idle you may need to do a refresh or tap the screen when it is time to start the Bingo to show you the numbers called.. (we aim to start the Bingo at 7:32-7:35pm ish). You can connect any time during the evening. When you do you will join the current game. You can also play some, take a break and come back to re join.