

Make Your Own Bingo!

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Safety First!

Before you print all your bingo cards, please print a test page to check they come out the right size and color. Your bingo cards start on Page 3 of this PDF.

If your bingo cards have words then please check the spelling carefully.

If you need to make any changes go to mfbc.us/e/k9r8526

Play

Once you've checked they are printing correctly, print off your bingo cards and start playing! On the next page you will find the "Bingo Caller's Card" - this is used to call the bingo and keep track of which words have been called. Your bingo cards start on Page 3.

Virtual Bingo

Please do not try to split this PDF into individual bingo cards to send out to players. We have tools on our site to send out links to individual bingo cards. For help go to myfreebingocards.com/virtual-bingo.

Help

If you're having trouble printing your bingo cards or using the bingo card generator then please go to <https://myfreebingocards.com/faq> where you will find solutions to most common problems.

Share

[Pin these bingo cards](#) on Pinterest, [share on Facebook](#), or post this link: mfbc.us/s/k9r8526

Edit and Create

To add more words or make changes to this set of bingo cards go to mfbc.us/e/k9r8526

Go to myfreebingocards.com/bingo-card-generator to create a new set of bingo cards.

Legal

The terms of use for these printable bingo cards can be found at myfreebingocards.com/terms.

Have Fun!

If you have any feedback or suggestions, drop us an email on hello@myfreebingocards.com.

Bingo Caller's Card

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

CAMPING	DOLPHIN DIVES	META KILL	FLOOR LOOT KILL	DRIVES VEHICLE	OFF META KILL	USES BUY STATION
USES KILLSTREAK	COLLECTS LOADOUT DROP	POPS ECHO UNIT	VEHICLE KILL	TOXIC PLAYS OR COMMS	IN THE GAS	1ST PLACE
SURVIVOR PERK TRIGGERED	USES ZIPLINE	HAS 3+ FLOOR LOOT PERKS	USES PARACHUTE	ACTIVATES OR COMPLETES CONTRACT	HAS \$20K CASH	OPENS OR CLOSES DOOR
LETHAL EQUIPMENT KILL OR FINISH	USES HEARTBEAT SENSOR	DOES SOMETHING DUMB	GETS 5 KILLS			

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TOXIC PLAYS OR COMMS	CAMPING	LETHAL EQUIPMENT KILL OR FINISH	DOLPHIN DIVES	OPENS OR CLOSES DOOR
HAS 3+ FLOOR LOOT PERKS	POPS ECHO UNIT	USES BUY STATION	OFF META KILL	DOES SOMETHING DUMB
USES HEARTBEAT SENSOR	DRIVES VEHICLE	USES PARACHUTE	ACTIVATES OR COMPLETES CONTRACT	USES ZIPLINE
GETS 5 KILLS	1ST PLACE	IN THE GAS	VEHICLE KILL	HAS \$20K CASH
FLOOR LOOT KILL	COLLECTS LOADOUT DROP	SURVIVOR PERK TRIGGERED	META KILL	USES KILLSTREAK

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USES BUY STATION	META KILL	POPS ECHO UNIT	TOXIC PLAYS OR COMMS	GETS 5 KILLS
HAS 3+ FLOOR LOOT PERKS	DRIVES VEHICLE	SURVIVOR PERK TRIGGERED	USES HEARTBEAT SENSOR	DOLPHIN DIVES
USES ZIPLINE	HAS \$20K CASH	COLLECTS LOADOUT DROP	ACTIVATES OR COMPLETES CONTRACT	IN THE GAS
DOES SOMETHING DUMB	CAMPING	USES PARACHUTE	1ST PLACE	LETHAL EQUIPMENT KILL OR FINISH
OPENS OR CLOSES DOOR	FLOOR LOOT KILL	USES KILLSTREAK	OFF META KILL	VEHICLE KILL

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SURVIVOR PERK TRIGGERED	OFF META KILL	USES BUY STATION	HAS \$20K CASH	IN THE GAS
USES KILLSTREAK	DOLPHIN DIVES	VEHICLE KILL	CAMPING	USES PARACHUTE
DRIVES VEHICLE	META KILL	TOXIC PLAYS OR COMMS	ACTIVATES OR COMPLETES CONTRACT	POPS ECHO UNIT
FLOOR LOOT KILL	USES HEARTBEAT SENSOR	1ST PLACE	GETS 5 KILLS	USES ZIPLINE
OPENS OR CLOSES DOOR	LETHAL EQUIPMENT KILL OR FINISH	HAS 3+ FLOOR LOOT PERKS	DOES SOMETHING DUMB	COLLECTS LOADOUT DROP

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USES PARACHUTE	LETHAL EQUIPMENT KILL OR FINISH	USES HEARTBEAT SENSOR	DOES SOMETHING DUMB	META KILL
ACTIVATES OR COMPLETES CONTRACT	OFF META KILL	OPENS OR CLOSES DOOR	USES ZIPLINE	USES BUY STATION
TOXIC PLAYS OR COMMS	SURVIVOR PERK TRIGGERED	VEHICLE KILL	DRIVES VEHICLE	COLLECTS LOADOUT DROP
HAS \$20K CASH	GETS 5 KILLS	DOLPHIN DIVES	USES KILLSTREAK	HAS 3+ FLOOR LOOT PERKS
POPS ECHO UNIT	CAMPING	IN THE GAS	1ST PLACE	FLOOR LOOT KILL

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LETHAL EQUIPMENT KILL OR FINISH	DOES SOMETHING DUMB	USES PARACHUTE	DRIVES VEHICLE	1ST PLACE
GETS 5 KILLS	USES BUY STATION	POPS ECHO UNIT	ACTIVATES OR COMPLETES CONTRACT	USES KILLSTREAK
VEHICLE KILL	CAMPING	USES ZIPLINE	HAS 3+ FLOOR LOOT PERKS	IN THE GAS
DOLPHIN DIVES	COLLECTS LOADOUT DROP	OFF META KILL	HAS \$20K CASH	TOXIC PLAYS OR COMMS
FLOOR LOOT KILL	USES HEARTBEAT SENSOR	SURVIVOR PERK TRIGGERED	META KILL	OPENS OR CLOSES DOOR

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LETHAL EQUIPMENT KILL OR FINISH	CAMPING	TOXIC PLAYS OR COMMS	DOLPHIN DIVES	VEHICLE KILL
COLLECTS LOADOUT DROP	POPS ECHO UNIT	DRIVES VEHICLE	META KILL	USES BUY STATION
OFF META KILL	1ST PLACE	SURVIVOR PERK TRIGGERED	OPENS OR CLOSES DOOR	IN THE GAS
GETS 5 KILLS	USES HEARTBEAT SENSOR	USES PARACHUTE	USES ZIPLINE	HAS 3+ FLOOR LOOT PERKS
HAS \$20K CASH	USES KILLSTREAK	DOES SOMETHING DUMB	ACTIVATES OR COMPLETES CONTRACT	FLOOR LOOT KILL

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USES ZIPLINE	COLLECTS LOADOUT DROP	OPENS OR CLOSES DOOR	USES HEARTBEAT SENSOR	VEHICLE KILL
FLOOR LOOT KILL	USES BUY STATION	POPS ECHO UNIT	DOLPHIN DIVES	IN THE GAS
DRIVES VEHICLE	SURVIVOR PERK TRIGGERED	HAS 3+ FLOOR LOOT PERKS	ACTIVATES OR COMPLETES CONTRACT	OFF META KILL
LETHAL EQUIPMENT KILL OR FINISH	META KILL	HAS \$20K CASH	1ST PLACE	USES PARACHUTE
TOXIC PLAYS OR COMMS	GETS 5 KILLS	DOES SOMETHING DUMB	USES KILLSTREAK	CAMPING

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USES ZIPLINE	TOXIC PLAYS OR COMMS	GETS 5 KILLS	HAS 3+ FLOOR LOOT PERKS	1ST PLACE
COLLECTS LOADOUT DROP	USES PARACHUTE	ACTIVATES OR COMPLETES CONTRACT	LETHAL EQUIPMENT KILL OR FINISH	DOES SOMETHING DUMB
USES BUY STATION	SURVIVOR PERK TRIGGERED	OFF META KILL	DRIVES VEHICLE	DOLPHIN DIVES
USES KILLSTREAK	CAMPING	VEHICLE KILL	IN THE GAS	OPENS OR CLOSES DOOR
HAS \$20K CASH	FLOOR LOOT KILL	POPS ECHO UNIT	META KILL	USES HEARTBEAT SENSOR

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GETS 5 KILLS	HAS \$20K CASH	META KILL	USES HEARTBEAT SENSOR	ACTIVATES OR COMPLETES CONTRACT
LETHAL EQUIPMENT KILL OR FINISH	DOES SOMETHING DUMB	DOLPHIN DIVES	IN THE GAS	TOXIC PLAYS OR COMMS
SURVIVOR PERK TRIGGERED	OFF META KILL	USES ZIPLINE	DRIVES VEHICLE	POPS ECHO UNIT
USES KILLSTREAK	FLOOR LOOT KILL	OPENS OR CLOSES DOOR	COLLECTS LOADOUT DROP	HAS 3+ FLOOR LOOT PERKS
1ST PLACE	USES BUY STATION	CAMPING	VEHICLE KILL	USES PARACHUTE

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USES PARACHUTE	USES HEARTBEAT SENSOR	OPENS OR CLOSES DOOR	CAMPING	COLLECTS LOADOUT DROP
POPS ECHO UNIT	FLOOR LOOT KILL	DRIVES VEHICLE	ACTIVATES OR COMPLETES CONTRACT	1ST PLACE
META KILL	VEHICLE KILL	TOXIC PLAYS OR COMMS	HAS \$20K CASH	USES BUY STATION
IN THE GAS	USES ZIPLINE	LETHAL EQUIPMENT KILL OR FINISH	USES KILLSTREAK	DOES SOMETHING DUMB
HAS 3+ FLOOR LOOT PERKS	SURVIVOR PERK TRIGGERED	GETS 5 KILLS	DOLPHIN DIVES	OFF META KILL

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CAMPING	USES KILLSTREAK	TOXIC PLAYS OR COMMS	ACTIVATES OR COMPLETES CONTRACT	DOLPHIN DIVES
OFF META KILL	GETS 5 KILLS	LETHAL EQUIPMENT KILL OR FINISH	META KILL	USES BUY STATION
FLOOR LOOT KILL	USES ZIPLINE	OPENS OR CLOSES DOOR	VEHICLE KILL	IN THE GAS
POPS ECHO UNIT	SURVIVOR PERK TRIGGERED	USES HEARTBEAT SENSOR	COLLECTS LOADOUT DROP	USES PARACHUTE
1ST PLACE	DRIVES VEHICLE	DOES SOMETHING DUMB	HAS 3+ FLOOR LOOT PERKS	HAS \$20K CASH

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POPS ECHO UNIT	FLOOR LOOT KILL	OFF META KILL	CAMPING	DRIVES VEHICLE
HAS \$20K CASH	META KILL	HAS 3+ FLOOR LOOT PERKS	USES KILLSTREAK	DOLPHIN DIVES
IN THE GAS	USES BUY STATION	ACTIVATES OR COMPLETES CONTRACT	VEHICLE KILL	USES ZIPLINE
LETHAL EQUIPMENT KILL OR FINISH	USES PARACHUTE	TOXIC PLAYS OR COMMS	GETS 5 KILLS	COLLECTS LOADOUT DROP
1ST PLACE	SURVIVOR PERK TRIGGERED	OPENS OR CLOSES DOOR	USES HEARTBEAT SENSOR	DOES SOMETHING DUMB

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USES BUY STATION	VEHICLE KILL	DOES SOMETHING DUMB	GETS 5 KILLS	HAS \$20K CASH
META KILL	COLLECTS LOADOUT DROP	DOLPHIN DIVES	USES ZIPLINE	OFF META KILL
POPS ECHO UNIT	USES HEARTBEAT SENSOR	TOXIC PLAYS OR COMMS	DRIVES VEHICLE	FLOOR LOOT KILL
1ST PLACE	OPENS OR CLOSES DOOR	ACTIVATES OR COMPLETES CONTRACT	HAS 3+ FLOOR LOOT PERKS	USES PARACHUTE
CAMPING	IN THE GAS	LETHAL EQUIPMENT KILL OR FINISH	USES KILLSTREAK	SURVIVOR PERK TRIGGERED

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HAS \$20K CASH	VEHICLE KILL	DOES SOMETHING DUMB	IN THE GAS	META KILL
COLLECTS LOADOUT DROP	USES BUY STATION	SURVIVOR PERK TRIGGERED	HAS 3+ FLOOR LOOT PERKS	OFF META KILL
DRIVES VEHICLE	USES KILLSTREAK	POPS ECHO UNIT	1ST PLACE	LETHAL EQUIPMENT KILL OR FINISH
OPENS OR CLOSES DOOR	ACTIVATES OR COMPLETES CONTRACT	USES PARACHUTE	DOLPHIN DIVES	USES HEARTBEAT SENSOR
TOXIC PLAYS OR COMMS	USES ZIPLINE	GETS 5 KILLS	FLOOR LOOT KILL	CAMPING

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FLOOR LOOT KILL	GETS 5 KILLS	LETHAL EQUIPMENT KILL OR FINISH	POPS ECHO UNIT	CAMPING
SURVIVOR PERK TRIGGERED	USES PARACHUTE	META KILL	DOLPHIN DIVES	ACTIVATES OR COMPLETES CONTRACT
OFF META KILL	DOES SOMETHING DUMB	USES HEARTBEAT SENSOR	USES BUY STATION	TOXIC PLAYS OR COMMS
VEHICLE KILL	HAS 3+ FLOOR LOOT PERKS	DRIVES VEHICLE	USES ZIPLINE	1ST PLACE
USES KILLSTREAK	COLLECTS LOADOUT DROP	OPENS OR CLOSES DOOR	IN THE GAS	HAS \$20K CASH

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ACTIVATES OR COMPLETES CONTRACT	OFF META KILL	IN THE GAS	USES ZIPLINE	DRIVES VEHICLE
USES PARACHUTE	USES KILLSTREAK	USES BUY STATION	VEHICLE KILL	META KILL
SURVIVOR PERK TRIGGERED	OPENS OR CLOSES DOOR	1ST PLACE	LETHAL EQUIPMENT KILL OR FINISH	HAS \$20K CASH
POPS ECHO UNIT	TOXIC PLAYS OR COMMS	HAS 3+ FLOOR LOOT PERKS	GETS 5 KILLS	USES HEARTBEAT SENSOR
DOES SOMETHING DUMB	FLOOR LOOT KILL	CAMPING	DOLPHIN DIVES	COLLECTS LOADOUT DROP

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LETHAL EQUIPMENT KILL OR FINISH	OFF META KILL	DOLPHIN DIVES	USES ZIPLINE	VEHICLE KILL
DOES SOMETHING DUMB	FLOOR LOOT KILL	CAMPING	USES HEARTBEAT SENSOR	GETS 5 KILLS
HAS \$20K CASH	META KILL	1ST PLACE	HAS 3+ FLOOR LOOT PERKS	POPS ECHO UNIT
IN THE GAS	COLLECTS LOADOUT DROP	USES KILLSTREAK	OPENS OR CLOSES DOOR	SURVIVOR PERK TRIGGERED
TOXIC PLAYS OR COMMS	USES PARACHUTE	ACTIVATES OR COMPLETES CONTRACT	DRIVES VEHICLE	USES BUY STATION

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IN THE GAS	CAMPING	1ST PLACE	DOES SOMETHING DUMB	USES BUY STATION
META KILL	TOXIC PLAYS OR COMMS	OFF META KILL	OPENS OR CLOSES DOOR	SURVIVOR PERK TRIGGERED
USES PARACHUTE	LETHAL EQUIPMENT KILL OR FINISH	HAS 3+ FLOOR LOOT PERKS	HAS \$20K CASH	GETS 5 KILLS
USES HEARTBEAT SENSOR	DRIVES VEHICLE	FLOOR LOOT KILL	DOLPHIN DIVES	COLLECTS LOADOUT DROP
ACTIVATES OR COMPLETES CONTRACT	POPS ECHO UNIT	USES KILLSTREAK	USES ZIPLINE	VEHICLE KILL

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DRIVES VEHICLE	HAS 3+ FLOOR LOOT PERKS	VEHICLE KILL	IN THE GAS	HAS \$20K CASH
COLLECTS LOADOUT DROP	GETS 5 KILLS	DOES SOMETHING DUMB	META KILL	OPENS OR CLOSES DOOR
SURVIVOR PERK TRIGGERED	USES ZIPLINE	TOXIC PLAYS OR COMMS	DOLPHIN DIVES	USES HEARTBEAT SENSOR
POPS ECHO UNIT	FLOOR LOOT KILL	USES BUY STATION	ACTIVATES OR COMPLETES CONTRACT	1ST PLACE
LETHAL EQUIPMENT KILL OR FINISH	USES KILLSTREAK	OFF META KILL	USES PARACHUTE	CAMPING

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META KILL	USES HEARTBEAT SENSOR	DRIVES VEHICLE	OFF META KILL	1ST PLACE
POPS ECHO UNIT	OPENS OR CLOSES DOOR	FLOOR LOOT KILL	LETHAL EQUIPMENT KILL OR FINISH	CAMPING
VEHICLE KILL	USES KILLSTREAK	HAS 3+ FLOOR LOOT PERKS	IN THE GAS	GETS 5 KILLS
USES BUY STATION	COLLECTS LOADOUT DROP	USES PARACHUTE	USES ZIPLINE	SURVIVOR PERK TRIGGERED
ACTIVATES OR COMPLETES CONTRACT	DOLPHIN DIVES	DOES SOMETHING DUMB	HAS \$20K CASH	TOXIC PLAYS OR COMMS

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USES HEARTBEAT SENSOR	OPENS OR CLOSES DOOR	OFF META KILL	FLOOR LOOT KILL	TOXIC PLAYS OR COMMS
SURVIVOR PERK TRIGGERED	LETHAL EQUIPMENT KILL OR FINISH	USES PARACHUTE	DOES SOMETHING DUMB	ACTIVATES OR COMPLETES CONTRACT
COLLECTS LOADOUT DROP	DOLPHIN DIVES	USES ZIPLINE	VEHICLE KILL	HAS \$20K CASH
POPS ECHO UNIT	USES BUY STATION	1ST PLACE	META KILL	IN THE GAS
DRIVES VEHICLE	CAMPING	HAS 3+ FLOOR LOOT PERKS	USES KILLSTREAK	GETS 5 KILLS

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IN THE GAS	1ST PLACE	DOES SOMETHING DUMB	HAS \$20K CASH	OPENS OR CLOSES DOOR
LETHAL EQUIPMENT KILL OR FINISH	POPS ECHO UNIT	CAMPING	GETS 5 KILLS	ACTIVATES OR COMPLETES CONTRACT
USES ZIPLINE	USES BUY STATION	USES KILLSTREAK	HAS 3+ FLOOR LOOT PERKS	TOXIC PLAYS OR COMMS
COLLECTS LOADOUT DROP	META KILL	USES HEARTBEAT SENSOR	DOLPHIN DIVES	FLOOR LOOT KILL
USES PARACHUTE	VEHICLE KILL	SURVIVOR PERK TRIGGERED	OFF META KILL	DRIVES VEHICLE

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HAS 3+ FLOOR LOOT PERKS	HAS \$20K CASH	1ST PLACE	POPS ECHO UNIT	COLLECTS LOADOUT DROP
USES HEARTBEAT SENSOR	USES ZIPLINE	SURVIVOR PERK TRIGGERED	USES PARACHUTE	GETS 5 KILLS
USES BUY STATION	IN THE GAS	DRIVES VEHICLE	FLOOR LOOT KILL	VEHICLE KILL
META KILL	USES KILLSTREAK	OPENS OR CLOSES DOOR	OFF META KILL	DOES SOMETHING DUMB
DOLPHIN DIVES	TOXIC PLAYS OR COMMS	ACTIVATES OR COMPLETES CONTRACT	CAMPING	LETHAL EQUIPMENT KILL OR FINISH

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USES KILLSTREAK	SURVIVOR PERK TRIGGERED	DRIVES VEHICLE	CAMPING	HAS 3+ FLOOR LOOT PERKS
OPENS OR CLOSES DOOR	OFF META KILL	VEHICLE KILL	USES PARACHUTE	LETHAL EQUIPMENT KILL OR FINISH
META KILL	FLOOR LOOT KILL	DOES SOMETHING DUMB	IN THE GAS	GETS 5 KILLS
POPS ECHO UNIT	1ST PLACE	COLLECTS LOADOUT DROP	HAS \$20K CASH	DOLPHIN DIVES
TOXIC PLAYS OR COMMS	USES HEARTBEAT SENSOR	ACTIVATES OR COMPLETES CONTRACT	USES BUY STATION	USES ZIPLINE

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SURVIVOR PERK TRIGGERED	META KILL	USES PARACHUTE	DOES SOMETHING DUMB	COLLECTS LOADOUT DROP
GETS 5 KILLS	IN THE GAS	1ST PLACE	HAS \$20K CASH	USES ZIPLINE
HAS 3+ FLOOR LOOT PERKS	OFF META KILL	CAMPING	USES HEARTBEAT SENSOR	USES KILLSTREAK
USES BUY STATION	VEHICLE KILL	DOLPHIN DIVES	TOXIC PLAYS OR COMMS	OPENS OR CLOSES DOOR
FLOOR LOOT KILL	LETHAL EQUIPMENT KILL OR FINISH	POPS ECHO UNIT	ACTIVATES OR COMPLETES CONTRACT	DRIVES VEHICLE

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1ST PLACE	FLOOR LOOT KILL	HAS \$20K CASH	USES BUY STATION	DRIVES VEHICLE
ACTIVATES OR COMPLETES CONTRACT	USES ZIPLINE	IN THE GAS	USES HEARTBEAT SENSOR	HAS 3+ FLOOR LOOT PERKS
DOES SOMETHING DUMB	POPS ECHO UNIT	LETHAL EQUIPMENT KILL OR FINISH	COLLECTS LOADOUT DROP	OPENS OR CLOSES DOOR
SURVIVOR PERK TRIGGERED	USES KILLSTREAK	META KILL	VEHICLE KILL	OFF META KILL
TOXIC PLAYS OR COMMS	GETS 5 KILLS	CAMPING	DOLPHIN DIVES	USES PARACHUTE

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LETHAL EQUIPMENT KILL OR FINISH	FLOOR LOOT KILL	USES ZIPLINE	USES PARACHUTE	META KILL
USES HEARTBEAT SENSOR	ACTIVATES OR COMPLETES CONTRACT	1ST PLACE	VEHICLE KILL	USES KILLSTREAK
DOES SOMETHING DUMB	SURVIVOR PERK TRIGGERED	IN THE GAS	COLLECTS LOADOUT DROP	TOXIC PLAYS OR COMMS
GETS 5 KILLS	OPENS OR CLOSES DOOR	OFF META KILL	HAS \$20K CASH	HAS 3+ FLOOR LOOT PERKS
CAMPING	POPS ECHO UNIT	USES BUY STATION	DOLPHIN DIVES	DRIVES VEHICLE

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HAS 3+ FLOOR LOOT PERKS	TOXIC PLAYS OR COMMS	USES ZIPLINE	POPS ECHO UNIT	DRIVES VEHICLE
USES HEARTBEAT SENSOR	USES KILLSTREAK	USES PARACHUTE	1ST PLACE	OFF META KILL
COLLECTS LOADOUT DROP	SURVIVOR PERK TRIGGERED	USES BUY STATION	HAS \$20K CASH	GETS 5 KILLS
DOES SOMETHING DUMB	CAMPING	FLOOR LOOT KILL	DOLPHIN DIVES	META KILL
VEHICLE KILL	OPENS OR CLOSES DOOR	ACTIVATES OR COMPLETES CONTRACT	IN THE GAS	LETHAL EQUIPMENT KILL OR FINISH

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HAS 3+ FLOOR LOOT PERKS	CAMPING	USES KILLSTREAK	1ST PLACE	DOES SOMETHING DUMB
FLOOR LOOT KILL	ACTIVATES OR COMPLETES CONTRACT	COLLECTS LOADOUT DROP	IN THE GAS	GETS 5 KILLS
META KILL	OFF META KILL	VEHICLE KILL	USES PARACHUTE	DRIVES VEHICLE
SURVIVOR PERK TRIGGERED	USES BUY STATION	USES HEARTBEAT SENSOR	DOLPHIN DIVES	USES ZIPLINE
OPENS OR CLOSES DOOR	POPS ECHO UNIT	TOXIC PLAYS OR COMMS	HAS \$20K CASH	LETHAL EQUIPMENT KILL OR FINISH

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OPENS OR CLOSES DOOR	FLOOR LOOT KILL	ACTIVATES OR COMPLETES CONTRACT	DRIVES VEHICLE	USES PARACHUTE
DOLPHIN DIVES	OFF META KILL	USES HEARTBEAT SENSOR	HAS 3+ FLOOR LOOT PERKS	USES ZIPLINE
TOXIC PLAYS OR COMMS	META KILL	LETHAL EQUIPMENT KILL OR FINISH	DOES SOMETHING DUMB	CAMPING
IN THE GAS	USES BUY STATION	SURVIVOR PERK TRIGGERED	HAS \$20K CASH	COLLECTS LOADOUT DROP
1ST PLACE	USES KILLSTREAK	POPS ECHO UNIT	GETS 5 KILLS	VEHICLE KILL