

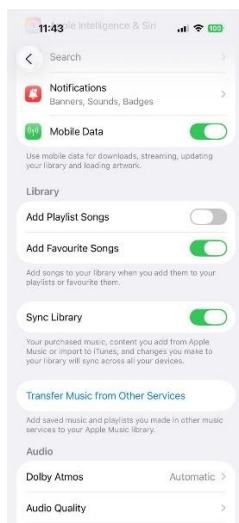
Important Announcement About Shuffle Bingo Release 3

Up until Release 2 of Shuffle Bingo, we used Apple's MPMediaLibrary to capture details of songs in a local or Apple Music playlist.

With effect from Release 3, we needed to move to MusicKit for essential metadata. MusicKit provides far more information and it has enabled us to enrich the Shuffle Bingo interface and functionality but it has come at a cost because MusicKit does not support songs where Apple Music is not subscribed and synced for slave devices. On a secondary device, Apple Music needs to be synced between the primary and secondary device

On all devices go to....

Settings->Apps->Music->Sync Library (iCloud Music Library on some older versions of iOS Toggle On



On devices where there is no access to Apple Music, Shuffle bingo will not be able to identify song details and will not work as previously because MusicKit does not deliver the data we need.

The table below summarises the permutations. We regret that this issue has occurred but it has been unavoidable and was not highlighted in our original testing. **If you have any questions, please contact support@shufflebingo.com.**

Source	Accessible via	Notes
Apple Music Catalog	✔ MusicKit	With Apple Music subscription
User's iCloud Music Library	✔ MusicKit	When Sync Library is enabled
Manually synced (local-only) songs	⚠ Only via MPMediaLibrary (deprecated)	MusicKit cannot access these
Files in your app (bundle, sandbox, Files picker)	✔ AVFoundation	Totally fine

Table 1 – Music Accessibility