

Deluxe



Royal Bingo
supplies

Bingo is a classic game that is fun for almost any age. Perfect for
birthday parties, holiday get togethers, backyard barbeques,
fundraisers and more, Bingo is an easy game to play.

OBJECT:

The object of the game is to achieve a specified pattern on the Bingo card, which is traditionally marked with the letters "B, I, N, G, O," horizontally across the top of the card. Underneath those letters are a series of numbers.

CONTENTS:

1 Plastic drawn ball holder	300 Assorted color markers
75 Plastic balls	50 Reusable bingo cards
1 Rotary cage with random automatic ball selector	1 Instruction sheet including 10 variations of game play

HOW TO PLAY:

During game play, a designated caller will announce a letter/number combination, such as B1. Any player who has that combination on his card should mark off the appropriate space. Additional letter/number combinations will be called out until someone achieves the desired pattern and yells "Bingo!".

COMPLETE GAME INSTRUCTIONS:

1. To start, distribute at least one Bingo card and an appropriate amount of Bingo chips to each player.
 - a. Some players like to use more than one Bingo card during a game. The number of cards each player can have should be determined before the game begins.
2. Determine what style Bingo game will be played.

STANDARD	LETTER SHAPED
FOUR CORNERS	SQUARES
DIAGONAL ONLY	POSTAGE STAMP
BLACKOUT	NO FREE SPACE
LINES	BIG X
3. a. **Standard:** Occurs when a player marks off five numbers in a row, or fills up spaces of their Bingo card diagonally, horizontally or vertically.
b. **Four Corners:** Occurs when one player is able to mark off the four corner spaces of his Bingo card.
c. **Diagonal Only:** Occurs when all appropriate diagonal spaces are marked off a bingo card. The diagonal pattern can be going in any direction.
d. **Blackout:** Occurs when one player marks off all numbers on their Bingo cards, leaving no blank spaces. This method typically takes the longest to play.
e. **Lines:** Occurs when a player marks off spaces of their Bingo card in a horizontal or vertical line.
f. **Letter Shaped:** Occurs when a player marks off spaces of their Bingo card that resembles a letter of the alphabet. The letters can be upright, upside down or sideways. Acceptable letters should be determined before game play begins.
g. **Squares:** Occurs when a player marks off a four-square section anywhere within their Bingo card.
h. **Postage Stamp:** Occurs when a player marks off a four-square section in any corner of their Bingo card.
i. **No Free Space:** Occurs when a player obtains a Bingo that does not involve the use of the free space.
j. **Big X:** Occurs when a player marks off spaces using two intersecting diagonal lines, which create a large "X" shape across the Bingo card.
4. Most games utilize the "free space." If this is the case, players should mark off that space before the game begins.
5. When all players are ready to begin, the caller mixes the Bingo balls within the cage. One ball will automatically roll forward into the slot. The caller will retrieve this ball and announce the letter/number combination to the players.
6. Players should mark off the corresponding space, if applicable, on their card(s).
7. The caller then places the ball on the tally card for future reference.
8. The caller then mixes the Bingo balls again and selects a new one, using the same procedure outlined in steps 5-6.
9. This process is repeated until one player achieves the pre-determined pattern and yells "Bingo!"
10. Once a Bingo is achieved, that player must reconcile the numbers they have with the tally card of the caller to ensure they have matching numbers.
11. If all the numbers match, that player wins the game and collects the designated prize.
12. If players want to play another round, all previously called Bingo balls are placed back in the cage and it is given to another player, who will assume the roll of caller. The game then begins again.