Directions for Playing the Game of

## BINGO OR BEANO

PARKER BROTHERS, INC.
SALEM, MASS. NEW YORK · CHICAGO

There are Two Methods of play STRAIGHT BINGO and POINT BINGO

## **Directions for Playing STRAIGHT BINGO**

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The OBJECT of the Game is to complete any five numbers on a Card, in a row, in either a Horizontal (across) a Vertical (up and down) or a Diagonal (corner to corner) direction by covering the numbered squares on the Cards, with the Markers, as these numbers may be called by the Master of the Game.

The Game is supplied with a Set of Cards, a quantity of Markers, a Checking Table and a Set of Printed Numbered Checks.

Every Row of Numbers in **Any Direction** on **All** Cards is of a different combination.

To START the Game. One of the company is chosen as Master who does not play but Calls the Numbers, Keeps the Checking Table and Decides the Winner.

**DUTIES of the Master.** He first takes all of the Game Material, gives **One Card** and a small handful of the Markers to **Each** Player.

The Players then place their Cards and Markers in front of them on the Table.

The Master places the Checking Table in front of him on the Table, then turns the Printed Numbered Checks, Face Down, on the table and shuffles them thoroughly.

PLAYING

A VARIATION for Both Games.—In Starting the Game of BINGO or POINT BINGO some players prefer to Begin by All contestants placing a Marker over the Center Number (in some localities this is known as the Free Space) on Each Card (before the Master begins to call); this is optional, however, to the mutual agreement of the Players.

The Master then Draws a Check, places it Face Up on the Corresponding Number of the Checking Table and Calls aloud clearly the Letter (first) and the Number (last) appearing on it—for example—"N31," (the Letter indicates the Vertical Column in which the Number is to be looked for).

Now Any Player Finding that Number in the called Letter Column on his Card, immediately Covers that Number with one of his Markers.

If the Number called is **Not Found** on any player's card (in the column of the letter called), **No Play** is made by that player.

The Game so proceeds, the Master continuing drawing and calling Letters and Numbers from the Checks turned, (one at a time) and placing Each Check on the corresponding numbers of his Checking Table and the Players Covering these called Numbers, when found on their Cards, with the Markers.

The Game so continues until One Player has succeeded in Covering Five Numbers on his Card in a Complete Row in either a Horizontal, a Vertical, or a Diagonal direction.

This Player immediately calls aloud "Bingo" and the Game ceases.

The Master then asks that player to Call Back to him the Letters and Numbers of his Five Covered Spaces, checking back by saying "Yes" or "Found" as called from the Checks on the Corresponding Numbers on his Checking Table and if Correct awards the Game to that player who has first called "Bingo."

In case the check up is **Incorrect** the Master shall **Remove All** of the Markers placed in that Row as a Penalty to that Player and the Game again proceeds until a new "Bingo" has been called and Won.

For a new Game, Cards previously used are taken up by the Master and New Cards given to the players—Or—if the party is large; cards may exchanged among the players.

If desired—and in order to give the Master an opportunity to play, if he so wishes the Player first calling "Bingo" shall become Master. The Master of course taking that player's place at the Table.

If Two or more Players call "Bingo" on the same play at the same time, the Master shall declare that Player the Winner whose Total Count is Highest—as shown by the Small Total Column Numbers at the End of Each Row.

## **Directions for Playing POINT BINGO**

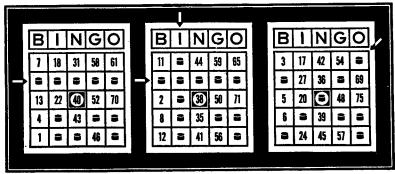
The Methods of play are the same as in Straight Bingo.

The Object of this Game is to Win 1000 Points; Score is made in Each Bingo by the Player who First Covers a Complete Row with Five of the Markers, earning thereby the Total of this completely Covered Row as indicated by the Small Figures at the end of each row as shown on the margin of the Cards.

These figures are too small to appear in the diagrams below but will be found on

the cards used in the game.

Rows passing through the Center (see last diagram below) and a Combination of Two Rows (see center diagram) score a Premium Count (explained later).



Arrow indicates a horizontal winning row. Score as indicated on card margin.

Arrows indicate a "Double Bingo." Score for both, plus 100 premium. Diagonal Winning Row. Score doubled because it passes through center.

At the completion of "Bingo" the Total or Totals are given to the Master who carefully records the amount to the credit of that player.

The Game is for 1000 Points, the Winner being the Player who First Reaches or Passes that Score.

PREMIUMS. "Center Bingo." If a player Completes a Row of Five which runs Through the Center Number (see diagram at right) he calls aloud "Center Bingo" and his score for that "Bingo" is Doubled.

DOUBLE BINGO. If a player in making "Bingo" completes Two Rows by playing the Last Piece so that it makes a Row of Five in Two Directions, (see middle diagram) he calls "Double Bingo" and scores the Total of Both Rows Besides adding 100 Points to that Score.

DOUBLE CENTER BINGO. If a player makes a Double Bingo with either One or Both Rows running through the Center, he calls aloud "Double Center Bingo": and Doubles the Score for Both Complete Rows then Re-Doubles on the Row (or Rows) passing Through the Center and also Adds 100 Points to that score.

In case "Double Bingo" is called at the same time that another player Completes a row of Five and calls "Bingo," the Master must give the decision to the player calling "Double Bingo."

**PENALTIES.** If the Master in checking the call of "Bingo" by any player finds that player Incorrect, the Master Removes All of the Markers from that "Bingo" Row of the player's Card as a Penalty to that Player and the Game proceeds as before until a new "Bingo" is declared (as in Straight Bingo).

The Master should call the Letters and Numbers from the Checks with moderate speed, allowing only reasonable time for play and placement of the Markers by the players.

He should be extremely careful that **No Errors** enter into his part of the Game by placing a Numbered Check in the **Wrong Space** on his Checking Table.

For a New Game proceed as previously described in the Directions for Straight Bingo.

At the completion of each Point Bingo Game the Player at the Left of the Master becomes Master for the next game and the previous Master takes the place of that player.

A Partnership Game may be played (two against two), if desired, the score of Either partner winning Bingo counting to the credit of Both. In other words, Both players' Bingo Scores are kept as One Total.

Questions on Bingo or Beano will be answered gladly if a three-cent stamp is enclosed. Address Parker Brothers, Inc., Salem, Mass.

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