

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 be 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).

BINGO				
7	18	31	58	61
=	=	=	=	=
13	22	40	52	70
4	=	43	=	=
1	=	=	46	=

BINGO				
11	=	44	59	65
=	=	=	=	=
2	=	38	50	71
8	=	35	=	=
12	=	41	56	=

BINGO				
3	17	42	54	=
=	27	36	=	69
5	20	30	48	75
6	=	39	=	=
=	24	45	57	=

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**.

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