

Rules for Playing

BINGO

With Automatic Selector

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SALEM, MASSACHUSETTS

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OBJECT:

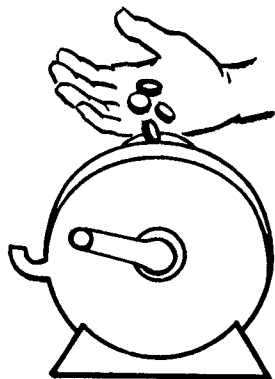
The object of the game of BINGO is to be the first player to place 5 MARKERS in a complete row on his card. The row may be in any of three directions, horizontal, vertical or diagonal. Each player has twelve opportunities to win with his card.

EQUIPMENT:

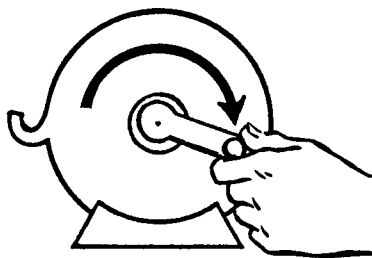
The equipment consists of 75 PLASTIC CALL NUMBERS, 48 BINGO CARDS, a large quantity of MARKERS, one CALL BACK CARD and an AUTOMATIC NUMBER SELECTOR.

PREPARATION:

One player is chosen as CALLER. The CALLER does not play but conducts the game for all other players. Each player selects one card and an adequate amount of MARKERS. The CALLER places the CALL BACK CARD in a convenient position and puts the 75 PLASTIC CALL NUMBERS into the AUTOMATIC NUMBER SELECTOR as shown in diagram "A" below.



A.



B.

PLAY:

Each player places a **MARKER** on the square marked "FREE" in the center of his card. The **CALLER** turns the handle of the **SELECTOR** one complete turn in a clockwise direction as shown in diagram "B" on front page, to eject a number. He reads this **CALL NUMBER** aloud naming first the letter and then the number.

For Example: If the ejected **CALL NUMBER** is B7, he calls out, "Under B, number 7."

He then places this number face up in the space marked B7 on the **CALL BACK CARD**. Any player having this number on his card immediately covers it with one of his **MARKERS**. The play continues in the above manner until a player succeeds in covering 5 numbers in a complete row, either vertically, horizontally or diagonally. The first player to do this calls "BINGO" and all play ceases.

None of the players should remove any **MARKERS** from their cards until the **CALLER** has checked all the numbers and letters with the person who called BINGO. The **CALLER** requests that player to read aloud the letters and numbers on his completed row, and he checks to make sure these have been covered on the **CALL BACK CARD**. If the player calling BINGO is correct, he is the winner of the game. If the player is in error, he must remove his **MARKERS** from that row as a penalty. The game then continues until a player succeeds in correctly placing his markers in a complete row and calls "BINGO".

When two or more players correctly call "BINGO" at the same time, the player with the highest score is the winner. A player's score is determined by adding together all the numbers in the BINGO row.

Players may change their BINGO cards after each game.

POINT BINGO

POINT BINGO is sometimes preferable when the Host or Hostess is giving a large party and wishes to award prizes. Before starting play, a time limit is set. The rules for **POINT BINGO** are the same as for regular BINGO with the exception that when a player calls BINGO, the numbers in his completed row are added together and the total is credited to his score. If a player in making BINGO places his last **MARKER** in such a way that it makes a complete row of 5 in two directions, he receives a total score for both rows plus a bonus of 50 points. The player who accumulates the most points at the end of the time limit is declared the Winner.

Any question regarding the rules of "BINGO" will be answered gladly if a 3 cent stamp is enclosed.
