

2IN1 BINGO

INSTRUCTIONS



Contents:

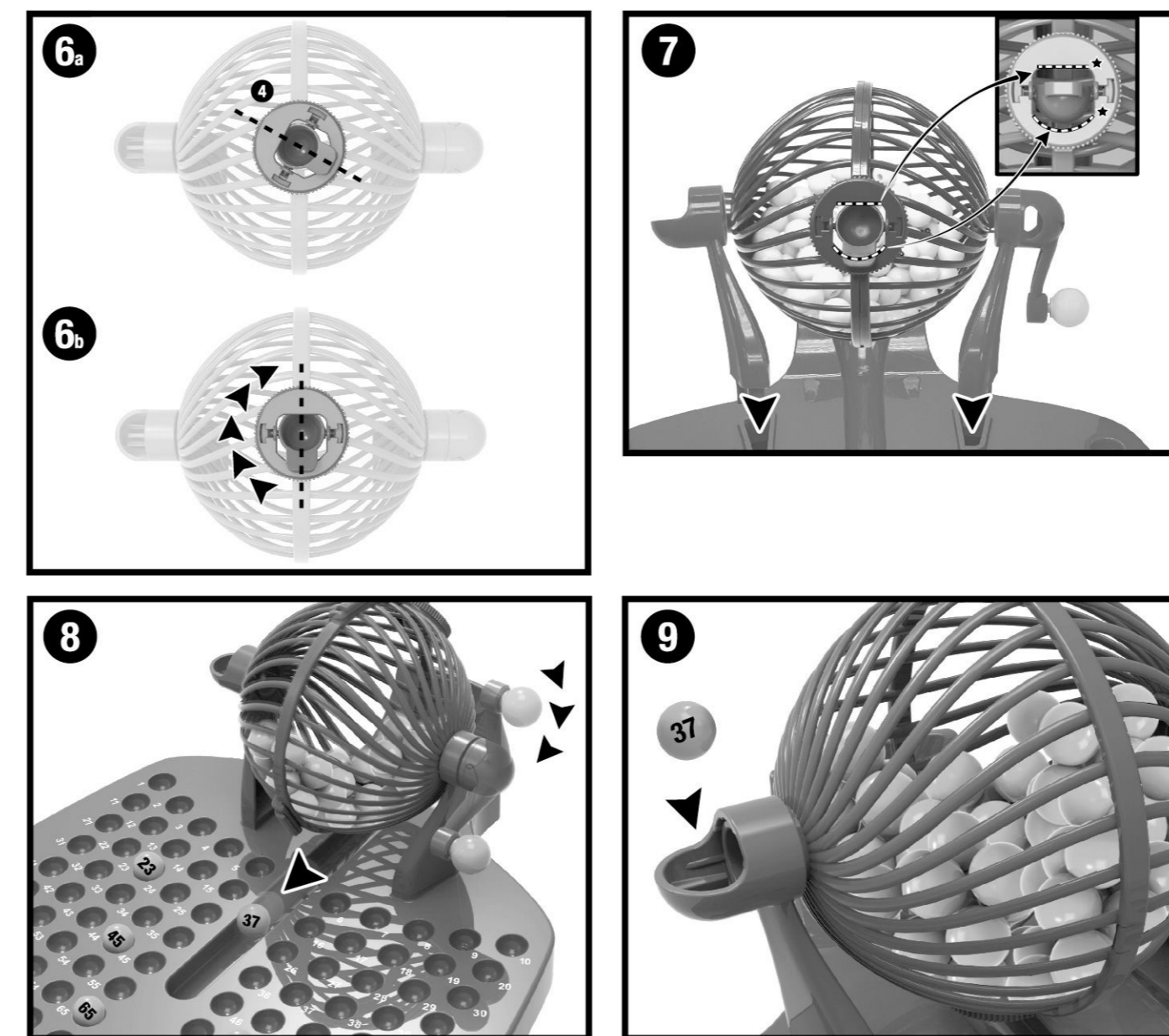
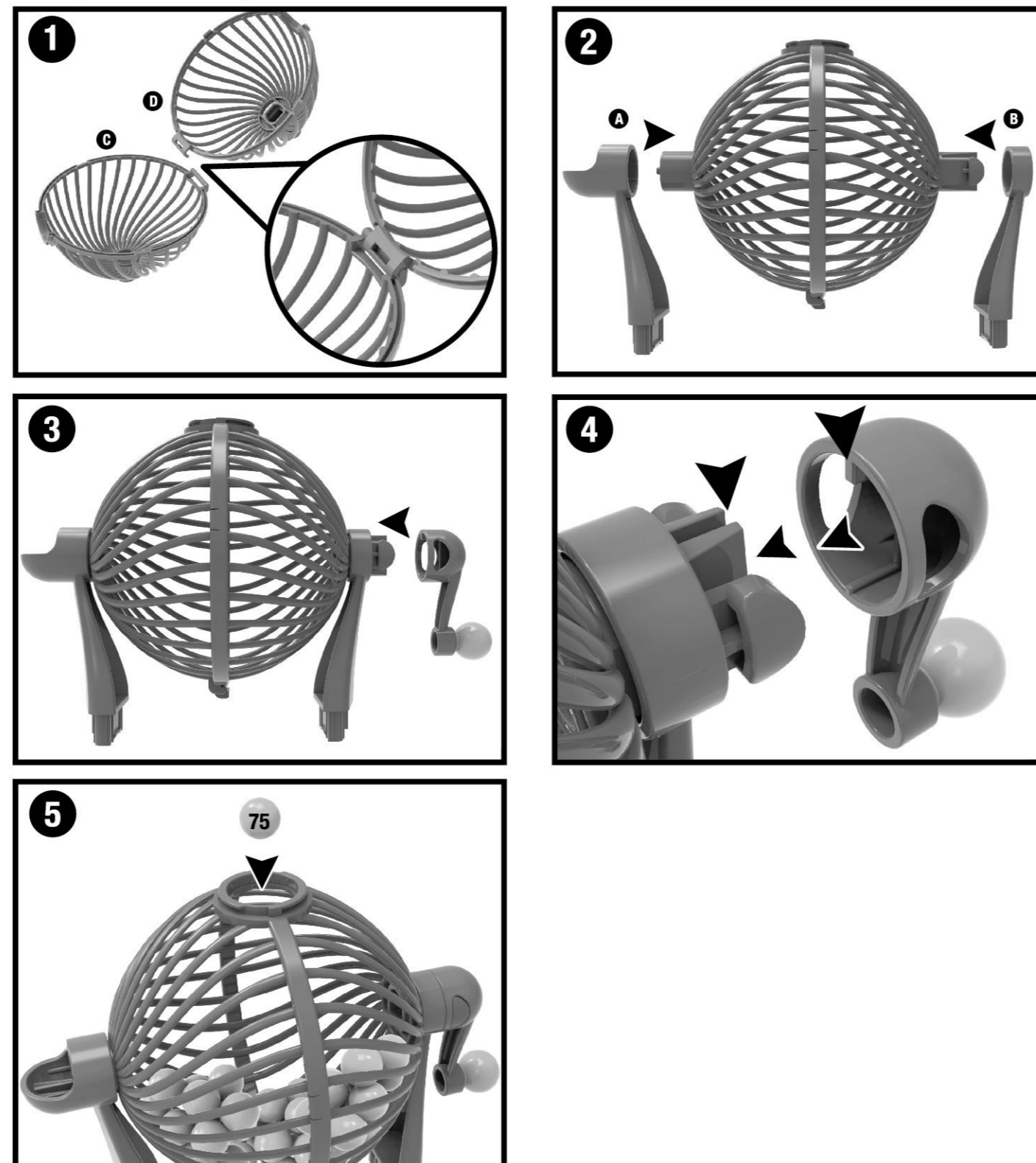
1 A B X 2 Cage holders	2 X 1 Turn crank	3 X 1 Cap	4 C D X 2 Cage supports	5 X 90 Balls	6 X 12 Bingo cards
7 X 1 Ball-holder board	8 X 1 Spinner	9 X 1 Arrow	10 X 8 Colour and shapes bingo cards	11 X 150 Transparent colour plastic tokens	

Bingo!

Assembly and Set-up:

1. Check to ensure you have all the parts. Clip the two halves of the cage together as shown in Diagram 1.
2. Attach the two cage holders as shown in Diagram 2.
3. Attach the turn crank as shown in Diagram 3.
4. Ensure the connections line up properly as shown in Diagram 4. Press the tabs so the turn crank is able to slide easily over the end tabs.
5. Add the balls in the cage through the opening at the top as shown in Diagram 5.
6. Place the cap on the cage at the starting angle as shown in Diagram 6a.
7. Turn clockwise to close shut as shown in Diagram 6b.
8. Snap the completed cage system onto the ball tray as shown in Diagram 7.
9. Turn the crank clockwise until a ball is released. Release only one ball at a time, as shown in Diagram 8.
10. After a clear winner is recognised, place the balls back into the cage through the hole as shown in Diagram 9.

Set Up and Assembly:



How to play:

Be the first player to complete your card!

1. Players are given cards with 15 random numbers printed on them.
2. One player extracts the numbered balls, one at a time (ranging from 1 to 90) and all players mark the corresponding number on their cards if the number is there.
3. Prizes (not included) are assigned to players who have sets of four winning numbers (4 numbers on the same row), five winning numbers (5 numbers on the same row), Bingo (all the numbers on the card).
4. Prizes (not included) can also be given for the first players to get two numbers and three numbers on the same row.

How to win:

The first player to match the numbers calls out the word "Bingo!" to declare themselves the winner. The player's card is checked by the Caller to make sure Bingo has been called out correctly. If not, the game continues until a winner calls out "Bingo!" and they have the correct numbers called.

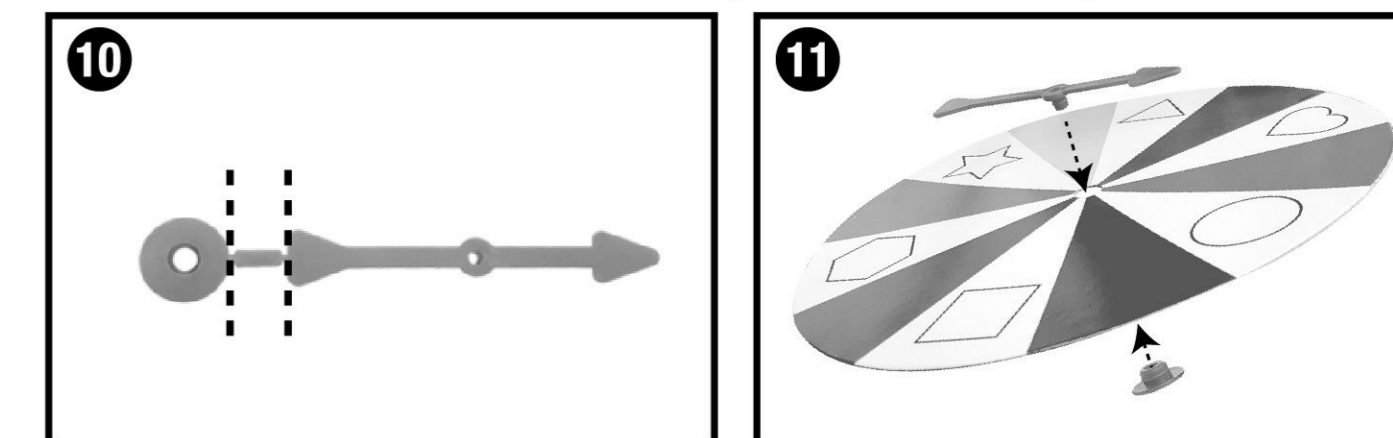


Colour-Shape Bingo

Assembly and Set-up:

Players: 2-8

1. Cut the arrow and the base carefully, as shown in Diagram 10.
2. Attach the arrow and the base into the wheel through the hole as shown in Diagram 11.



How to play:

Be the first to shout BINGO!

1. Players are given cards with 8 random colours and shapes printed on them.
2. Each player takes a spin on the spinner. If it lands on a shape, then players will cover the square on their bingo card that has the same shape, regardless of the colour. For example, if the spinner lands on the square shape, then all players will apply a token on their bingo card where there is a square (it doesn't matter if square is yellow, green, red, etc.). If the spinner lands on a slice of pie where there is a colour, then that colour is called out and all players apply a token to any squares on their bingo card which has that colour, it doesn't matter what shape is using that colour on the bingo card.

How to win:

The first player to match the numbers calls out the word "Bingo!" to declare themselves the winner. The player's card is checked by the Caller to make sure Bingo has been called out correctly. If not, the game continues until a winner calls out "Bingo!" and they have the correct numbers called.