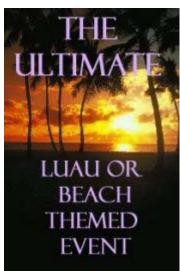


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Rules and Play

Another great thing about Bingo is the simplicity of rules. Each player is to pick a BINGO card from the 16 provided. Each player is also to receive a small handful of game markers, at least 16 for each player. Finally, all of the Game Draw squares are to be shuffled and placed face down on a flat surface, ready to be chosen during play.

Once all cards and markers have been passed out, the game begins. If you'll notice, there aren't any designated FREE SPACES on the boards. This was intentional. You have the choice to either omit the opportunity for free spaces OR allow each player to CHOOSE a free space of their own. Of course, their goal will be to try and choose the square that will NOT be called out during game play. If you've chosen the later, begin by having each player choose a square on their board to put a free marker on.

Then, one person is to choose one of the facedown Game Marker cards and call out the luau item. Each player is then to search on his/her BINGO card for the called out item and place a game marker on that square. Once all players have done this, the Caller then picks another Game Draw card and the steps are repeated. A player has won once he/she has created a four-marker, consecutive line on his/her BINGO card. For instance, a winning card would have a game marker on each square from side to side on a single row, from top to bottom on a single column, or from corner to corner. The winner is to then call out 'BINGO!' signaling to the other players that the round is over and that he/she has won.

All the BINGO cards are then collected and each player is to choose a new card. A new round begins (with a new Caller chosen if the Caller is also playing).

Variations

The above rules apply, however try changing the marker configuration from round to round. For instance, in the first round explain that the winner must have the above mentioned, four marker line in order to call out BINGO! In the next round, tell the players that they must instead 'mark out' an X on their BINGO cards (all the spaces on the two, corner-to-corner diagonals). Other variations/patterns are as follows:

- Create the letter 'Z' (the top and bottom rows along with the diagonal from upper right corner to bottom left)
- First player to mark out each of the four corners.
- First player to mark out all edge squares (far left & right columns along with top and bottom rows)

• Black out – meaning the first player to fill in every square on their board.

Some other game variations include the following:

- If few enough players, give every player TWO cards to play with at the same time. You could either have the winner be the one with BINGO on either card OR both!
- This is a lot of fun and something that kids really enjoy. Lay out the cards on a table where the participants can walk around to view them all. Station each player by a card. Call out a square. Each player checks their board and puts a marker on that square if they have it. THEN...have each player rotate to the right around the table, standing now in front of a new card. Call out a new marker. The winner is the one who ends up on the winning card at the moment that the card wins!!!

The next page contains the game draws. They are to be cut out and turned upside down during game play.

S eashell	B each	F ire Dancer	BBQ
L uau	S tarfish	S ea Hors e	Hula
Ocean	VV aterfall	L agoon	VV ater L illies
Maui	Aloha	R ain	I-I onolulu
P ineapple	S and	F ish	Dolphin
	L uau Ocan	Luau Starfish Ocean Waterfall Nami Aloha	Luau Starfish Sea Horse Ocean Waterfall Lagoon IVIaui Aloha Rain

S eaweed

The Next page has all of the Space Markers For game play. Each Square is to be cut out and handed to each individual playing (at least 16 each). There are 99 to a page.

F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F
F	F	F	F	F	F	F	F	F

The Final pages contain all 16 Unique Bingo cards.





