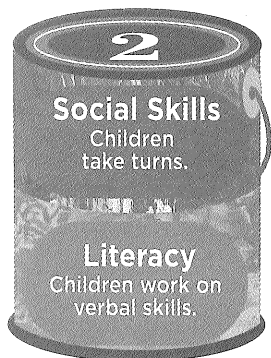


THE ORIGINAL

I SPY™ BINGO

INSTRUCTIONS

Look for these I Spy games and other University Games products at retailers near you or at:

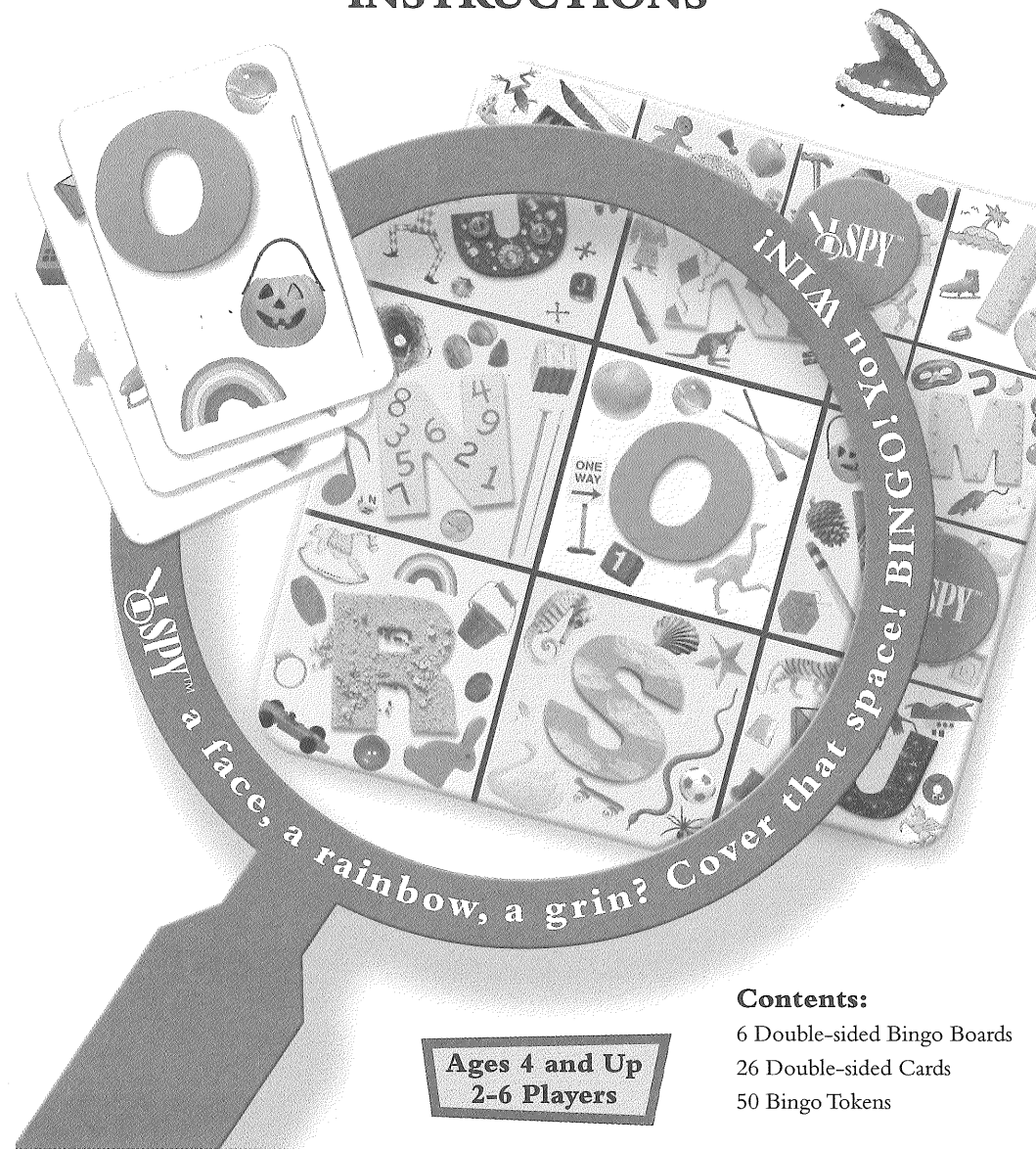


scholastic.com/ispy



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**Ages 4 and Up
2-6 Players**

Contents:

- 6 Double-sided Bingo Boards
- 26 Double-sided Cards
- 50 Bingo Tokens

OBJECT OF THE GAME: Create a row of tokens by matching the image called out to the same image on your bingo board.

Beginners use the colored boards and blue cards.

Take a look at the colored side of the bingo boards. In each square there is a letter of the alphabet surrounded by objects that begin with the same letter. The letters are in alphabetical order.

Now look at the blue side of the cards. Each card has a capital letter that matches the corresponding letter on the colored side of the bingo board and some other objects that may not begin with the same letter.

Advanced players use the white boards and white cards.

Take a look at the white side of the bingo boards. The letter squares are the same as on the other side, but the letters are not in alphabetical order.

Now look at the white side of the cards. There are no alphabet letters, and some of the objects shown may be tricky to find. (For example, what is that snake doing in the square with a V? It's a VIPER, you see!)

GETTING READY TO PLAY: Decide which version you will play, beginner or advanced. Choose a bingo board and place it in front of you. Decide who will be the first to draw a card. Place all the tokens in the center of the table within reach of all players. Place the deck of cards in a stack on the table.

PLAYING THE GAME: If you are first, draw the top card from the stack. Choose one of the four objects on the card and call it out. For example: an ant, a pear, a gingerbread man and the letter A appear on the card you drew. If you choose ant, then each player who has the ant (found on the square with the letter A) on his or her board places a token on that square. Now place the card face up next to the stack.

The player to the left of the first player draws the next card, chooses one of the four objects and calls it out.

Play continues until one player has four tokens in a row and shouts BINGO!

Version 1: An adult or older child may be the caller. Using the blue side of the card, call out the letter of the alphabet. Try this first with the colored side of the bingo board (alphabetical order), then with the white side (not in alphabetical order).

Version 2: Use the blue side of the card, but call out one of the objects on the card other than the letter. This helps the children playing to learn beginning sounds of each word.

Version 3: Using the white cards and the white side of the bingo boards, play as in Version 2. You will find this quite challenging, as some of the words may not appear in the letter square that you expect, and you will have to search for them, I SPY style.

WINNING THE GAME: If you are the first player to have four tokens in a row and say Bingo, you win!

This game helps players learn beginning sounds and develops visual discrimination.

