

Must Win With 'Z' Shape - In order to win, player's BING-OH! must be in the shape of a capital 'Z.'  (as shown)

Must Win With Horizontal - In order to win, player's BING-OH! must consist of six chips in a row horizontally only. 

Must Win With Vertical - In order to win, player's BING-OH! must consist of six chips in a row vertically only.  (as shown)

Must Win With Diagonal - In order to win, player's BING-OH! must consist of six chips in a diagonal line.  or

Must Win With 4 Corners - In order to win, player's BING-OH! must consist of a chip in each of the card's four corners.

Opponent/s Must Win With Horizontal - In order to win, ALL player's opponents' BING-OH! must consist of six chips in a row horizontally only.

Opponent/s Must Win With Vertical - In order to win, ALL player's opponents' BING-OH! must consist of six chips in a row vertically only.

Roadblock Roll - After placing a chip on their own card, the player rolls the dice. Now the player places one of their own chips from their own RESERVE PILE on the corresponding space on an opponent's card. This chip creates a Dead Spot on the opponent's card, blocking a potential BING-OH!

Roadblock Wild - After placing a chip on their own card, the player then places another one of their own chips from their own RESERVE PILE anywhere on an opponent's card, thus creating a Dead Spot.

Roadblock Roll x2 - Just like Roadblock Roll, but the player does it twice. Player may choose to put one chip on one opponent's card and their second chip on the other opponent's card, or they may choose to place both chips on one opponent's card.

Roadblock Wild x2 - Just like Roadblock Wild, but the player does it twice. Player may choose to put one chip on one opponent's card and their second chip on the other opponent's card, or they may choose to place both chips on one opponent's card.

Swap Cards With Any Opponent - Player swaps their card with an opponent of their choice, keeping all chips intact. Now these chips act as Roadblocks for both opponents.

Choose Opponent To Take A New Card - Player chooses an opponent to draw a new card. All chips are removed from the card before drawing. Any opponents' chips on the old card must be returned to the opponents.

Take All Reserve Chips Back - Player gets to take back their own chips from opponents' RESERVE PILES.

Place One Chip Anywhere - Player gets to place an additional chip anywhere on their own card.

Roll Again - After placing a chip on their card, that player gets to roll the dice and place another chip accordingly and on their card only. After rolling, play continues as it would and from the original roller of that round.

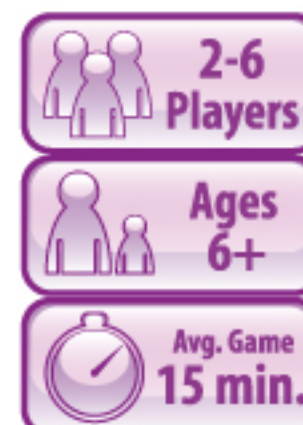
Remove One Chip From Opponent's Card - Player takes one chip from anywhere on an opponent's card and puts it into their own RESERVE PILE.

Remove Two Chips From Opponent's Card - Player may take two chips from anywhere on an opponent's card, or may take one chip from one opponent's card and the other chip from the other opponent's card. These chips are added to the player's own RESERVE PILE.

Reverse Order - Players reverse the order in which they are playing (from the player that rolled the dice.)

Take A New Card - Player must start over with a new card. Any opponents' chips on the old card must be returned to the opponents.

Dead Zone - Dead zone spaces are automatic Roadblocks. NO chips may be played there.



You've never
played bingo like this!

BING-OH!

Box Contents:
60 Bing-Oh!™ cards, 150 Bing-Oh!™ chips and 2 jumbo dice

OBJECT

The first player to get six chips in a row on their card either horizontally, vertically, or diagonally has BING-OH! and gets five points. Players also may earn points by stealing chips from opponents (see following). The first player with 20 points wins the game.

SETUP

- 1 Grab some paper and a pencil for scorekeeping.
- 2 Shuffle the BING-OH! cards and deal one to each player.
- 3 The remaining cards are put to the side, face down.
- 4 Each player chooses a color and takes the corresponding chips. This is their RESERVE PILE.
- 5 Players place their chips on the FREE SPACES if their cards have such spaces.
- 6 Roll the number die to determine who rolls first. Highest roll goes first.



GAMEPLAY

- 1 Players take turns being the **ROLLER**.
- 2 The **ROLLER** rolls the dice.
- 3 When the dice are rolled, **ALL PLAYERS** place a chip from their **RESERVE PILE** on the corresponding space on their **BING-OH!** card.
- 4 If it's a **SPECIAL SPACE** (see opposite page), in addition to placing a chip there, players must perform the required action.

NOTE:

If more than one player lands on a **SPECIAL SPACE**, the players perform their actions one at a time, with the Roller always going first and the rest going in order of game play.

- 5 If the **ROLLER** gets one star on their roll, they may take any one chip of any color from an opponent's **RESERVE PILE**. If the **ROLLER** rolls two stars, they may take three chips.

NOTE:

When taking three chips, the **ROLLER** may take them in any color combination, from one or more opponents.

The **ROLLER** may choose to take back their own chips, if there are any, in order to build up their **RESERVE PILE**.

Or the **ROLLER** may choose to take one or more opponents' chips in order to deplete their **RESERVE PILES**.

- 6 Play continues in a clockwise direction with all players taking turns as the **ROLLER** and proceeding accordingly.
When a player gets six chips in a row, they call out **BING-OH!**

NOTE:

If a player runs out of chips before the round is over, they continue to play. To get chips back, they must roll stars when they are the **ROLLER**. A player can **NOT** place any opponents' chips they may have in their **RESERVE PILE** on their own card.

SCORING

- 1 The player with **BING-OH!** gets five points.
- 2 After the player yells **BING-OH!**, if players have opponents' chips on their card, they return them to the opponents.
- 3 Players keep any opponents' chips that they have in their **RESERVE PILE**, and are awarded one point for each such chip.

NOTE:

For each round that a player has opponents' chips in their **RESERVE PILE** they are awarded one point for each such chip. It is possible to score multiple points in multiple rounds from the same chips.

- 4 Players return their own chips from their own card to their **RESERVE PILE** and choose another card.

WINNING

- 1 After each round, add the appropriate number of points to each player's score tally.
- 2 The first player to reach 20 points wins the game!

SPECIAL SPACES

Move One Chip Anywhere - Player may move a chip from one space to another on their card.

Remove "___" Chips From Opponent's Reserve - Player may take chips from one or both opponents, in any color combination. These become part of the player's **RESERVE PILE**.

Lose Turn - Player loses their next turn.

Must Win With 'T' Shape - In order to win, player's **BING-OH!** must be in the shape of a capital 'T':  (as shown)

Must Win With 'L' Shape - In order to win, player's **BING-OH!** must be in the shape of a capital 'L': 

(continued on back)