



Required for play: 2 - 6 players, 1 each “Blingo” playing board, 2 each eight sided dice, and 1 each set of colored playing markers, per player (game contents includes 6 each sets of 50 each colored markers).

Object of the Game: Roll the playing dice, with outcome of roll indicating marker placement on the “Blingo” playing board. Once the “Blingo” board is blacked out (at least one marker on every space) the player to place the most markers on the playing board, **WINS**.

Set Up: Each player selects a set of markers, and places them at their side, in readiness for play. Simple, now you’re set up. The youngest player goes first.

Round of Play: First player rolls the two (2) dice, and performs play, per the following game rules and **outcome of the dice** as follows:

- The “Blingo” playing board is made up of 88 numbered squares. As players roll these numbers with the dice, he/she places markers on the corresponding squares.
- One player at a time, taking turns, rolls the dice. A player places markers on the playing board per outcome of their dice roll. Players get **one roll per turn**.
- The roll outcome will be of the two numbers facing up, of the dice roll. With these two numbers, the player can choose to:
 - Place a marker on each of the two numbers (example – if roll is a 2 and 8, place one marker on each, the 2 and the 8 on the playing board).
 - Join the two numbers together, and place one marker on the number (example – with the roll of a 2 and 8, place one marker on either 28 or on 82 of the playing board).
 - Play on a **nine** or a **zero**. There are no 9’s or 0’s on the dice. So a player can choose any numeral on the board with a nine **if the two dice add up to nine** (example – a 7 and a 2), or any numeral on the board with a zero, **if the two dice add up to ten** (example – a 2 and 8).
- Players can place a marker on a square regardless of the square already containing another player’s marker, **unless it’s a “Blingo”**
- A “Blingo” is when a player has a marker on each and every square of a **full single line, vertically, horizontally, or diagonally**. Once a single line is achieved by a player, all other players must remove their markers from his/her line. **Note:** A **diagonal “Blingo”** must stretch **from the first row (1 – 11) to the last row (78 – 88)**.
- A player can “Blingo” multiple single lines.
- A square can maintain more than one marker when “Blingo” lines intersect each other. Although, the intersecting marker can only be placed at “Blingo” of that line. **Note:** If multiple numbers in a line intersect with multiple “Blingo” lines, then all numbers not intersecting other “Blingo” lines must be played on first, then the intersecting numbers.
- Continue taking turns, each player one dice roll, with corresponding marker placement, until all squares are marked. Once the last un-occupied number is taken, the round of play is over. The player with the most markers on the playing board, **WINS**.