

THE SMURFS™

BIG ROLL BINGO Rules

For 2 to 6 players
Ages 4 and up



Object:

Be the first player to place five tokens in a row—either horizontally, vertically or diagonally - by rolling the dice and covering the matching squares on your bingo card.

Contents:

6 bingo cards, 3 big dice: one with B, I, N, G, O and stars; one with pictures of The Smurfs; one with three blank sides, Move Left, Take a Token, Give a Token and 60 tokens.

Set Up:

Each player takes a bingo card and places one token on the center "Free Space" square.

In the basic game players will be using the letters/stars game die and The Smurfs die only. The youngest player starts by rolling those two dice. They look at the top of each game die, then see if they can place a token on their card. Example: with a roll of "N" and Clumsy, the player would look for a picture of Clumsy in the N column on his/her card and place a token on that square.

If a column has more than one of the pictures shown on the game die, the player chooses only one picture to cover. That ends the turn and the next player goes.

If a column does not have the picture shown on the game die, the player ends his turn and the player to the left goes.

Stars:

When a player rolls stars, he or she can choose any one of the five columns and cover the matching picture on the other game die. So if you roll the stars and Smurfette, you can cover up any one Smurfette on your card.



Ending and winning the game:

The first player to cover five squares in a row on his/her card is the winner and should shout "Bingo!" to let the other players know that they've won.

For older players:

On every turn, also roll the third game die.

--If you roll a blank side, play the game the same as above, looking at the other two dice to see if you can place a token on your card.

--If you roll a **Take a Token**, take one token from any player's card and place it on the same image it was on—but in any column on your card.

--If you roll a **Give a Token**, remove one token from your card and place it on the same image it was on - but in any column on another player's card.

--If you roll a **Move Left**, ALL players leave their cards where they are, but move themselves to where the player to their left is. Everyone will now be playing the game using these cards.

Note: When you roll **Take**, **Give** or **Move**, you only follow those actions and do not follow instructions from the other two dice.

We appreciate your comments on the Smurfs Big Roll Bingo. Please send your correspondences to:

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Or call our customer service line at 1-800-800-0298 from 10:00 am EST to 4:00 pm EST Monday through Friday except on holidays.



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