

SCOOBY-DOO!



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 paw print

--one with pictures of SCOOBY-DOO! and other objects

--one with three blank sides, Move Left, Take a Token, Give a Token

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/paw print game die and the SCOOBY-DOO!/objects 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 “B” and “pizza”, the player would find a picture of pizza in the B 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 any of the pictures shown on the game die, the player ends his turn and the player to the left goes.



Paw Print:

When a player rolls the paw print, 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 paw print and the donut, you can cover up any one donut 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 SCOOBY-DOO! Big Roll Bingo. Please send your correspondence to:

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Visit our website at: www.pressmantoy.com

Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

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