BINGO

Bingo is a fun game of chance for all ages. It is played with cards or cards with 25 spaces. If you manage to cover 5 squares in a row, you win!

Deal at least 1 card to each player. Bingo cards have 25 random numbers printed on them and the word "BINGO" above the grid. The objective of the game is to cover 5 of the squares in a vertical, horizontal or diagonal line.

Explain to participants how combining letters and numbers works. In the standard version of the game, there are 75 different combinations. Each letter and number possibility corresponds to one of the spaces on the cards.[2] For example, all the numbers in the "B" column of the card will correspond to one of the combinations of numbers with the letter "B". If the caller sings the combination "B 9," you will need to look for the number "9" in the "B" column.

Name the caller. In bingo, there is a person who reads aloud (or "sings") the letters and numbers that determine which box the card should cover.
If you are going to play at a bingo hall, there will be a designated person to call. In that case, he will not be just another player.

Distribute the cards to all players. Each one will receive at least one card. Players can have more than one, as long as they can keep track of the letters and numbers on all of them.

Provide tokens to each player. The chips will serve to cover the squares of the cards. You can use any small object, as long as it fits inside the box.

The caller must read a combination of letters and numbers. The person in charge will have to choose a combination at random, without looking, and read it aloud. It is recommended to repeat it several times so that everyone can hear.

If you have the combination, place a token on the corresponding space on the card. Once the caller says the combination, check your card to see if there are any matches. If so, place a token on the space.

Continue playing until someone fills a line of 5 chips on the card. The caller must continue singing the combinations he obtains. Likewise, players will have to continue placing chips in the spaces on the card that correspond to the combination read.
A player wins if he manages to cover 5 squares in a horizontal, vertical or diagonal line. There is no limit to the combinations the caller can sing. The idea is to keep getting more combinations until someone wins.

If you manage to cover 5 squares in a row, shout "bingo!" When a player has 5 tiles in a row on a card, he must shout "bingo!" so everyone knows he won. When this happens, the caller stops choosing new combinations. If more than one player shouts in the same turn, everyone wins.

Once someone wins, all players must clear their cards. When someone yells "bingo!" and win, the round ends and everyone must remove the tokens from the cards. You should always start a new game with empty cards (except for the token in the center space).

B	I	N	G	O
14	29	38	52	74
4	18	33	46	62
7	16	★	60	71
9	27	44	51	67
12	23	35	47	73

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