Box Contents:
20 Bing-Oh™ cards, 100 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.
**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 'L' Shape** – In order to win, player's BING-OH! must be in the shape of a capital 'L' (see image) 

(continued on back)