

TITLE Bingo Battle
VERSION 1.0
DATE 10 May 2004
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PLAYERS 1 (solitaire variation) or 2 (regular game)
PLAYING TIME 5 – 8 minutes
COMPONENTS 1 piecepack

SUMMARY:

A luck-of-the-dice game friendly and fair to all ages, regardless of skill.

GOAL:

Be the first player with 4 “claims.”

SETUP:

Set aside 2 null tiles, then set up the rest in a 4x5 grid as shown:

A	A	A	A
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5

Mix the coins into a “kitty” pile; suit & orientation irrelevant.

Player to the left of the gameboard places one null tile grid side up as a scoring tile, takes crowns and arms pawns as markers. Player to the right of the gameboard places one null tile grid side up as a scoring tile, takes stars and moons pawns as markers.

GAMEPLAY

First player decided by die roll or youngest in age.

Turn consists of rolling all 4 dice, then placing 1 coin from the kitty on each matching tile.

Stipulations:

a) A null roll always clears the matching color column of all unlocked coins, which are returned to the kitty.

b) Placing the third coin on a stack in a given square “locks” the stack; dice roller places one of their pawns on the stack of 3 coins to lock it.

c) A “locked” stack of coins can be “claimed” as follows:

- The player whose pawn has locked the stack can claim the stack by either rolling the matching grid square with the dice, or by locking an additional stack by placing

a 3rd coin elsewhere.

- The opposing player, who did not place the locking pawn, can “steal” the claim by rolling a match with the dice.

d) When a locked stack is claimed, the pawn is returned to its owner, 2 of the 3 coins are returned to the kitty, and the remaining coin is added to the player's scoring tile to count the claim.

WINNING:

First player to fill their scoring tile with 4 claims is the winner.

CLARIFICATIONS:

All dice are thrown each turn; if less than 4 coins remain in the kitty, dice roller makes the best play they can with remaining coins.

It's possible for the kitty to be emptied, but in the course of the following dice roll a null can return coins to the kitty or a match can claim a locked stack. Play continues until no possible moves are left. If neither player has 4 claims, player with most claims is the winner. Ties are possible.

SOLITAIRE VARIANT:

Gameboard and play remain the same, but solitaire player takes all four null tiles, grid side up, to see how many claims can be made before no possible moves remain. Author's high score so far is 11. Obviously, the more successful one is, the less coins remain in the kitty, so the solitaire game will remain relatively short.

REVISION HISTORY:

5/10/04 Game invented, rules worked out and written, several test games played, solitaire variant created.