

# Rules for JINGO—The Jig-saw Bingo Game

TRADE MARK

**JINGO:** The Jig-saw Bingo Game. For all ages.

**NUMBER OF PLAYERS:** 2 to 6.

**OBJECT OF GAME:** The 1st player to fit 5 pieces vertically, horizontally or diagonally into his Jingo Board wins the Round, scoring 10 points. Game: 50 points.

**EQUIPMENT:** Six JINGO Boards with odd numbers on one side, even numbers on the reverse. JINGO cut-out pieces.

**TO BEGIN GAME:** Deal JINGO Boards, one to each player. Use the even numbered Boards or the odd numbered Boards alternately. Do not use both odd and even numbered Boards during the same Round. Dump all the JINGO cut-out pieces in the center of a table.

## METHOD OF PLAY:

1. At the signal "GO!", given by the dealer, all players hunt at the same time for pieces to fit the punched-out shapes in their JINGO Boards.

2. Pieces must fit perfectly, matching the name printed under the cut-out. **Example:** If the name under a cut-out is "Rooster", the player must find a Rooster of the correct shape to fit the cut-out, etc.

3. The 1st player to fit 5 pieces in a row, either vertically, horizontally or diagonally into his Board, may call "JINGO!" and win the Round. Scores are then totaled and Boards re-shuffled and dealt for the next round. Remember . . . you must not use both odd and even numbered Boards during the same Round!

## SCORING:

1. The winner of a Round gets 10 points for going "JINGO" and 2 points for each extra piece fitted into the Board, over and above the 5 necessary to go "JINGO."

2. Other players receive 1 point for each piece correctly fitted into their Boards.

3. **Handicap:** The winner of one Round, to win the following Round, must, in addition to the 5 pieces necessary to go "JINGO", have one additional piece in his Board before calling "JINGO".

4. **Double Jingo:** A player, instead of calling "JINGO!" when 5 pieces are correctly placed in the Board, may try for **Double Jingo**, i.e. a double diagonal or two rows of 5 each. **DOUBLE JINGO SCORES 25 POINTS.**

When a player trying for **Double Jingo** sees an opponent about to go "JINGO", the player may call "JINGO!" first, scoring the usual 10 points for "JINGO" and 2 points for each extra piece.

**Penalty:** A player trying for **Double Jingo**, who allows an opponent to call "JINGO!" first, scores only 1 point for each piece in his Board. **Example:** With 9 pieces in the Board, a player only scores 9 points if an opponent calls "JINGO!" first. The opponent scores the usual 10 points for going JINGO and 2 points for each extra piece, if any.

5. Players total their scores at the end of each Round. The 1st to score 50 points wins the game. Many groups prefer to set the game at 100 points.

## Suggested Variations

1. Before starting a Round, the dealer may specify which rows must be filled to go "JINGO", i.e.: Top row, center row, diagonal, etc.

2. The dealer may call for a Round of "Double Jingo", in which no player can score until he has a double-diagonal or two rows of 5 each.

3. **Progressive Jingo:** For large parties. At the end of four Rounds, the two highest players move to the next table. Prizes are given for the highest and lowest score at the end of play.

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