

BINGO

Is his name-O!™

For 2 to 4 Players • Ages 3 to 6



Before you begin... BINGO has been set in demonstration mode. To exit this and begin play, first pull, remove and discard the tab, located in BINGO's backside. Then slide the ON/OFF switch, behind BINGO's collar, to the OFF position and back to ON.

BINGO has hidden some of his playthings in the backyard. Can you help him find his toys?

Object:

Travel along the path in BINGO's backyard and help him find his toys. Be the first player to collect each of the five toys and you win!

Contents: • *Electronic Talking BINGO the Dog* • *BINGO's Water Dish* • *Gameboard* • *4 Pawn Stands* • *Cardboard Parts Sheet with 4 Diecut Pawns and 20 Doggy Toys (4 each of 5 toys)*

Batteries

IMPORTANT: *The batteries included in this game are for demonstration purposes and may be weak or dead. For best performance we recommend you install new batteries before starting to play.*

Insert Batteries: Loosen the screw on the battery compartment, located on BINGO's belly, and remove the door. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.



CAUTION: TO AVOID BATTERY LEAKAGE

1. As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone (202) 625-3333 collect.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
3. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Assembly

1. Remove BINGO and the water dish from the plastic cover. Discard the plastic cover but retain the box buildup for later storage.
2. Remove the pawn stands from the plastic bag and discard the bag.
3. Carefully punch out the pawns and doggy toys from the parts sheet. Discard the cardboard waste.

Setup

1. Place the gameboard on a table.
2. Insert the pawns into the pawn stands. Each player then chooses a pawn and places it on the start space located on the porch. Place any extra pawns back in the box.
3. Players sit near the area of the gameboard that matches the color of their pawn's stand. This will be your toy collection.
4. There are five different doggy toys: ball, newspaper, bone, stick and slippers. Place a stack of each toy in BINGO's backyard on the matching picture.
5. Set the water dish near BINGO's leash in the center of the gameboard.
6. Place BINGO anywhere near the outer edge of the gameboard. Make sure the ON/OFF switch behind BINGO's collar is in the ON position.



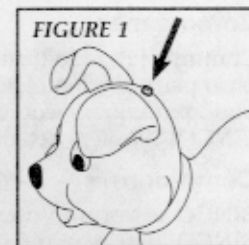
Gameplay

The youngest player goes first. Play then passes to the left.

On Your turn

1. Move BINGO
2. Move Your Pawn
3. Feed BINGO (only if you found a toy)
4. Collect the Doggy Toy (only if you found a toy)

1. **Move BINGO:** Roll BINGO around the outer edge of the gameboard and stop him in front of you. Then press the button on BINGO's head, as shown in Figure 1, and he will tell you where to move your pawn.
2. **Move Your Pawn:** Move clockwise around the gameboard:

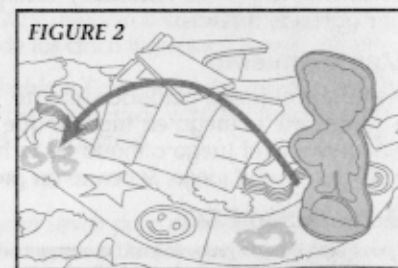


- **TOY SPACE:** If BINGO tells you to go get a toy, and you haven't already collected it, move your pawn immediately to the space next to the toy BINGO calls out. See Figure 2. More than one pawn can be on a Toy space at a time.

IMPORTANT: If you have already collected the toy BINGO calls out, then stay where you are and go again. You'll need to roll BINGO slightly and press the button on his head again to find out what he wants you to do next!

- **COLOR SPACE:** If BINGO tells you to move to a color space, move your pawn to the next unoccupied space matching that color. If you're not sure what color to move to, check out BINGO's collar. BINGO's collar will flash the color matching the space he calls out. Only one pawn can be on a Color space at a time. **EXCEPTION:** If the next space matching the color BINGO calls for is a Toy Space, move there. Remember: More than one player can be on a Toy space at a time.

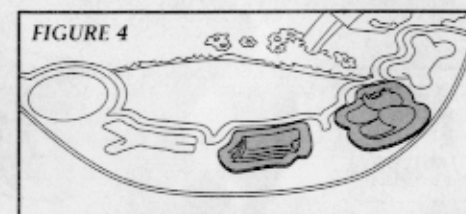
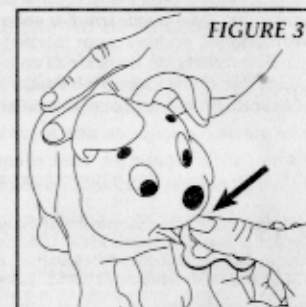
3. **Feed BINGO:** If you land on or are sent to a Toy space, you get to feed the toy to BINGO! Take the top toy from the stack and press it into BINGO's mouth. See Figure 3.



4. **Collect the Doggy Toys:** After you've fed the toy to BINGO, check your toy collection:

- If you haven't collected this toy yet, place it on top of the matching picture in your collection. See Figure 4.
- If you have already collected this toy, return the one you just picked up to its stack on the gameboard and go again.

NOTE: You'll need to roll BINGO slightly and press the button on his head again to find out what he wants you to do next.



Winning

Continue taking turns. The first person to collect all 5 doggy toys wins. Now, take BINGO and tip his nose into the water dish so he can get a drink. BINGO will thank you by singing the entire BINGO song. If you want to stop BINGO's song, press the button on his head.

Sleep

BINGO will go to sleep after 5 minutes, if unused. To wake BINGO, slide the ON/OFF switch to the OFF position and back to ON.

Storage

- Retain the box buildup for storage.
- Make sure to slide the ON/OFF switch to the OFF position.
- Store all contents under box buildup.
- Remove batteries for extended storage.

Troubleshooting

If the game does not function properly, slide the ON/OFF switch to the OFF position and back to ON. If the problem continues, remove and reinsert the batteries or replace with new ones.

Maintenance

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, refer to Troubleshooting.

FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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