BINGO

Object
Get five tokens in a row on your Bingo placard, across, down, or diagonally.

Set Up
1. Each player takes one Bingo placard and some tokens. It doesn’t matter which kind of tokens you use.
2. Shuffle the picture cards and place them in a pile face-down where everyone can reach them.

On Your Turn
1. Turn over a picture card.
2. All players look to see if they have that picture on their Bingo placard. If they do, they place a token covering that picture on their Bingo placard.
3. Discard the picture card.

Now it’s the other player’s turn.

Ending the Game
If you get five tokens in a row on your Bingo placard, across, down, or diagonally, shout “Bingo!” You win! It’s possible for more than one player to win on the same turn.

DOMINOES

Object
Be the first player to play all of your dominoes.

Set Up
1. Mix all the dominoes face-down and spread them out to make a draw area.
2. Draw a domino and place it face-up in the middle of the table. This will be the start of a domino chain.
3. Each player draws five dominoes. Hold your dominoes in your hand and do not show them to the other players.

On Your Turn
Add to the domino chain by matching a picture on one of your dominoes to one end of the domino chain.

Play double-dominoes just like any other domino.

If you do not have a match, take one domino from the draw area. If you can play this domino on either end of the domino chain, you may play it immediately. If not, hold it with the rest of your dominoes.

Now it’s the other player’s turn.

Ending the Game
The first player to play all of their dominoes wins. If no one can play after all the dominoes have been drawn, then the player with the fewest dominoes wins!
MATCHING

Object
Find as many matching tiles as you can. Once all the tiles are matched up, the player with the most tiles wins.

Set Up
1. Choose how many tiles to play with. You can use all 36 tiles or, with younger players, you may want to use fewer pairs. For every tile you use, also include the matching tile so you can pair them together during the game.
2. Put the tiles you are using face-down and mix them up.
3. Set out the tiles face-down in rows.

On Your Turn
1. Turn over any two tiles of your choice, so all players can see them. For younger players, try turning over four tiles per turn.
2. If they are a match, take them and put them in your scoring pile. Then go again!
3. If they are not a match, turn them back over face-down exactly where they were. Try to remember which characters were on these tiles for later in the game!

Now it's the other player's turn.

Ending the Game
Once all of the tiles have been matched up, the game is over. Count how many tiles you collected — the player with the most tiles is the winner!

Playing Alone
You can play alone, too! Set up the game as usual, but use a clock or timer to keep track of how much time it takes you to match up all the pairs. You take all the turns, going as fast as you can. But remember, you can only turn two tiles over at the same time. Play again and try to beat your best time!

FOUR-IN-A-ROW

Object
Get four of your tokens in a row, across, down, or diagonally.

Set Up
1. Put together the Four-in-a-Row game grid using all 4 Game Placards.
2. Each player takes tokens. One player plays with red tokens and the other player plays with yellow tokens.

On Your Turn
Spin the spinner. You get to place one of your tokens on any open space that matches what the spinner is pointing to.

If you spin a shape, place one of your tokens on any space with that shape. See examples at right.

If you spin a character, place one of your tokens on any space with that character. See examples at right.

If you spin “Take 1 Away,” remove one of your opponent’s tokens.

• You cannot place your token on a space that already has a token on it.
• If there is no available space on the game grid to place your token, you do not play.

Now it's the other player's turn.

Ending the Game
If you get four of your tokens in a row, across, down, or diagonally, you win! If the game grid is completely full, and neither player has four-in-a-row, then it’s a tie game.

2 Players
For this game, you need:
• 4 Game Placards
• Tokens
• Spinner

1 or More Players
For this game, you need:
Matching Tiles