Asthma Bingo[*]

The OBJECT of the Game is to complete any four squares in a row on a card, in either a horizontal (across), a vertical (up and down) or a diagonal (corner to corner) direction by covering the squares on the cards with the markers or by marking them with X's, as the clues are called by the "caller of the game."

The game is supplied with a set of cards, a quantity of markers, a checking table and a set of printed clues about asthma triggers.

Every row of clues in any direction on all cards is of a different combination.

To START the Game: One member of the "company" is chosen as the caller; this member does not play the game, but calls the clues, keeps the checking table and decides the winner.

DUTIES of the Caller: He/she first gathers all of the game materials, and then gives one card and a small handful of the markers to each player.

The players then place their cards and markers in front of them on the table.

The caller places the checking table in front of him/her on the table, then turns the printed clues face down on the table and shuffles them thoroughly.

PLAYING

In the traditional game of bingo, some players begin by having all contestants place a marker over the center number (in some localities this is known as the "free space") on each card before the caller begins to call the numbers. However, as asthma bingo boards only have four rows and columns instead of the traditional five, this is not possible since there is no center number or free space.

To begin playing asthma bingo, the caller holds up a written clue, places a marker on the corresponding clue of the checking table and reads aloud the clue from the graphics side of the clue.

Any player finding the graphic corresponding to the clue immediately covers that clue with one of his/her markers. If the clue called is not found on any player's card, no play is made.

The caller shows the graphic side of the clue card at one of several points: either when most of the group has successfully located the graphic on their card, when the group seems to be having difficulty locating a graphic to correspond to the clue or just before proceeding

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[*] Based on the 1933 Bingo Rules by Parker Brothers, Inc.
http://www.gameroom.com/gamebits/RULES/236_Bingo_Rules.html

with the next clue. At the time that the graphic side of the clue card is shown, the caller also elicits the correct response from the group (the correct answer is located on the bottom right corner of the graphic side).

The game proceeds, with the caller continuing to draw and call out clues from the cards, turning over one at a time and placing a marker on the corresponding numbers of the checking table. The players continue to cover the called clues with the markers or X's.

When one player has succeeded in covering four graphics on her/his card in a complete row in a horizontal, vertical or diagonal direction, he/she immediately calls aloud "bingo" and the game ceases.

The caller then asks that player to repeat back to him/her the clues and graphics of his/her four covered spaces. The caller makes sure that the player's covered spaces correspond with clues noted on the checking table, saying "yes" out loud to confirm them to all players. If all are correct, the player who has first called "bingo' is awarded the game.

In case a clue or graphic has been incorrectly covered by the player, the caller shall remove all of the markers placed in that row as a penalty to that player and the game again proceeds until a new "bingo" has been called and verified as a winner. If two or more players call "bingo" on the same play at the same time, and all of their covered clues are confirmed as correct, the caller shall declare that both players are the winners.

For a new game, cards previously used are taken up by the caller and new cards are given to the players; or, if the party is large, cards may be exchanged among the players.

If desired — and in order to give the caller an opportunity to play if he/she so wishes - the player who first called "bingo" shall become the caller. The original caller then takes that player's place at the table.