

HOW TO PLAY

BINGO

"The Square Deal Set"

(Mathematically Perfect)

TO THE SALES CLERK

Know your Merchandise and Increase Your Sales.

Here are the outstanding features of "Square Deal" Bingo.

1. Different from the average Bingo Set, as all cards are mathematically perfect in numerical set-up.
2. Each player has 12 equal chances to win, no duplications of numerical combinations.
3. Contains extra fine quality Cards.
4. Plenty of covering pieces.
5. Bingo Numbered Blocks made of high-grade Basswood.
6. Master's Chart printed in cover of box—can't get lost.
7. Complete directions for playing several different types of Bingo.

MANUFACTURED BY

SELCHOW & RIGHTER COMPANY

New York,

N. Y.

Made in U. S. A.

"SQUARE DEAL" BINGO

The object of the game is to get 5 numbers covered in a row, across, up or down or diagonally. As soon as a player accomplishes this, he calls out "BINGO".

THE START. One person is selected to call the numbers and is known as THE MASTER. The small markers are distributed among the players to be used as covering pieces when numbers are called. Each player is given one or more cards. In the Cuban method, each player receives three cards or a complete series. For example, one player would take cards A1, 2 and 3 and another B1, 2 and 3 etc. The numbered blocks should be put into a box or other container so that no player can see them. These blocks should be well shaken before the game starts.

THE PLAY. Each card has a free square in the center which should be covered at once before any numbers are called. The Master then draws a number which he calls out clearly that all may hear, placing this number on the "Master's Chart" in the cover of the box in the proper place for future checking. For example, if Master draws B-10, he calls out "B-10" and all players having this number on their cards cover same with one of the covering pieces.

The game continues until one player succeeds in covering five numbers on his card, either across, up and down or diagonally at which time that player calls out "BINGO".

The Master then requests that player to call back the winning row and checks same against Master's Chart. If correct that player is awarded the game.

"Square Deal" Progressive BINGO

This game is played with any number of players, and the count is the same as Progressive Pinochle or Whist; the numbers on the card that makes Bingo are added together and credit given to the winner for each game; the winner of the evening is the one having the highest score.

BONUSES: If player completes a row of five numbers which runs thru the center having a free marker on it, he calls "Square Deal" Bingo and if correct receives a double score.

If player in making "Bingo" finishes two rows by placing the last piece so that it makes a row of five numbers in two directions, he calls "Double Bingo" and scores the total of both rows, plus 200 points.

If a player makes a "Double Bingo" with either row running thru the free marker, he calls "Double Square Deal Bingo" and receives a redouble score for the row passing the free marker, plus 200 points.

TABULATION FOR BINGO

Numbers	1-15 inclusive	B	First Column
	16-30 "	I	Second Column
	31-45 "	N	Third Column
	46-60 "	G	Fourth Column
	61-75 "	O	Fifth Column



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