WELCOME TO BINGO ISLAND!

YOU PLAY AS AN ISLANDER ON AN ISLAND FULL OF WONDERFUL RICHES. GROW RESOURCES, BEFRIEND THE ANIMALS AND LOOK FOR TREASURES... BUT BEWARE OF THE CRABS.

GAME COMPONENTS

4 Island board (**A**)
1 Pier board (**B**)
1 Compass wheel (**C**)
4 Friendship medals (**D**)
23 Animals (tiles) (**E**)
16 Treasures including 4 Crabs (wooden pieces) (**F**)
64 Resources (wooden pieces) 22 eggplants,
22 fishes, 10 nuts, 10 tangerines (**G**)
24 Tools (token) : 8 shovels, 8 spyglasses
and Treasure maps (**H**)
1 cloth bag (**I**)

SETUP

· Each islander takes an Island board (**A**).
· Put the Pier board (**B**) at the center of the table.
· Place The Friendship medals (**D**) next to the Pier board.
· Make one stack for each kind of Animal tile (🌴,⛵,🏠) on the intended locations, then reveal 2 tiles face up beneath each stack (**E**).
· Put the cloth bag (**I**) with the Treasures and the Crabs (**F**) at the center of the table.
· Make a pile of resources (🐟,🍊,🍆,🥜) (**G**).
· Make a pile of Tools (🔧,🔭,🗺) (**H**).
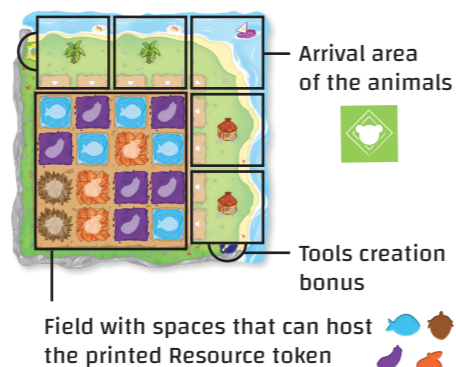· Choose the first islander and give him or her the Compass wheel (**C**) to start the game.

GAMEPLAY

Each turn, the islander whose turn it is, spins the Compass wheel:
· Each islander places the Resource designated by the wheel on its board.
· As soon as a line, column, diagonal is completed: **"BINGO!"**, take an Animal or pick up the matching Tool.
The Tools help look for Treasures.
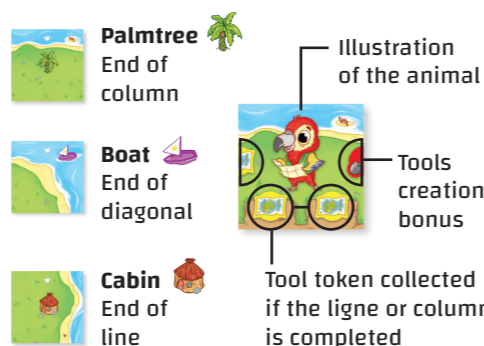· As soon as you have enough Tools, go look for Treasures.

The game ends as soon as an islander finds 4 Treasures. The islander with the most gold coins wins the game. In case of a draw, the victory is shared.

ISLAND BOARD

Arrival area of the animals

Tools creation bonus

Field with spaces that can host the printed Resource token

ANIMAL TILE

Palmtree End of column

Boat End of diagonal

Cabin End of line

Illustration of the animal

Tools creation bonus

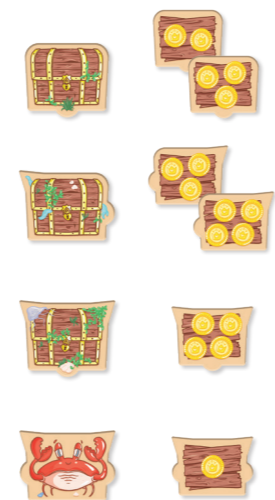Tool token collected if the ligne or column is completed

TOOLS

TREASURES

There are 4 kinds of Treasures. The Crabs are considered as Treasures.

The word **islander** is used in a neutral way to refer to a player

TURN SEQUENCE

A turn is divided into 3 steps.

1. Spin the wheel and put the resource on your board.

The islander, whose turn it is, spins the Compass wheel.

⚠ The arrow must do a full circle before it stops. If that is not the case, spin the wheel again.

All the islanders put the resource indicated by the arrow in their field on an available matching spot of their choice. To make this easier, the shape of the type of resource that can be placed is printed on the board spaces.

If the arrow stops on the special area of the Compass wheel, the islander who spun the wheel choses the resource for everyone.

2. Yell "BINGO!" if a line, a column or a diagonal of your island has been completed and carry out the activated action.

Immediately, the action at the end of the completed line / column / diagonal activates for all the islanders who yelled **"BINGO!"**. Then, they put the resources of the activated line / column / diagonal back in the supply.

One single line, column or diagonal may be resolved by an islander during a turn.

INSTALL AN ANIMAL
Take one of the two matching animals available from the supply and place it at the end of the activated **line** (🏠) or **column** (🌴) or **diagonal** (⛵).
- If that completes a Tool, take it from the supply and put it next to your board.
- When you place an Animal (⛵), do not forget to take the matching Tool from the supply.

Then refill the taken tile so that the next islander may choose between 2 Animals.

OR

TAKE A TOOL
Take a Tool token matching the Tool present at the end of the completed **line** or **column**, and place it next to your board.

3. Check if you own 2 identical Tools or 3 different Tools

As soon as an islander owns **2 identical Tools** or **3 different ones**, he or she can put them back in the supply to look for a Treasure. The Tools in excess are not discarded.
The Treasure is then placed face down next to the islander's board after he or she has looked at it.

It is rare, but an islander can draw several Treasures in the same turn if he or she owns several times the adequate Tools.

⚠ If several islanders match the required conditions required during steps 2 and 3, the choice of the Animals and the drawing of Treasures are done in order of turn, starting by the Islander who has the Compass wheel, and then clockwise.

⚠ If there is no more space available for this kind of resource on their island, the islander choses the resource of his or her choice.

Corentin spins the wheel. The wheel points to a 🐟. All the islanders take a 🐟 to place it on an available space of their board. As all the 🐟 spaces on Valériane's board are occupied, she can choose an 🍆, a 🍊 or a 🥜 !

The first islander to surround his or her island with Animals takes the big medal of friendship with 2 gold coins on the back. The next players take a small medal of Friendship with 1 gold coin on the back.

1ST / **2ND, 3RD AND 4TH**

LOOK FOR A TREASURE

Put your hand in the bag and look, by touch, for the Treasure of your choice. There are 4 kinds of Treasures. **The Crabs are considered as Treasures.** Each shape allows you to have a hint about the amount of gold coins you will win by picking it.

If an islander takes too long to take a Treasure out of the bag, the other islanders can chant : **"1-BIN-GO, 2-BIN-GO, 3-BIN-GO"** ! At the **"GO"** of **"3-BIN-GO"**, the islander must take his or her hand out of the bag with one Treasure. The countdown is to be adapted to the age of the islander. With an adult, you may start to count quickly, you may, with a 6 years old child, want to let him or her get used to the touch aspect of the drawing.

END OF TURN

If no islander has 4 Treasures, the game goes on.
Pass the Compass wheel to the islander on your left and start a new turn.
If an islander has 4 Treasures, the game is over.

END OF GAME

As soon as at least one islander has 4 Treasures at the end of a turn, the game ends at the end of step 3.
Reveal all your Treasures and possibly your Friendship medal, and count the gold coins drawn on their back.
The islander with the most gold coins wins the game. If there is a draw, the victory is shared.

EXAMPLE
Setup with 4 islanders

| | LUDOVIC | CÉLINE | VALÉRIANE | CORENTIN |

STEP 1

It is Ludovic's turn. He takes the wheel in front of him and spins it.
The arrow stops on 🐟 .
All the islanders take a 🐟 and place it on their board.
All the 🐟 spaces of Valériane are occupied, so she decides to take a 🌰 .

STEP 2

BINGO! Ludovic has completed a line and a column, Céline has completed a line and Valériane, a diagonal.

Starting with Ludovic, as he has the Compass wheel, he decides to activate the effect at the end of his completed line and takes a Tool token 🔴.

Clockwise, it is Céline's turn to activate the effect at the end of her completed line.
She chooses an Animal 🐿 and places the tile on the activated space. By placing this tile, she completes a Tool 🔭 and takes it from the supply.

Valériane activates the action of her diagonal and takes an Animal 🦀 . She also gets the Tool 🔴 printed on it.

The resources present on the completed lines, columns and diagonals are discarded.
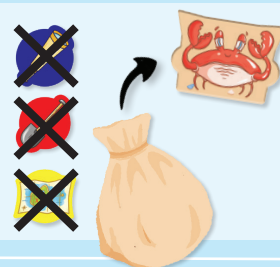
BINGO!   **BINGO!**   **BINGO!**

STEP 3

As Céline has 3 different Tools, she discards them and goes looking for 1 Treasure in the bag.
After a few seconds of searching, the others start counting down and she takes her hand out at the last second with a miserable crab … that is only worth one single gold coin 🪙 .

· Credits ·
Authors: Corentin Lebrat and Ludovic Maublanc
Illustrations and graphic design: Valériane Holley
Rules writing: GRRRE Games
English translation: Camille Bonnard
Typographie : CHANGA par Eduardo Tunni (2011) / **NOVE** par Fabrizio Schiavi (2016)

GRRRE GAMES

THE AUTHORS AND GRRRE GAMES WOULD
LIKE TO THANK THEIR LITTLE TESTERS :
DANAE, NOHAN, THEA AND LÉON !