



BLINGO

"The 'Bingo-Like' Board game"

Graphic & Game Design

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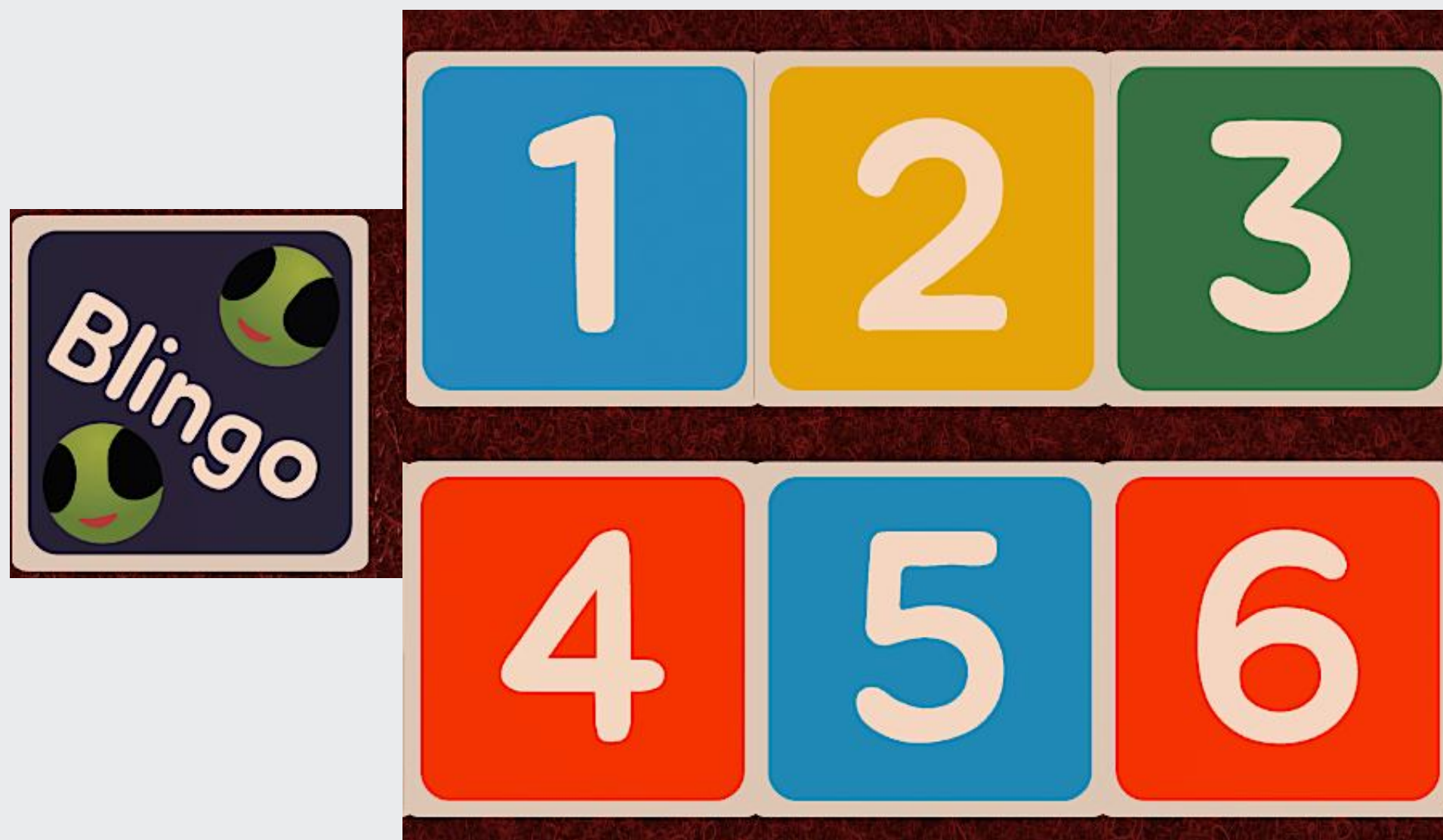
DESIGN PROCESS



These cards and game pieces are inspired by other home bingo games. It was originally made to go into the game 'Tabletop Simulator', but I made it so that it could be printed and made into a real board game



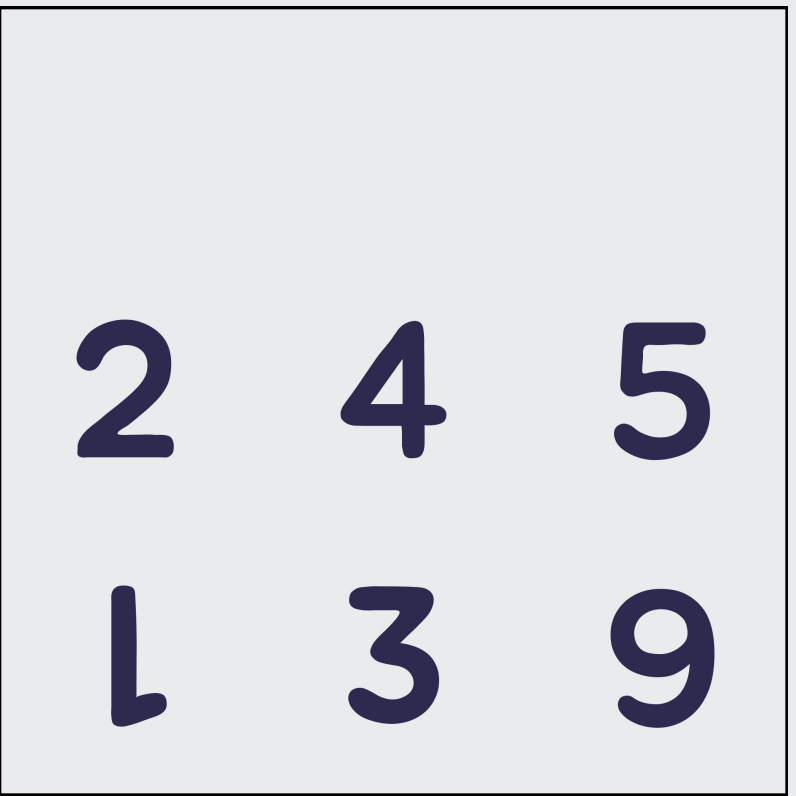
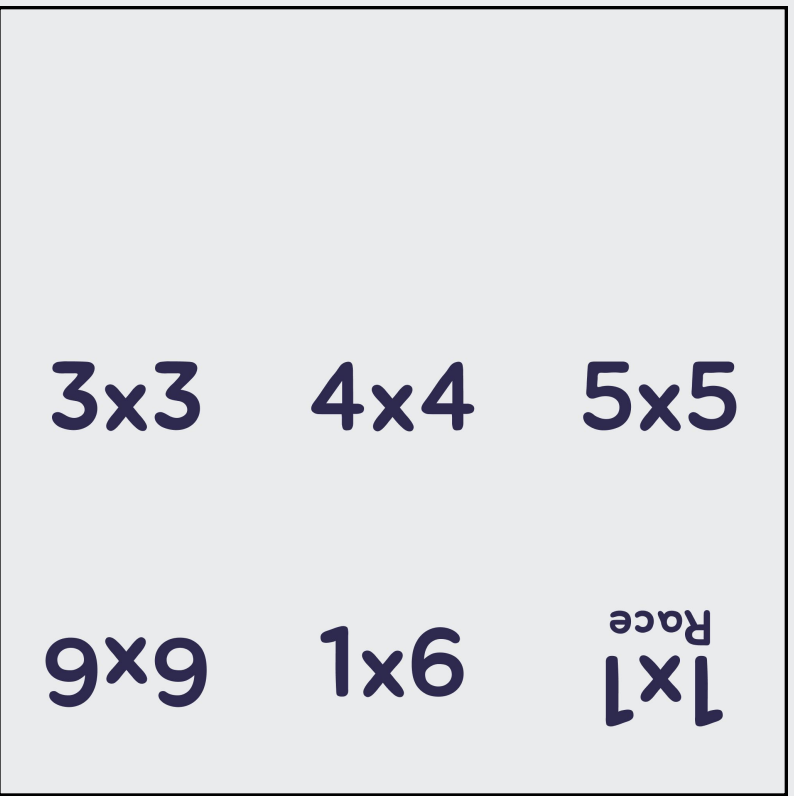
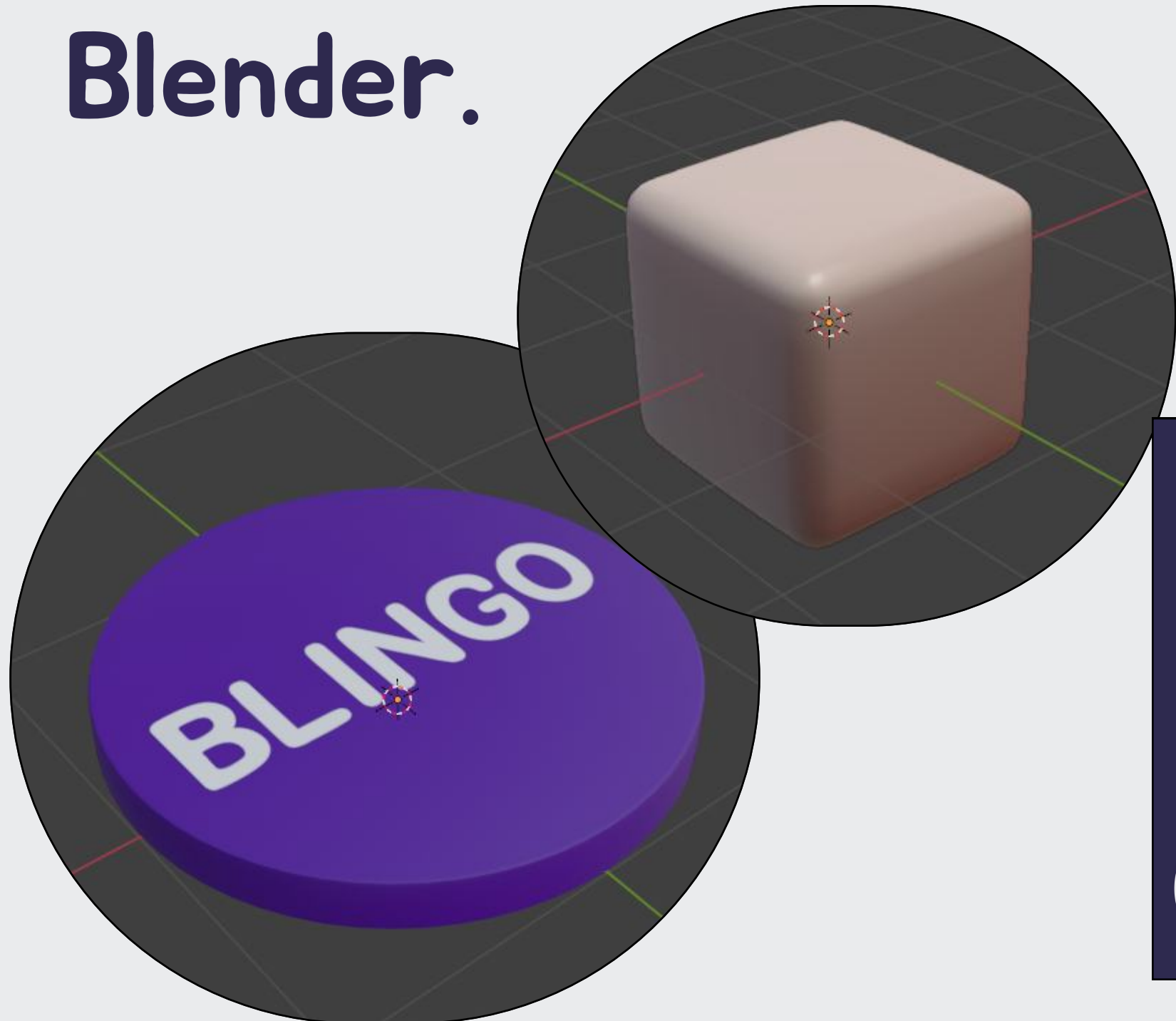
Instead of making large format randomized bingo boards I opted for individual number cards which can be randomized and put in any grid size



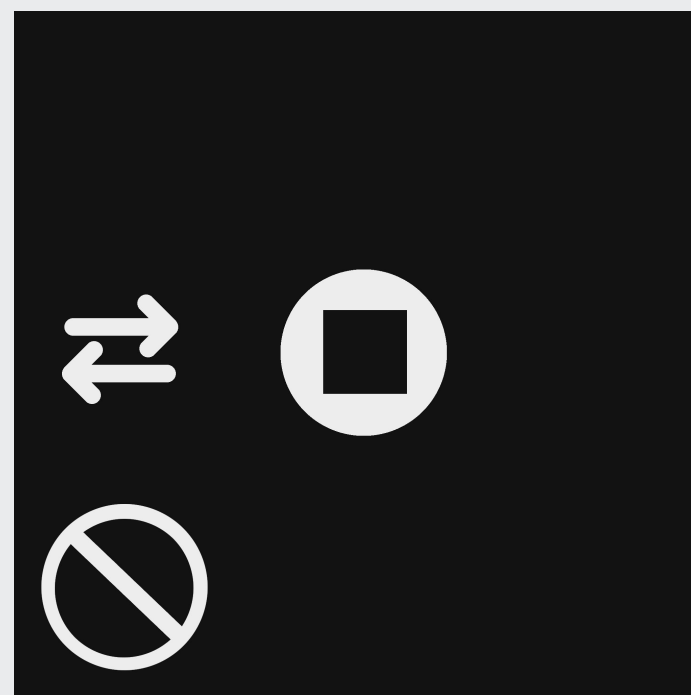
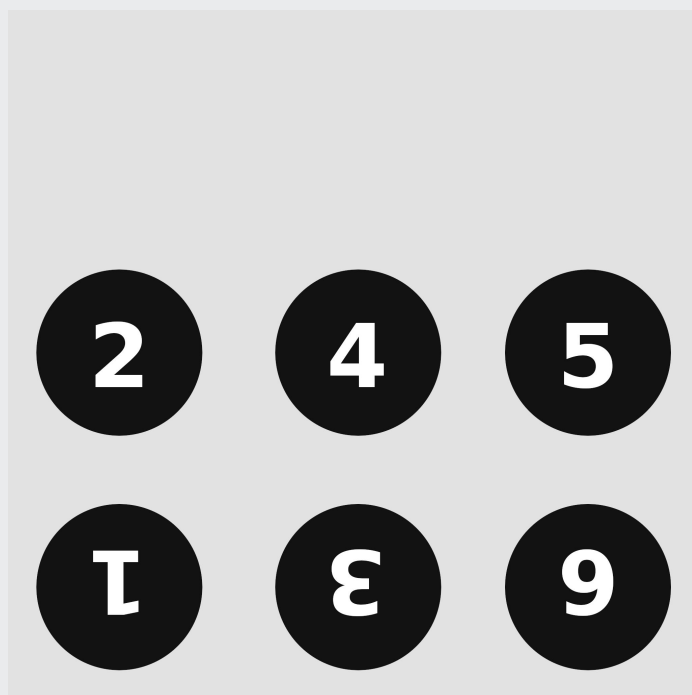
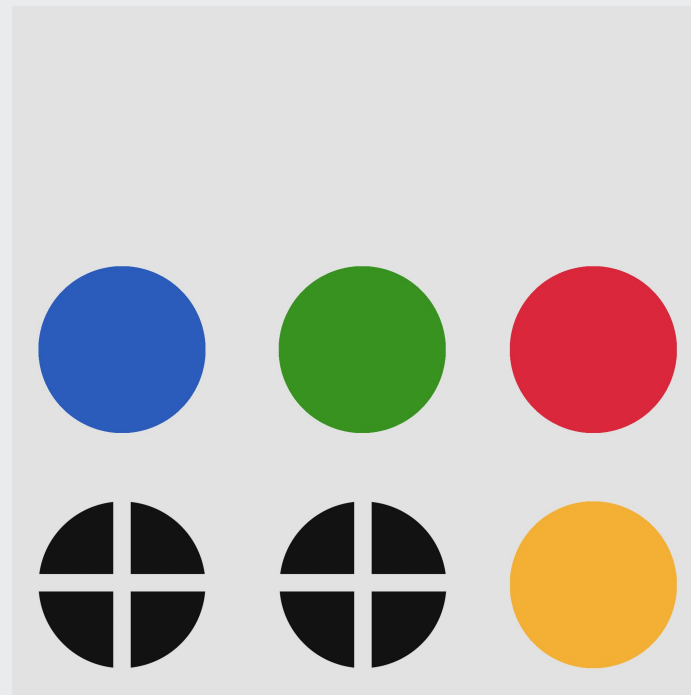
GAME PIECES



The card and dice images were made in Photoshop and Illustrator.
The dice and token were modeled in Blender.



ITERATION



This project started out as a bootleg 'UNO Bingo' which was quite boring and needed something else. I had to fix both the design and the gameplay

A different 'Tabletop Simulator' board game had 'Gimmick' cards which made you do random tasks, turning a simple candyland-type game into something fun to play with friends.

Those inspired my **Evil Cards** which made the game far more enjoyable

GAMEPLAY



This game follows rules similar to traditional bingo. But instead of the numbers being read aloud for everyone to mark, the numbers and colors are selected by rolling three dice and only the person who rolled gets to mark those spots on their board.

number die



color die

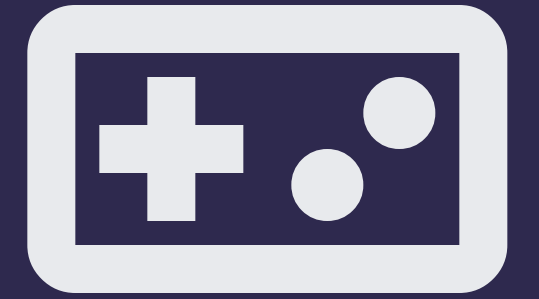


action die



These rules are heavily inspired by the card game 'UNO Bingo'

STARTING THE GAME



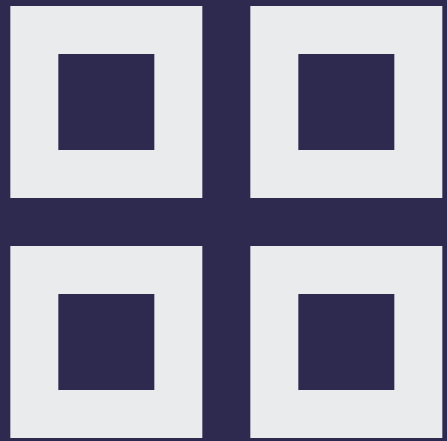
At the beginning of each game one player rolls the large grid die which determines the size of the bingo board for every player



Every player then draws the appropriate amount of number cards to build the bingo board and puts them in the correct layout



GRID SIZES



1x6



1x1
Race

BLINGO

6x6



3x3



5x5



4x4



Lines must go horizontally
vertically or diagonally

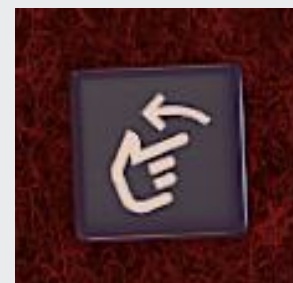
ACTION DICE



nothing

- do nothing (regular turn)

*this takes up 3 faces of the action die and is most common



take

- take an opponent's token of your choice (if able)

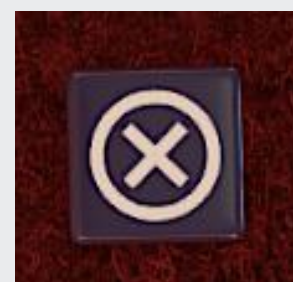
*if a token can be placed



reverse

- reverse the direction of play

*in a two player game these two behave the same (the person who rolled goes again)



skip

- skip the next player's turn



draw an evil card

- draw an evil card (must do every time this is rolled)

*can draw multiple if player refuses (or is unable) to do the task on the evil card

EVIL CARDS



Each evil card must be played at the player's discretion. Nobody can force anyone to play a certain card, but an evil card must be played. Game ending cards are decided by majority vote.



WINNING



Once a player gets a bingo they have won and are done playing. Whoever gets a bingo must shout 'blingo!' or they can be called out and must skip their turn, putting the token back.

The first to win gets first place and the subsequent winners must play till they all win and the last one standing is the loser.

Some evil cards can end the game outright, wipe player boards, or bring players who have previously won back into the game.



THANK YOU