

"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 It was originally made to go into the game 'Tabletop Simulator', but I made it so that it could be printed and made into a real board game









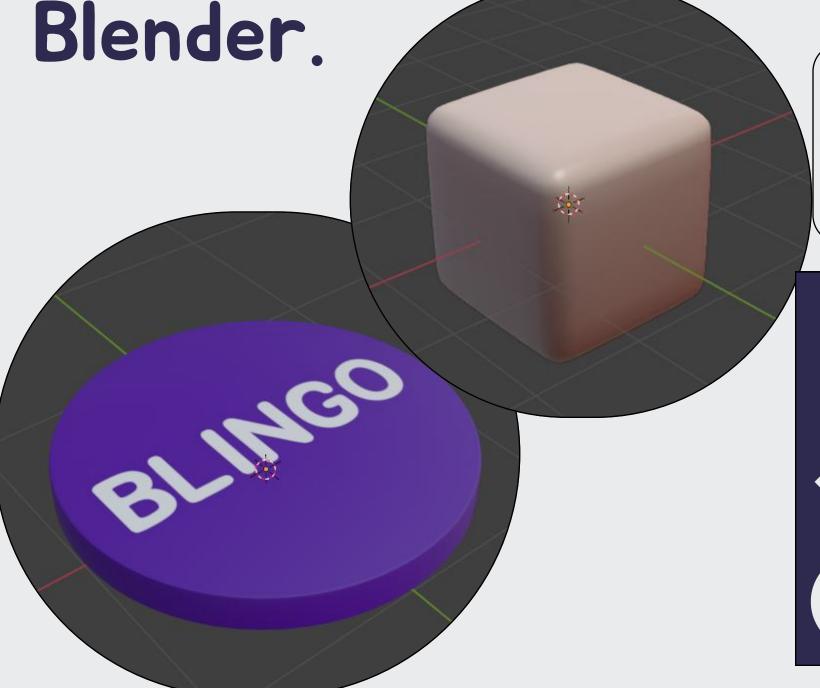
Instead of making large format randomized bingo boards I opted for individual number cards which can be randomized and put in any grid size

GAME PIECES



The card and dice images were made in Photoshop and Illustrator.

The dice and token were modeled in







Blingo

Pause for 30 seconds and think about what you've done

Evil Card

Blingo

HIDE THIS CARD

> ead this card to yourself and act tremely concerned without telling ne why, Let out an 'oh no' or a gasp for good measure

Evil Card

Blingo

CAPTCHA Security check (what is this?)

Enter the text you see on the image

What's 9 + 10?

Evil Card

Blings

Spawn something silly

Evil Card

Blingo

Remove all tokens on green cards

Evil Card

lingo

Remove all tokens on one color of your choice (wild)

Evil Card

Blingo

Evil Card

Steal an
opponent's card
and have them try
to get it back

Evil Card

Blingo

Skip the shortest player's turn twice

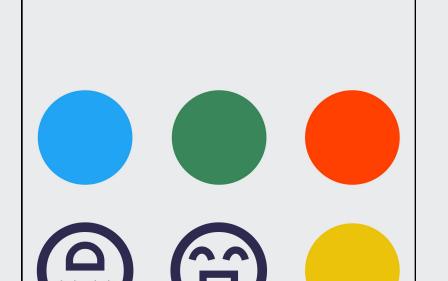
Evil Card

Blingo

Skip the tallest player's turn twice

Evil Card

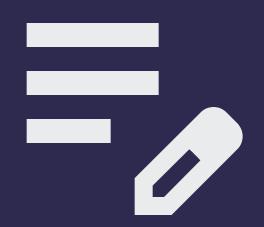


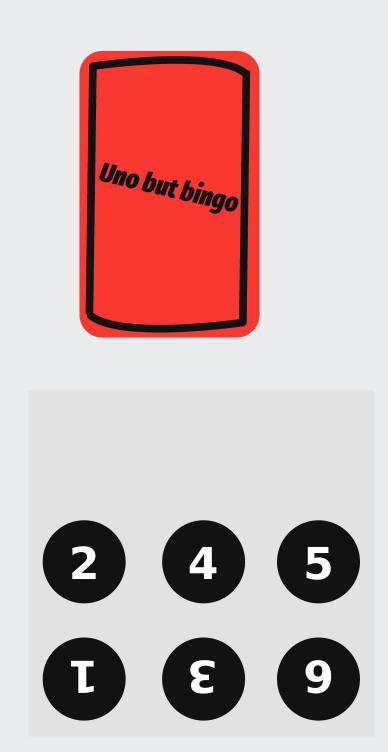


3x3 4x4 5x5
9x9 1x6 [x[

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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

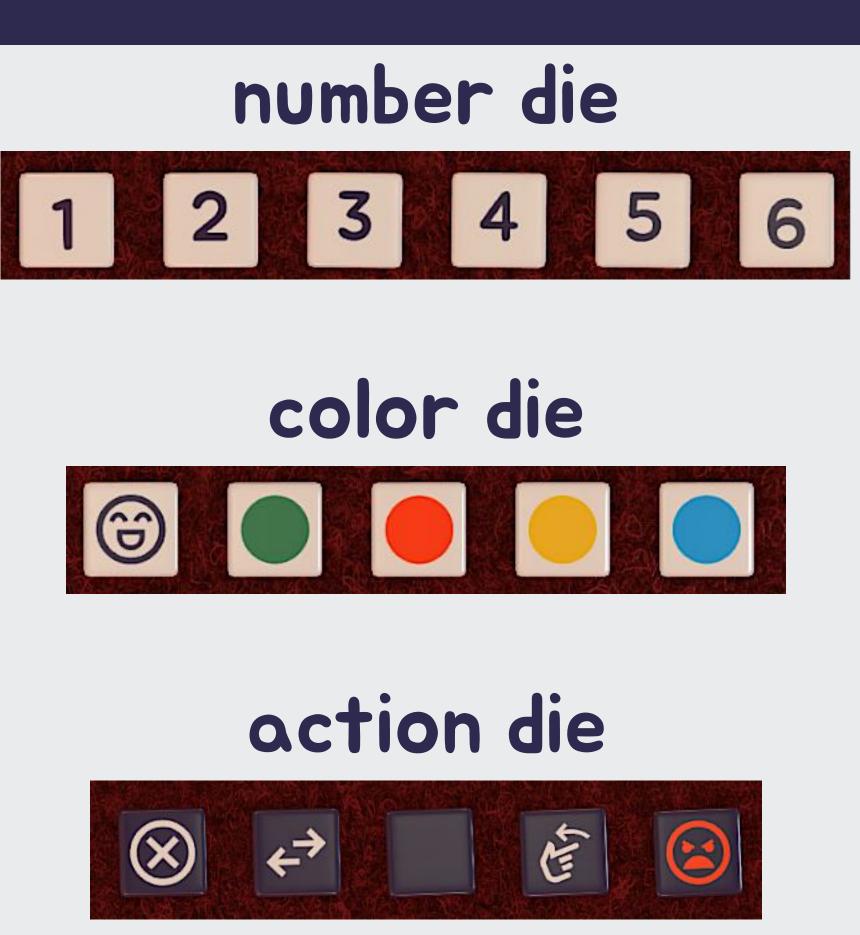
A different 'Tabletop Simulator' board game had 'Gimmick' cards which made you do random tasks, turning a simple candyland-type game into something fun to play with friends.

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

GAMEPLAY

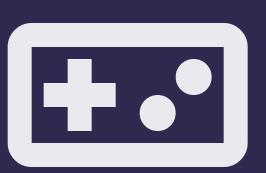


This game follows rules similar to traditional bingo. But instead of the numbers being read aloud for everyone to mark, the numbers and colors are selected by rolling three dice and only the person who rolled gets to mark those spots on their board.



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

STARTING THE GAME



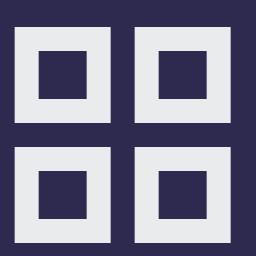
At the beginning of each game one player rolls the large grid die which determines the size of the bingo board for every player

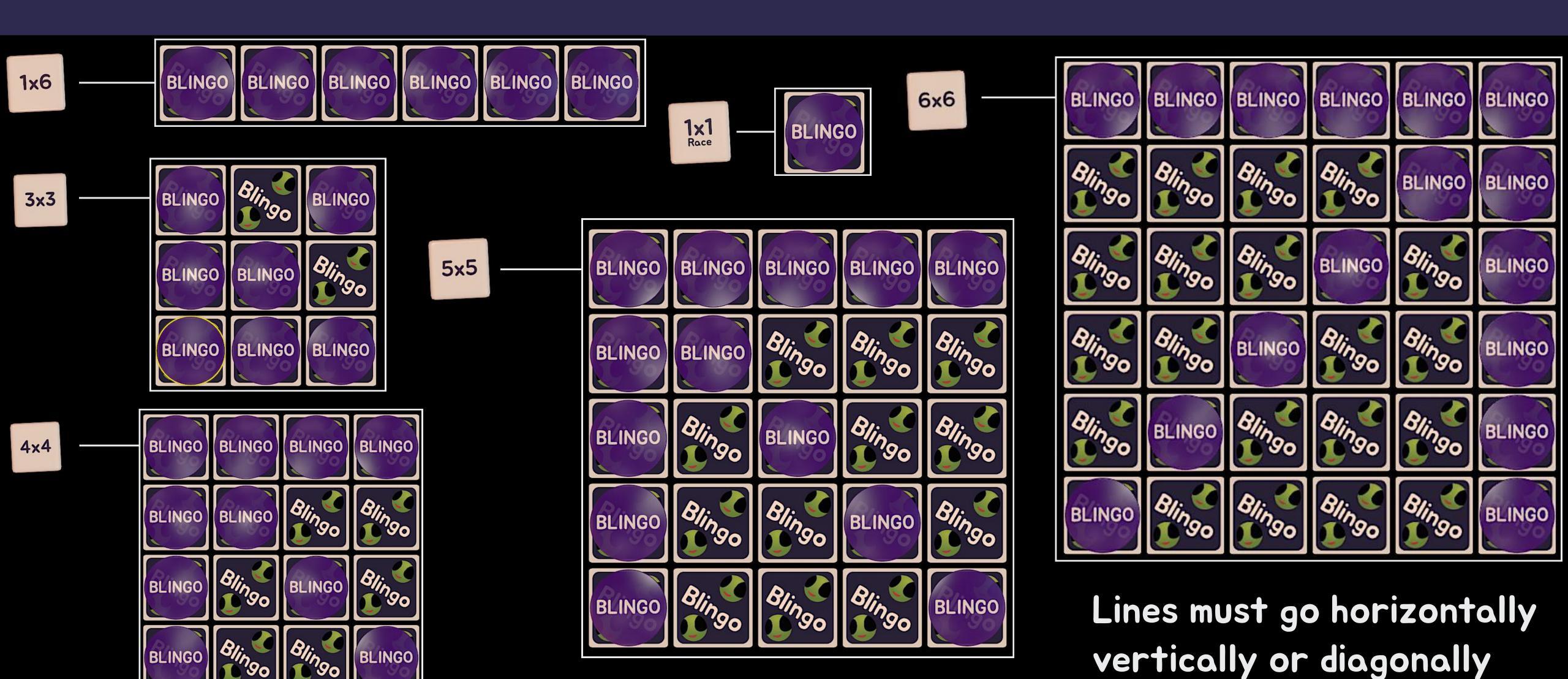


Every player then draws the appropriate amount of number cards to build the bingo board and puts them in the correct layout



GRID SIZES





ACTION DICE





- do noting (regular turn)

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



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

*if a token can be placed



- reverse the direction of play

reverse

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



- skip the next player's turn

skip

- 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.

Spawn a bunch of poker chips and for the rest of the game

Evil Card

Blingo

Speak in riddles pretend to be rich until your next turn

Evil Card

Blingo

Choose an opponent and remove all of their tokens

Evil Card

Blingo



Evil Card

Blingo

Remove all tokens on blue cards

Evil Card

Blingo

Spawn a game piece and treat it like your baby for the rest of the game

Evil Card



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