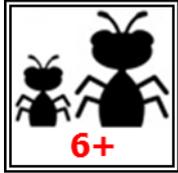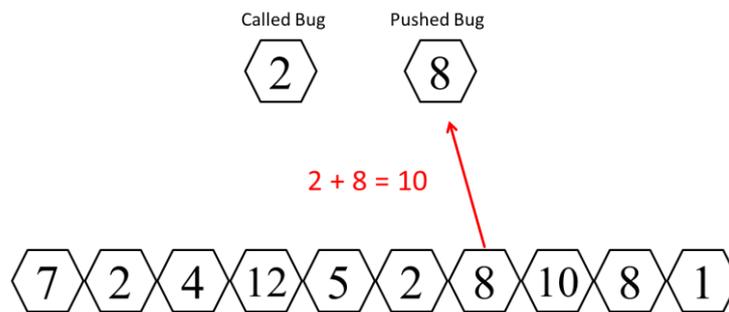# NumBugz® Rules

Bingo Bondz

6+

5 - 10

A quick game designed to help combine numbers and learn number bonds

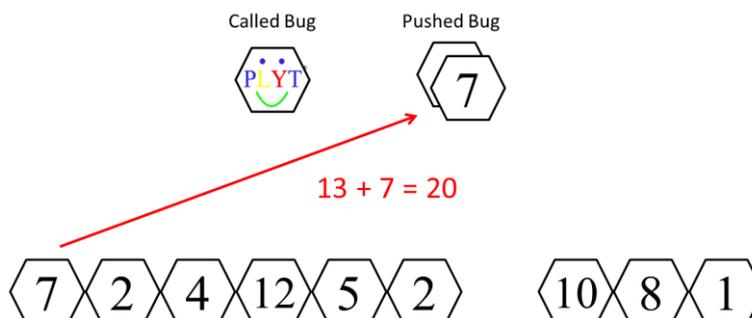**Aim of the game**: To be the first to get rid of all your Bugz from your Bingo hand

Players: Can be played by 3 to 6 people

Starting the game: Decide who will be the "caller" – if you wish you can swap the caller each round so that everyone takes a turn. The remaining players each take a random 10 Bugz from the bag and place them number side up in front of them (for some of the variations you might choose to start with fewer Bugz). These numbers are their Bingo hand.

Playing a round: The caller randomly pulls a Bug from the bag, calls the number and lays it number face up on the table. If the players have a Bug in their Bingo hand that creates a Bond with that number (ie. adds up to make 10 or 20), they push it forward. Players can only push forward a maximum of one Bug on each turn.

Called Bug   Pushed Bug

⟨2⟩   ⟨8⟩

2 + 8 = 10

⟨7⟩⟨2⟩⟨4⟩⟨12⟩⟨5⟩⟨2⟩⟨8⟩⟨10⟩⟨8⟩⟨1⟩

The process is repeated. To make sure the game flows, the caller should pull the Bugz from the bag at a reasonable speed. A PLYT Bug is 13.

Called Bug   Pushed Bug

PLYT   ⟨7⟩

13 + 7 = 20

⟨7⟩⟨2⟩⟨4⟩⟨12⟩⟨5⟩⟨2⟩   ⟨10⟩⟨8⟩⟨1⟩

The first player, who manages to push forward all the Bugz from their hand, shouts Bingo and wins the round. The remaining players add up the value of the Bugz still left in their Bingo hand - these points are awarded to the winner of the round.

Winning the game: At the end of an agreed number of rounds, the player with the most points wins the game.

Variations: Instead of Bonds as described above, you can try the game with different themes. Here are just a few examples in order of difficulty:

- Matching – simply match the number that is called
  - If the called number is an 8 you can push forward an 8
- Sequence – select a sequence (e.g. +/– 2) to aim for
  - If the called number is a 7 you can push forward a 5 or a 9
- Target – select a target number (e.g. 6) to aim for
  - If the called number is an 8 you can push forward a 2 as a way to make the target (e.g. 8 – 2 = 6)
- Running Bonds – forming a bond is still the objective but the called pile is aggregated following each call
  - On call 1, the number is 8 meaning players can push forward a 2. On call 2, the number is a 3 – which makes the running total 8 + 3 = 11 meaning you would need a 9 to form a bond

Please also find videos on www.plyt.co.uk for how to play