

Welcome to Two Fat Ladies Bingo



Two Fat Ladies Bingo is based on the traditional bingo game that I remember from childhood. During the 70s I spent a week each year in the seaside town of Mablethorpe. Bingo was big business there. You could not walk far without hearing 'Two Little Ducks, twenty-two', 'Clickity-click sixty-six' and other such strange phrases. By the end of the holiday I would reel off as many of them as I could. I'd forgotten most of them when I came to write this game, but thanks to the internet they have been rediscovered. Hurray, I get to play bingo caller again!

Why Two Fat Ladies?

Well, I had been looking for saucy seaside postcards (another 70s Mablethorpe memory) on which to base the game's artwork. The two fat ladies were traced from original postcard images. My daughter then said 'wow, two fat ladies' and the number eighty-eight popped into my head; Two Fat Ladies is the traditional bingo call for the number eighty-eight. Seemed like a good name to me.

Introduction

TFL Bingo was designed to be played on a HTPC (Home Theatre PC) running Microsoft Media Center but it is equally suitable for playing on a PC connected to an interactive whiteboard.

It is a good idea to have one person in charge of controlling the game (a parent or a teacher would be ideal).

What You Will Need

Bingo tickets. These are the standard 1-90 tickets available from many newsagents.

Pens. Ordinary pens will do, but proper bingo dabbers are even more fun.

Prizes. Stickers and party bag style toys are ideal.

Before You Begin

Load the game. The first screen displays the title and plays a theme tune. Now hand out a Bingo ticket (or tickets) and a pen to each player. Explain the rules of the game for the benefit of anyone who has not played before. Start the game by pressing OK (either on your remote or on the screen).

Calling the numbers

To 'call' a number press the up arrow key (either on your remote or on the screen). The called number will be displayed and read out. It will also light up on the bingo board. Keep calling numbers until a claim is made.

When BINGO is called

When a claim is made, press the OK button. This will take you to the claim screen where you can check the numbers against the ticket. If the claim is valid, click OK and hand out a prize when prompted. The game will move on to the next stage or, in the case of a full house, it will end. If a number has been crossed off incorrectly then False Claim (up arrow) must be selected; play continues.



How to play Bingo

Listen very carefully as the numbers are called out and check the screen. Cross off any numbers that appear on your ticket. Make sure you can still see the number though. There are three ways of winning.

When the game starts you will be playing for one line as follows:

Playing for One Line

If you manage to cross out all the numbers in any one of the three lines on your ticket call out BINGO as quickly and as loudly as you can. The person in charge of the remote will press OK and check your numbers. If your claim is valid a prize will be awarded. The game then moves on to the next stage where you will be playing for two lines:

Playing for Two Lines

Now you need to get two lines of numbers crossed off. Call out BINGO if you are lucky and the numbers will be checked and a prize awarded. The game then moves on to the final stage which is playing for a Full House.

Playing for a Full House

You must cross off all the numbers on your ticket. Again, if you are lucky, call out BINGO.