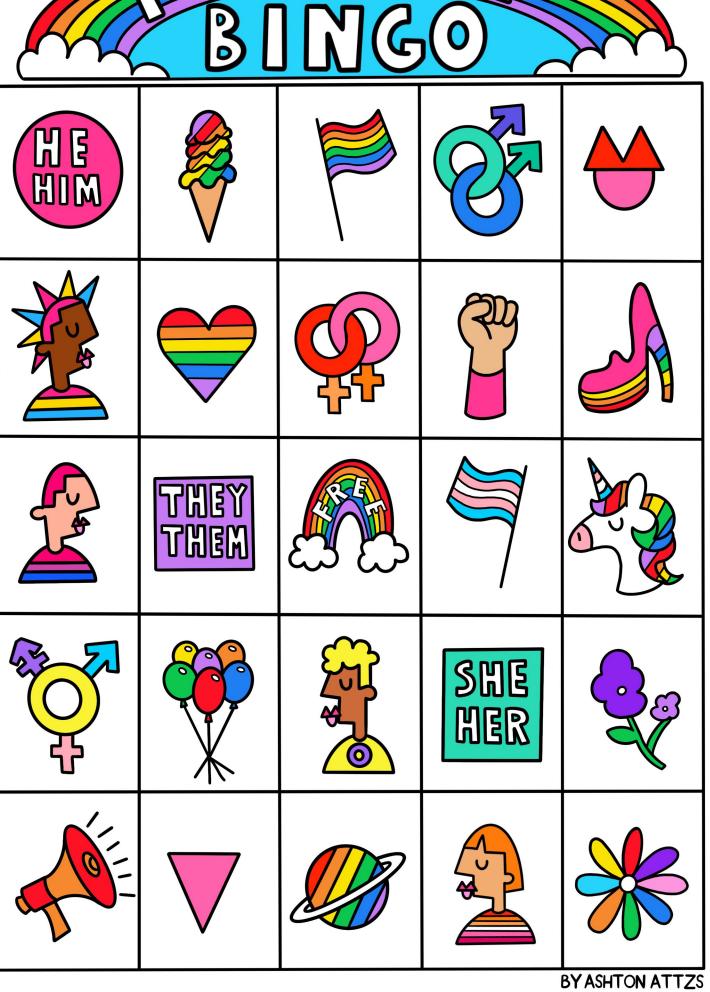
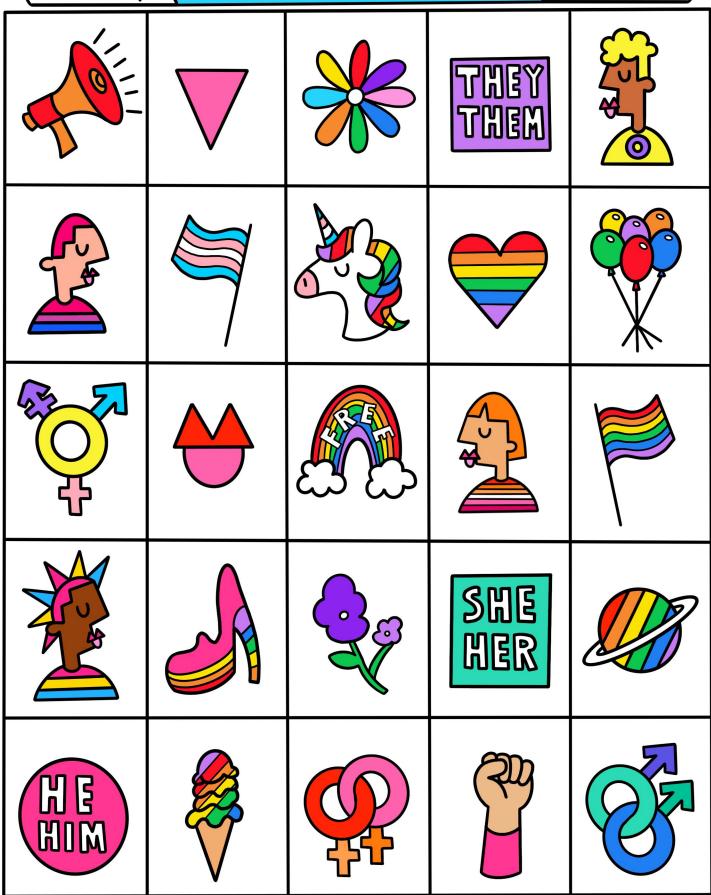


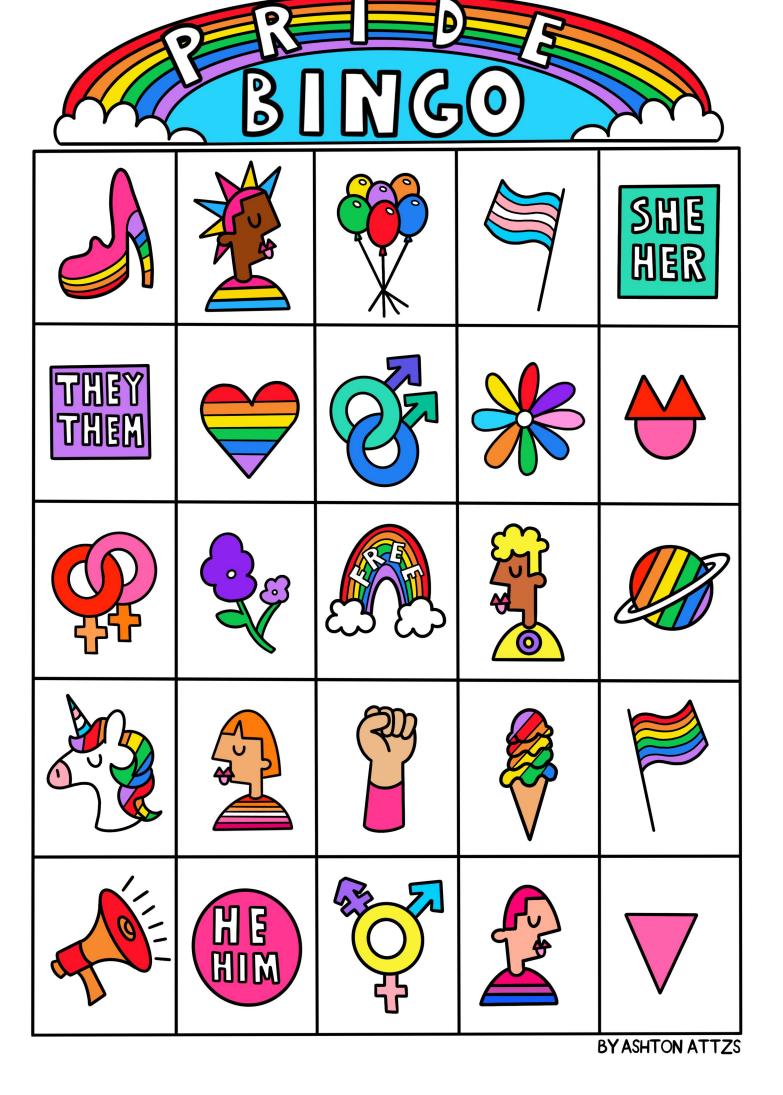
BY ASHTON ATTZS







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CALLING CARDS



BY ASHTON ATTZS



INSTRUCTIONS

- PRINT OUT ALL PAGES.
- CUT OUT THE CALL CARDS AND SHUFFLE THEM.
 USE COINS OR SWEETS TO USE AS MARKERS.
- ONE PERSON IS THE CALLER.
 THE CALLER TAKES RANDOM CARDS AND
 CALLS THEMOUT ONE BY ONE.
- WHEN A CARD IS CALLED, PLAYERS PLACE A MARKER ON THAT SPOT ON THEIR BOARD.
- THE FIRST PLAYER TO MARK OFF FIVE SPACES IN A ROW IN ANY DIRECTION AND SHOUT "BINGO" IS THE WINNER!