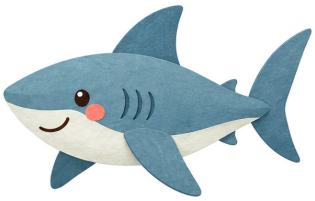
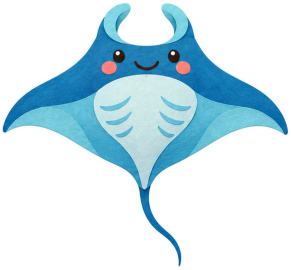
# Ocean Picture Bingo – Board 1

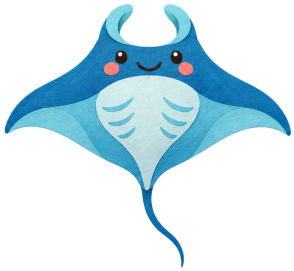
Mark three in a row: across, down or diagonally.

| | | |
|---|---|---|
|  Octopus |  Dolphin |  Crab |
|  Sea turtle |  Seahorse |  Seal |
|  Shark |  Whale |  Manta ray |

No free square. Keep this board whole; cut only the calling cards.

# Ocean Picture Bingo – Board 2

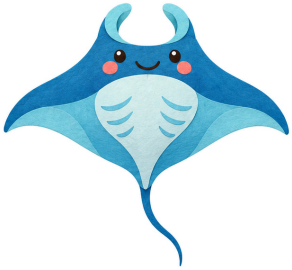
Mark three in a row: across, down or diagonally.

| | | |
|---|---|---|
|  Seahorse |  Manta ray |  Crab |
|  Whale |  Shell |  Sea turtle |
|  Octopus |  Dolphin |  Starfish |

No free square. Keep this board whole; cut only the calling cards.

# Ocean Picture Bingo – Board 3

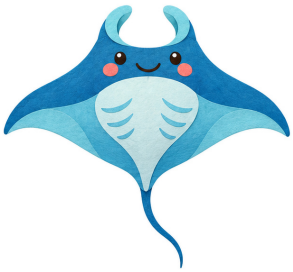
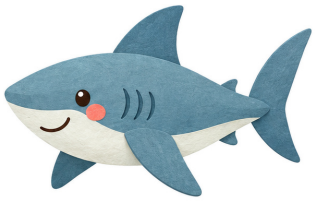
Mark three in a row: across, down or diagonally.

| | | |
|---|---|---|
|  Seal |  Starfish |  Whale |
|  Seahorse |  Octopus |  Jellyfish |
|  Sea turtle |  Shell |  Manta ray |

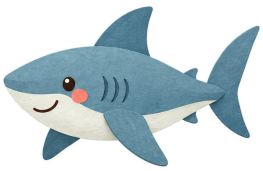
No free square. Keep this board whole; cut only the calling cards.

# Ocean Picture Bingo – Board 4

Mark three in a row: across, down or diagonally.

| | | |
|---|---|---|
|  Octopus |  Shell |  Whale |
|  Jellyfish |  Manta ray |  Starfish |
|  Crab |  Shark |  Seal |

No free square. Keep this board whole; cut only the calling cards.

| | | | |
|---|---|---|---|
|  Whale |  Dolphin |  Shark |  Sea turtle |
|  Seal |  Octopus |  Seahorse |  Starfish |
|  Crab |  Jellyfish |  Manta ray |  Shell |

# Ocean Picture Bingo

Four different boards and twelve calling pictures.

Give two to four players a different numbered board. Keep those pages whole. Print the calling sheet once and cut its shared grid into twelve 43 x 58 mm cards. Print at actual size in portrait orientation.

Shuffle the calling cards face down. The caller turns over one, shows it and says its name. Players mark that picture if it appears on their own board. If it is absent, wait for the next call. Keep called cards visible.

Three marked pictures in a straight line win: across, down or diagonally. There is no free center square. The example below shows one diagonal on board 1; its three pictures must all have been called.

Check a claimed line against the visible calling cards. Simultaneous winners share the win. For another round erase the marks or remove the paper counters, and reshuffle all twelve calling cards. Supervise small loose counters, or use pencil marks instead.

### Example: a diagonal on board 1

