



Halloween Bingo Game

9 Cards for a Spooky Family Night

5 themed cards • 3 win-pattern twists • 1 DIY blank card

Print at “Actual size” (100%) • US Letter • Cut out the calling tiles on page 8

How to Play

- **Supplies:** one bingo card per player, one set of calling tiles, markers to cover squares (candy corn, mini marshmallows, pom-poms, buttons, coins), and a bowl or plastic cauldron for the tiles.
- **Set up:** give every player a different card. Everyone covers the FREE center space before the first call.
- **Play:** the caller draws one tile, holds it up, and says it out loud: “Black cat! Who’s got the black cat?” Players cover matching squares. Drawn tiles stay face-up so wins check fast.
- **Win:** first to cover five in a straight line — across, down, or diagonal — shouts “BINGO!” (or “BOO!” if you’re festive).
- **Tie rule:** agree on it first — split the prize, or play one sudden-death call. Ten seconds now prevents bingo’s only argument.

The Caller Playbook

- **Show AND say:** hold each tile up high and announce it twice. Little kids match the picture, readers match the word, nobody gets left behind.
- **Pace it like a story:** a tile every ten to fifteen seconds — slow enough for small hands, fast enough that nobody wanders. Watch the players, not the bowl.
- **Verify wins fast:** read the winning line out loud and let the table applaud.
- **Fresh cards every round:** nobody keeps a “lucky card” — thirty seconds to redeal kills every fairness argument.
- **Let the little kids win sometimes:** if a four-year-old is one square away, nothing’s wrong with the next tile being exactly what she needs. Joy is the point.

Little-kid tip: ages 3–5 play on a 3×3 grid instead of 5×5 — faster wins.

Card 1: Spooky Picture Bingo

Pictures for the littlest players — the caller shows each tile AND says the word.

Ages 3+

Pumpkin	Cobweb	Lollipop	Vampire	Spooky
Skeleton Suit	Spider Web	Mummy	Bat	Candy Corn
Skeleton Decoration	Eerie	 FREE	Haunted House	Black Cat
Spider Web Decoration	Skeleton	Friendly Ghost	Gummy Worm	Scarecrow
Witch Hat	Full Moon	Cauldron	Popcorn Ball	Owl

Win: five in a row — across, down, or diagonal. Shout “BINGO!” (or “BOO!”).

Markers: candy corn, mini marshmallows, pom-poms, buttons, or coins. For under-threes, big pom-poms only.

Card 2: Candy Bingo

Every square is something sweet. Use candy corn as markers — the candy IS the prize.

Ages 4+

Lollipop	Caramel Apple	Pirate Hat	Mummy	Werewolf
Haunted House	Scarecrow	Candy Bowl	Spider Web Decoration	Gummy Worm
Inflatable Ghost	Licorice Twist	 FREE	Fairy Wings	Potion
Tombstone	Black Cat	Wrapped Candy	Chocolate Bar	Haunted
Hay Bale	Popcorn Ball	Candy Corn	Jelly Bean	Skeleton Decoration

Win: five in a row — across, down, or diagonal. Shout “BINGO!” (or “BOO!”).

Markers: candy corn, mini marshmallows, pom-poms, buttons, or coins. For under-threes, big pom-poms only.

Card 3: Costume-Spot Bingo

Ages 5+

No caller needed — mark the costumes you SEE at the party or at the door.

Porch Light	Black Cat Decoration	Spider Web Decoration	Skeleton Decoration	Mummy Wrap
Vampire Cape	Skeleton Suit	Witch Hat	Ghost Sheet	Haunted
Licorice Twist	Jack-O-Lantern	 FREE	Princess	Candy Corn
Pirate Hat	Fairy Wings	Full Moon	Candy Bowl	Bat
Dinosaur Costume	Midnight	Vampire	Superhero Cape	Scarecrow

Win: five in a row — across, down, or diagonal. Shout “BINGO!” (or “BOO!”).

Markers: candy corn, mini marshmallows, pom-poms, buttons, or coins. For under-threes, big pom-poms only.

Card 4: Trick-or-Treat Night Bingo

Ages 4+

A card for the street. Carry it with a crayon and mark what you spot on the walk.

Popcorn Ball	Skeleton Decoration	Jack-O-Lantern	Black Cat Decoration	Fog Machine
Broomstick	Wrapped Candy	Jelly Bean	Doorbell	Porch Light
Spider Web Decoration	Eerie	 FREE	Candy Corn	Spooky Doormat
Friendly Ghost	Licorice Twist	Hay Bale	Full Moon	Mummy Wrap
Gummy Worm	Candy Bowl	Shadow	Vampire	Inflatable Ghost

Win: five in a row — across, down, or diagonal. Shout “BINGO!” (or “BOO!”).

Markers: candy corn, mini marshmallows, pom-poms, buttons, or coins. For under-threes, big pom-poms only.

Card 5: Monster Words Bingo

Ages 6+

Words instead of pictures, for readers. The caller reads the word and shows a quick doodle.

Broomstick	Black Cat Decoration	Midnight	Tombstone	Cauldron
Mummy	Full Moon	Eerie	Pirate Hat	Werewolf
Goblin	Gummy Worm	 FREE	Pumpkin	Vampire
Cobweb	Candy Corn	Howl	Spider Web Decoration	Porch Light
Spooky	Potion	Spooky Doormat	Shadow	Haunted

Win: five in a row — across, down, or diagonal. Shout “BINGO!” (or “BOO!”).

Markers: candy corn, mini marshmallows, pom-poms, buttons, or coins. For under-threes, big pom-poms only.

Card 9: DIY Blank Card

Invent your own card — then make matching calling tiles.

Ages 4+

		 FREE		

Fill each square with your own Halloween words or pictures, then play five in a row.

Ideas: "things in our haunted hallway," "my costume and my friends' costumes," "candy I hope I get tonight."

Calling Tiles — Cut Them Out

55 tiles — one for every word on the five cards. The caller draws one, holds it up, and says it.

Bat	Black Cat	Black Cat Decoration	Broomstick	Candy Bowl
Candy Corn	Caramel Apple	Cauldron	Chocolate Bar	Cobweb
Dinosaur Costume	Doorbell	Eerie	Fairy Wings	Fog Machine
Friendly Ghost	Full Moon	Ghost Sheet	Goblin	Gummy Worm
Haunted	Haunted House	Hay Bale	Howl	Inflatable Ghost
Jack-O-Lantern	Jelly Bean	Licorice Twist	Lollipop	Midnight
Mummy	Mummy Wrap	Owl	Pirate Hat	Popcorn Ball
Porch Light	Potion	Princess	Pumpkin	Scarecrow
Shadow	Skeleton	Skeleton Decoration	Skeleton Suit	Spider Web
Spider Web Decoration	Spooky	Spooky Doormat	Superhero Cape	Tombstone
Vampire	Vampire Cape	Werewolf	Witch Hat	Wrapped Candy

Tip: glue tiles to thin card, or write each word on a slip of paper and drop them in a bowl.

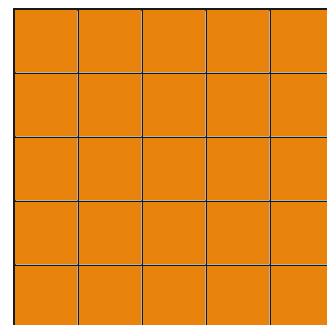
Ways to Play — Three Win Patterns

Play any of these on any of the five themed cards. Same cards, brand-new game.

6. Blackout Bingo

Ages 5+ • 15–20 minutes • the finale

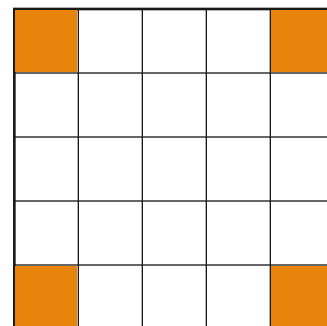
- **The long game:** cover EVERY square on your card. Announce it last, with a slightly bigger prize — the slow build of nearly-full cards is delicious.
- **Why last:** by the finale even the teenagers are invested. Save Blackout for the end of the night.



7. Four Corners

All ages • about 10 minutes • the warm-up

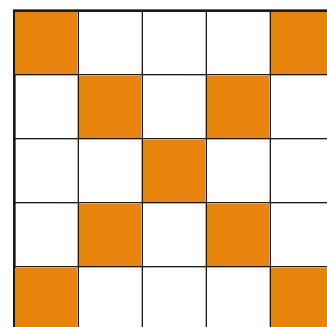
- **Win by covering just the four corner squares.** Fast enough that nobody's invested, so nobody's upset — the perfect opener while latecomers arrive.
- **Tip:** open the night with this round. Latecomers can jump in mid-round.



8. X Marks the Spot

Ages 5+ • the twist round

- **Cover both diagonals so they cross — an X across the card.** It feels completely different from line bingo on the same card, because players watch two lines at once.
- **Make it festive:** call it “the pirate round” and let the winner do their best “AAARGH!” instead of shouting bingo.



Game-night plan: Four Corners first, two themed rounds, X Marks the Spot, Blackout finale.