

Buzzword Bingo

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Safety First!

Before you print all your bingo cards, please print a test page to check they come out the right size and color. Your bingo cards start on Page 3 of this PDF.

If your bingo cards have words then please check the spelling carefully.

If you need to make any changes go to mfbc.us/e/g2snvpx

Play

Once you've checked they are printing correctly, print off your bingo cards and start playing! On the next page you will find the "Bingo Caller's Card" - this is used to call the bingo and keep track of which words have been called. Your bingo cards start on Page 3.

Virtual Bingo

Please do not try to split this PDF into individual bingo cards to send out to players. We have tools on our site to send out links to individual bingo cards. For help go to myfreebingocards.com/virtual-bingo.

Help

If you're having trouble printing your bingo cards or using the bingo card generator then please go to <https://myfreebingocards.com/fag> where you will find solutions to most common problems.

Share

[Pin these bingo cards](#) on Pinterest, [share on Facebook](#), or post this link: mfbc.us/s/g2snvpx

Edit and Create

To add more words or make changes to this set of bingo cards go to mfbc.us/e/g2snvpx

Go to myfreebingocards.com/bingo-card-generator to create a new set of bingo cards.

Legal

The terms of use for these printable bingo cards can be found at myfreebingocards.com/terms.

Have Fun!

If you have any feedback or suggestions, drop us an email on hello@myfreebingocards.com.

Bingo Caller's Card

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

Sustainable	Talent	Games Industry	Education	Development	Growth	Operational Management
Distribution	Networks	Culture	Strategy	Proficiency	Organisational values	*Some random management theory*
Pretending to understand what Tech Art is	Influence(er,ing)	High Concentration	*referencing being a positive disruptor*	*referencing being a positive disruptor again*	*heavy generalisations*	*says one of the studio values*
goes off topic aggressively	*looks to Miika for help*	STILLALIVE FINLAND OOOYYYYY				

Bingo Card ID 001

Buzzword Bingo

Organisational values	*goes off topic aggressively*	Games Industry	*referencing being a positive disruptor again*	Influence(er,ing)
Distribution	High Concentration	Proficiency	Networks	*looks to Miika for help*
STILLALIVE FINLAND OOOYYYYYY	Sustainable	FREE SPACE	*referencing being a positive disruptor*	*Some random management theory*
Talent	Culture	Education	*Pretending to understand what Tech Art is*	Development
says one of the studio values	*heavy generalisations*	Growth	Operational Management	Strategy

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Bingo Card ID 002

Buzzword Bingo

Proficiency	Networks	Growth	Organisational values	Culture
Distribution	*referencing being a positive disruptor*	Operational Management	STILLALIVE FINLAND OOOYYYYYY	*referencing being a positive disruptor again*
Talent	Development	FREE SPACE	*heavy generalisations*	Education
Some random management theory	*looks to Miika for help*	*goes off topic aggressively*	Sustainable	*Pretending to understand what Tech Art is*
Influence(er,ing)	*says one of the studio values*	Games Industry	High Concentration	Strategy

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Bingo Card ID 003

Buzzword Bingo

Operational Management	High Concentration	Proficiency	Development	Education
Strategy	*referencing being a positive disruptor again*	*referencing being a positive disruptor*	Growth	Sustainable
goes off topic aggressively	Organisational values	FREE SPACE	*Some random management theory*	*says one of the studio values*
Networks	Culture	STILLALIVE FINLAND 000YYYYYY	*Pretending to understand what Tech Art is*	Talent
Influence(er,ing)	Games Industry	Distribution	*looks to Miika for help*	*heavy generalisations*

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Bingo Card ID 004

Buzzword Bingo

Sustainable	Games Industry	STILLALIVE FINLAND 000YYYYYY	*looks to Miika for help*	Growth
Some random management theory	High Concentration	Influence(er,ing)	Talent	Operational Management
referencing being a positive disruptor	Organisational values	FREE SPACE	Proficiency	*heavy generalisations*
Development	Culture	*referencing being a positive disruptor again*	Strategy	Distribution
Networks	*goes off topic aggressively*	Education	*Pretending to understand what Tech Art is*	*says one of the studio values*

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Games Industry	*looks to Miika for help*	Sustainable	*referencing being a positive disruptor*	*Pretending to understand what Tech Art is*
Proficiency	Culture	Networks	Strategy	*Some random management theory*
goes off topic aggressively	Talent	FREE SPACE	Distribution	Education
referencing being a positive disruptor again	*heavy generalisations*	Development	High Concentration	Organisational values
says one of the studio values	STILLALIVE FINLAND OOOYYYYYY	Influence(er,ing)	Operational Management	Growth

Buzzword Bingo

Games Industry	*goes off topic aggressively*	Organisational values	*heavy generalisations*	*referencing being a positive disruptor again*
referencing being a positive disruptor	Networks	Growth	Proficiency	High Concentration
Pretending to understand what Tech Art is	Education	FREE SPACE	Influence(er,ing)	Operational Management
Culture	STILLALIVE FINLAND OOOYYYYYY	Sustainable	Talent	Distribution
Development	*looks to Miika for help*	Strategy	*Some random management theory*	*says one of the studio values*

Buzzword Bingo

Talent	*heavy generalisations*	STILLALIVE FINLAND OOOYYYYYY	Influence(er,ing)	Proficiency
says one of the studio values	Networks	*referencing being a positive disruptor again*	Education	High Concentration
referencing being a positive disruptor	Operational Management	FREE SPACE	Distribution	*Some random management theory*
Games Industry	Growth	Development	*Pretending to understand what Tech Art is*	Sustainable
Culture	Organisational values	*looks to Miika for help*	*goes off topic aggressively*	Strategy

Buzzword Bingo

Talent	Organisational values	Culture	Distribution	*Pretending to understand what Tech Art is*
heavy generalisations	*Some random management theory*	Sustainable	Games Industry	*looks to Miika for help*
Proficiency	Operational Management	FREE SPACE	High Concentration	*referencing being a positive disruptor*
goes off topic aggressively	Strategy	*referencing being a positive disruptor again*	Influence(er,ing)	Education
Networks	Development	*says one of the studio values*	Growth	STILLALIVE FINLAND OOOYYYYYY

Buzzword Bingo

Culture	Development	Growth	*Some random management theory*	STILLALIVE FINLAND 000YYYYYY
Games Industry	*looks to Miika for help*	*referencing being a positive disruptor again*	Education	Organisational values
Operational Management	High Concentration	FREE SPACE	Talent	*referencing being a positive disruptor*
Networks	*says one of the studio values*	Strategy	Influence(er,ing)	*heavy generalisations*
Distribution	Proficiency	*goes off topic aggressively*	*Pretending to understand what Tech Art is*	Sustainable

Buzzword Bingo

Influence(er,ing)	Sustainable	STILLALIVE FINLAND 000YYYYYY	*goes off topic aggressively*	*heavy generalisations*
Networks	*says one of the studio values*	*referencing being a positive disruptor*	*Some random management theory*	*Pretending to understand what Tech Art is*
Growth	Proficiency	FREE SPACE	Development	Organisational values
Games Industry	Talent	Education	Strategy	*looks to Miika for help*
Operational Management	Distribution	Culture	*referencing being a positive disruptor again*	High Concentration

Bingo Card ID 011

Buzzword Bingo

goes off topic aggressively	Strategy	*Some random management theory*	Organisational values	*referencing being a positive disruptor again*
High Concentration	Culture	Games Industry	Proficiency	*says one of the studio values*
Growth	Influence(er,ing)	FREE SPACE	Talent	Education
Networks	Operational Management	STILLALIVE FINLAND OOOYYYYYY	*heavy generalisations*	Sustainable
Pretending to understand what Tech Art is	*referencing being a positive disruptor*	*looks to Miika for help*	Distribution	Development

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Bingo Card ID 012

Buzzword Bingo

High Concentration	*says one of the studio values*	Networks	*goes off topic aggressively*	*referencing being a positive disruptor*
Development	Growth	Distribution	Strategy	*referencing being a positive disruptor again*
Education	Proficiency	FREE SPACE	*Some random management theory*	Talent
Games Industry	Organisational values	Sustainable	Culture	*heavy generalisations*
Pretending to understand what Tech Art is	Operational Management	Influence(er,ing)	*looks to Miika for help*	STILLALIVE FINLAND OOOYYYYYY

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Bingo Card ID 013

Buzzword Bingo

Proficiency	Culture	*looks to Miika for help*	Development	Growth
heavy generalisations	*referencing being a positive disruptor again*	Talent	High Concentration	STILLALIVE FINLAND OOYYYYYY
Organisational values	Networks	FREE SPACE	*referencing being a positive disruptor*	*says one of the studio values*
Pretending to understand what Tech Art is	Influence(er,ing)	*Some random management theory*	Distribution	*goes off topic aggressively*
Sustainable	Education	Games Industry	Strategy	Operational Management

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Bingo Card ID 014

Buzzword Bingo

Development	*looks to Miika for help*	Education	Growth	*heavy generalisations*
Proficiency	Operational Management	Distribution	High Concentration	*referencing being a positive disruptor*
Strategy	*Pretending to understand what Tech Art is*	FREE SPACE	Networks	Games Industry
Influence(er,ing)	*Some random management theory*	Sustainable	*referencing being a positive disruptor again*	STILLALIVE FINLAND OOYYYYYY
Organisational values	Talent	Culture	*says one of the studio values*	*goes off topic aggressively*

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Bingo Card ID 015

Buzzword Bingo

says one of the studio values	Culture	Games Industry	Networks	*goes off topic aggressively*
Operational Management	Sustainable	Growth	*referencing being a positive disruptor again*	*Some random management theory*
High Concentration	*looks to Miika for help*	FREE SPACE	STILLALIVE FINLAND 000YYYYYY	Proficiency
Distribution	Organisational values	Talent	*referencing being a positive disruptor*	*Pretending to understand what Tech Art is*
Strategy	*heavy generalisations*	Influence(er,ing)	Education	Development

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Bingo Card ID 016

Buzzword Bingo

High Concentration	Education	*Some random management theory*	Talent	*referencing being a positive disruptor*
Sustainable	Strategy	Proficiency	Growth	Operational Management
Influence(er,ing)	*Pretending to understand what Tech Art is*	FREE SPACE	Games Industry	Development
Networks	Organisational values	Distribution	Culture	STILLALIVE FINLAND 000YYYYYY
looks to Miika for help	*says one of the studio values*	*goes off topic aggressively*	*referencing being a positive disruptor again*	*heavy generalisations*

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Bingo Card ID 017

Buzzword Bingo

Games Industry	High Concentration	*referencing being a positive disruptor again*	Talent	*looks to Miika for help*
STILLALIVE FINLAND OOOYYYYYY	*goes off topic aggressively*	*says one of the studio values*	Development	Culture
Growth	*Pretending to understand what Tech Art is*	FREE SPACE	Distribution	Education
Networks	*heavy generalisations*	Strategy	Influence(er,ing)	Operational Management
Organisational values	Sustainable	*Some random management theory*	Proficiency	*referencing being a positive disruptor*

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Bingo Card ID 018

Buzzword Bingo

Education	*goes off topic aggressively*	*Pretending to understand what Tech Art is*	*looks to Miika for help*	Proficiency
Growth	Organisational values	High Concentration	Influence(er,ing)	Operational Management
Sustainable	Games Industry	FREE SPACE	Distribution	Development
Culture	STILLALIVE FINLAND OOOYYYYYY	*referencing being a positive disruptor*	*says one of the studio values*	*referencing being a positive disruptor again*
heavy generalisations	*Some random management theory*	Networks	Strategy	Talent

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Bingo Card ID 019

Buzzword Bingo

referencing being a positive disruptor	Distribution	Development	*heavy generalisations*	Education
Culture	*looks to Miika for help*	Influence(er,ing)	Growth	Operational Management
Organisational values	Talent	FREE SPACE	*referencing being a positive disruptor again*	STILLALIVE FINLAND 000YYYYYY
Networks	*says one of the studio values*	*Some random management theory*	Proficiency	*Pretending to understand what Tech Art is*
Games Industry	Strategy	High Concentration	Sustainable	*goes off topic aggressively*

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Bingo Card ID 020

Buzzword Bingo

Growth	STILLALIVE FINLAND 000YYYYYY	*referencing being a positive disruptor*	High Concentration	*Pretending to understand what Tech Art is*
Networks	Influence(er,ing)	*says one of the studio values*	Games Industry	*goes off topic aggressively*
Strategy	Distribution	FREE SPACE	Education	Culture
Proficiency	*heavy generalisations*	Sustainable	Talent	Operational Management
Some random management theory	*referencing being a positive disruptor again*	*looks to Miika for help*	Development	Organisational values

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Bingo Card ID 021

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STILLALIVE FINLAND OOOYYYYYY	Influence(er,ing)	*says one of the studio values*	High Concentration	Organisational values
Operational Management	Games Industry	Sustainable	*Some random management theory*	*looks to Miika for help*
heavy generalisations	*referencing being a positive disruptor again*	FREE SPACE	Talent	Development
Networks	Proficiency	*Pretending to understand what Tech Art is*	Growth	Education
referencing being a positive disruptor	*goes off topic aggressively*	Distribution	Strategy	Culture

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Bingo Card ID 022

Buzzword Bingo

Education	*Pretending to understand what Tech Art is*	*looks to Miika for help*	Development	Influence(er,ing)
Games Industry	Networks	*goes off topic aggressively*	*Some random management theory*	Proficiency
Talent	Culture	FREE SPACE	Distribution	Organisational values
Strategy	*heavy generalisations*	Growth	STILLALIVE FINLAND OOOYYYYYY	*says one of the studio values*
referencing being a positive disruptor again	Sustainable	Operational Management	High Concentration	*referencing being a positive disruptor*

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Bingo Card ID 023

Buzzword Bingo

Distribution	Development	*Pretending to understand what Tech Art is*	*heavy generalisations*	Networks
STILLALIVE FINLAND OOOYYYYYY	Operational Management	Talent	Culture	Proficiency
Sustainable	Education	FREE SPACE	*says one of the studio values*	*referencing being a positive disruptor*
Growth	Strategy	Influence(er,ing)	High Concentration	*looks to Miika for help*
referencing being a positive disruptor again	*Some random management theory*	Organisational values	*goes off topic aggressively*	Games Industry

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Bingo Card ID 024

Buzzword Bingo

referencing being a positive disruptor	Strategy	Operational Management	*goes off topic aggressively*	Influence(er,ing)
Distribution	High Concentration	Games Industry	Sustainable	*looks to Miika for help*
says one of the studio values	Growth	FREE SPACE	Culture	Education
Networks	*Pretending to understand what Tech Art is*	*heavy generalisations*	Development	*referencing being a positive disruptor again*
Organisational values	STILLALIVE FINLAND OOOYYYYYY	*Some random management theory*	Proficiency	Talent

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Growth	Operational Management	Sustainable	*looks to Miika for help*	*heavy generalisations*
Education	Culture	*Pretending to understand what Tech Art is*	Development	Talent
Distribution	High Concentration	FREE SPACE	*goes off topic aggressively*	STILLALIVE FINLAND OOOYYYYYY
Proficiency	Strategy	*referencing being a positive disruptor again*	Organisational values	*says one of the studio values*
Influence(er,ing)	Games Industry	*Some random management theory*	*referencing being a positive disruptor*	Networks

Buzzword Bingo

Pretending to understand what Tech Art is	*says one of the studio values*	Development	Proficiency	*referencing being a positive disruptor*
Some random management theory	Education	Talent	STILLALIVE FINLAND OOOYYYYYY	Distribution
looks to Miika for help	Networks	FREE SPACE	*heavy generalisations*	Games Industry
Influence(er,ing)	Operational Management	Strategy	Growth	High Concentration
Organisational values	Culture	*goes off topic aggressively*	*referencing being a positive disruptor again*	Sustainable

Buzzword Bingo

Talent	*says one of the studio values*	Games Industry	Growth	Sustainable
Some random management theory	STILLALIVE FINLAND OOOYYYYYY	*Pretending to understand what Tech Art is*	*looks to Miika for help*	Strategy
Education	Operational Management	FREE SPACE	*heavy generalisations*	Culture
Organisational values	High Concentration	Influence(er,ing)	Development	Distribution
goes off topic aggressively	Networks	Proficiency	*referencing being a positive disruptor*	*referencing being a positive disruptor again*

Buzzword Bingo

Talent	Distribution	Organisational values	*referencing being a positive disruptor*	Networks
Sustainable	Strategy	STILLALIVE FINLAND OOOYYYYYY	*Pretending to understand what Tech Art is*	Operational Management
High Concentration	Proficiency	FREE SPACE	*heavy generalisations*	Development
Culture	*looks to Miika for help*	*goes off topic aggressively*	Growth	*says one of the studio values*
referencing being a positive disruptor again	Education	*Some random management theory*	Influence(er,ing)	Games Industry

Buzzword Bingo

Distribution	*goes off topic aggressively*	Strategy	*Pretending to understand what Tech Art is*	*looks to Miika for help*
says one of the studio values	*Some random management theory*	*heavy generalisations*	Education	Growth
Culture	High Concentration	FREE SPACE	Sustainable	Operational Management
referencing being a positive disruptor	Proficiency	STILLALIVE FINLAND OOOYYYYYY	Talent	*referencing being a positive disruptor again*
Networks	Influence(er,ing)	Organisational values	Development	Games Industry

Buzzword Bingo

Influence(er,ing)	*says one of the studio values*	*Some random management theory*	*referencing being a positive disruptor*	Sustainable
STILLALIVE FINLAND OOOYYYYYY	*referencing being a positive disruptor again*	High Concentration	Talent	Distribution
Organisational values	Growth	FREE SPACE	Games Industry	*looks to Miika for help*
goes off topic aggressively	Education	Proficiency	Operational Management	Development
heavy generalisations	Strategy	*Pretending to understand what Tech Art is*	Networks	Culture