

# BING-BONG

## Guidance

### I. PREPARATION BEFORE START

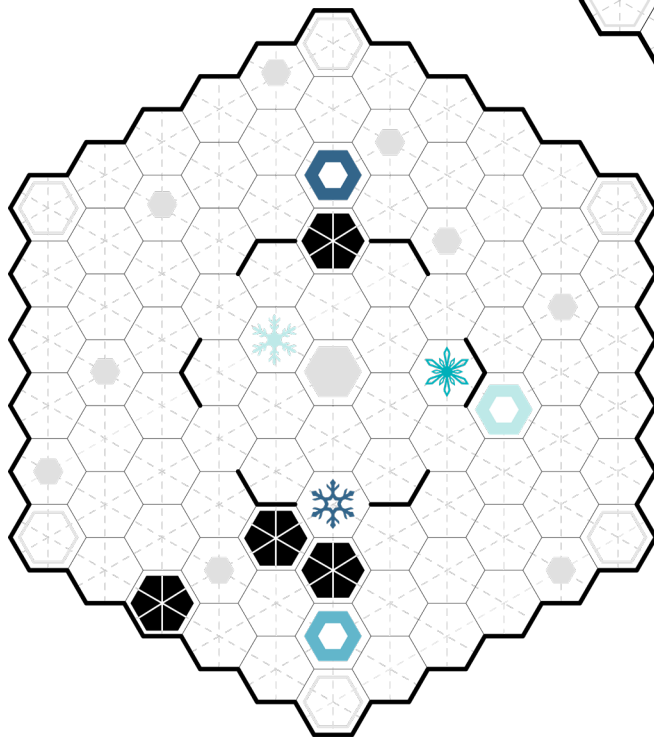
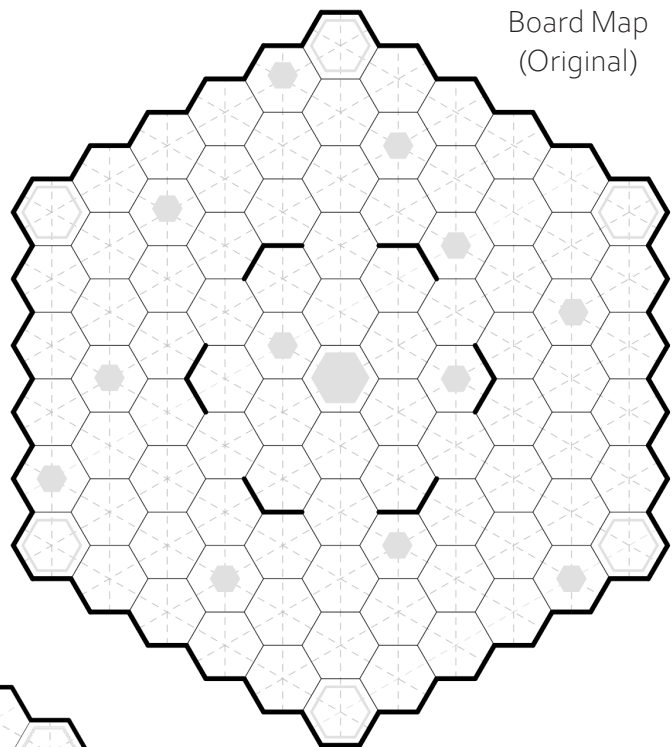
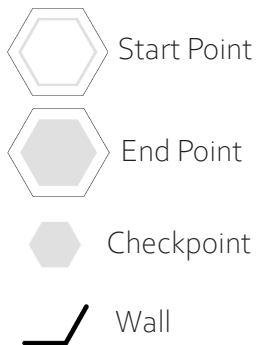
#### 1.1 Number of Players

The game can be held by 3, 4 or 6 players.

#### 1.2 Board as Map

Learn about the Board Map. Each player chooses a different color Ring and places it at Start Point.

**APPENDIX 1** The players begin at the start points, pass the checkpoints and finally reach the end point in the center. Walls cannot be passed through.



**APPENDIX 2** Each player has a ring with a unique color. They can build bricks and plan routes to discover snowflakes at checkpoints. Players need to collect all snowflakes of the same color as their ring.

### 1.3 Snowflakes as Checkpoints

According to the selected ring, choose the same number of snowflakes for each color, for a total of 12 Snowflakes. Flip over 12 Snowflakes and randomly place them at the Checkpoints.

APPENDIX 3 The number of players participated decides the number of snowflakes need to be collected are as follows:

Players participated	Snowflakes that each player should collect
3	4
4	3
6	2

Rings (up to 6 colors)  
for players



Snowflakes (up to 4 patterns)  
for checkpoints



### 1.4 Event Cards

Each player draws 3 event cards from the event card deck before starting the game.

APPENDIX 4 Each event card can trigger different effects, as follows:

#### Build

Build a brick (can't build at End Point)

#### Demolish

Remove a brick

#### Imprison

Select a player, and prohibit her/he from performing Bing-Bong in the next turn

#### Swap

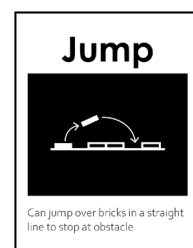
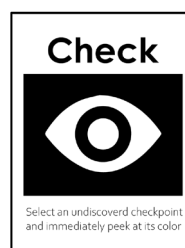
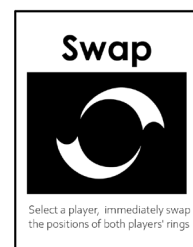
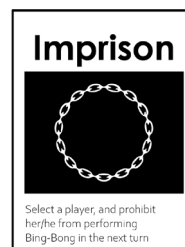
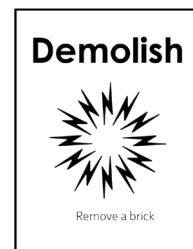
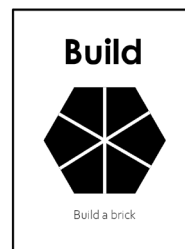
Select a player, and immediately swap the positions of both players' rings

#### Check

Select an undiscovered checkpoint and immediately peek at its color

#### Jump

Jump over bricks in a straight line to stop at obstacle



### 1.5 Order of Action

Players determine the order of action by rolling the dice.

## II. GAME PROCESS AND VICTORY

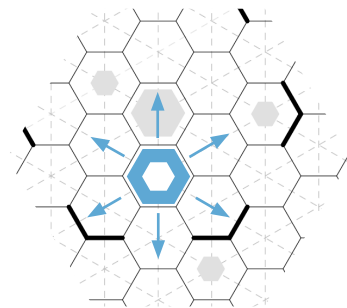
### 2.1 Plan Routes for Bing-Bong

Build Bricks, use Walls on the map, or use other players' Ring as collision barrier. Plan Ring routes before taking action.

#### APPENDIX 5 Ring's movement rules and collision mechanism

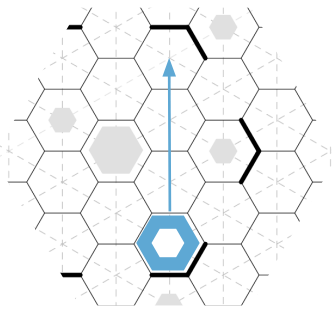
##### 1. Direction Restriction

A player's ring can only move along the normal directions of the hexagon's perimeter, with a total of six possible directions.

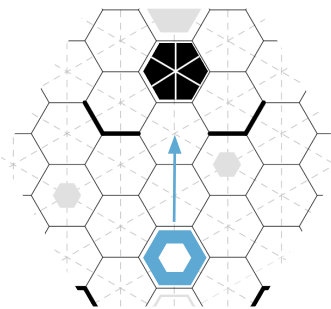


##### 2. Collision Stops Movement

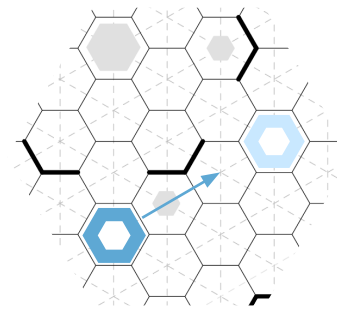
A player's ring must collide with an obstacle (such as walls on the map, constructed Bricks, or other players' Rings) in the direction of movement to stop moving.



wall on the map



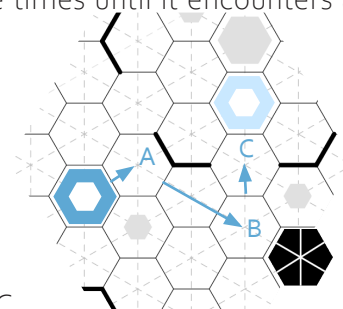
constructed Bricks



other players' Rings

##### 3. One Bing-Bong action can consist of multiple consecutive collisions.

If conditions allow, a player's ring can bounce multiple times until it encounters an obstacle and stops, counting as one Bing-Bong action.

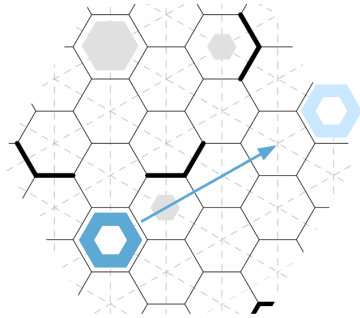


you can stop at A,B or C

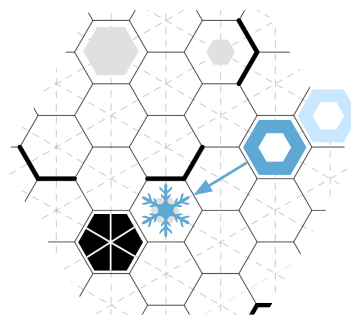
## 2.2 Check Snowflakes to target collection goals

By operating the Ring to perform Bing-Bong, players can flip over Snowflakes when Ring routes pass Checkpoints. Players can collect Snowflakes only when Ring stop at Snowflakes.

APPENDIX 6 Ways to check Snowflakes and to collect Snowflakes are as below



**Check Snowflake**  
Ring routes pass Checkpoint



**Collect Snowflake**  
Ring stops at Snowflake

## 2.3 Take turns to act

Each player takes turns, which constitutes a round. During your turn, you may play cards and choose whether to perform Bing-Bong. At the end of the round, each player may draw one card from the deck.

## 2.4 Victory Conditions

When any player collects all the snowflakes on the map matching the color of their rings and finally reaches the End Point, that player wins. The game ends.