

A tasty little push-your-luck card game

Bonbon

How many can you eat?



Rules

 Bianca Papalardo

**KOLLIN
GOLEM**



 G. & S. Pedrazzoli

Introduction & goal of the game

In Bonbon, you will try to eat the most delicious bonbons. In each round, you will draw bonbons (*cards*) to eat them and score points. But be careful not to overeat (*exceed your personal limit*) or get caught stealing bonbons (*exceed the collective limit*), because some of them will have special effects that will prevent you from planning as you intended... You will have to know when you have eaten enough and it's time to stop.

In each round the player with the **most points** wins a bonbon token. The first player to get **3 bonbon tokens** wins the game.

Components



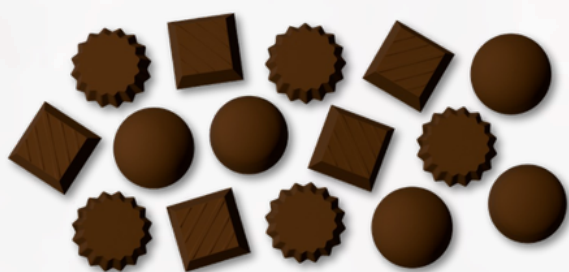
54 bonbon cards



6 bonus tiles



12 point tokens



15 bonbon tokens



1 collective limit board

Setup

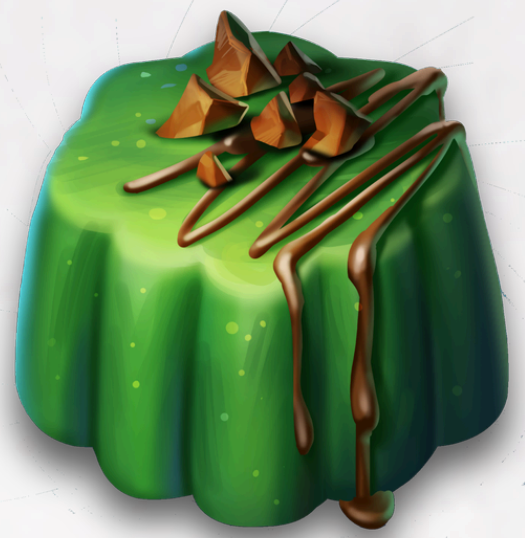
- 1 Shuffle all the bonbon cards and form a deck within reach of all players with the cards face down.
- 2 Place the collective limit board where all players can see it and place a bonbon token next to it, which will be the collective limit token.
- 3 Shuffle the bonus tiles and place three at random near the collective limit board.
- 4 Leave the bonbon tokens and the point tokens within everyone's reach.

The last player to have eaten chocolate will be the starting player.



Goal of the game

Win 3 rounds



Game play

Bonbon is played in several rounds. In each round, beginning with the starting player, each player takes a turn. On their turn, players can:

Draw a card

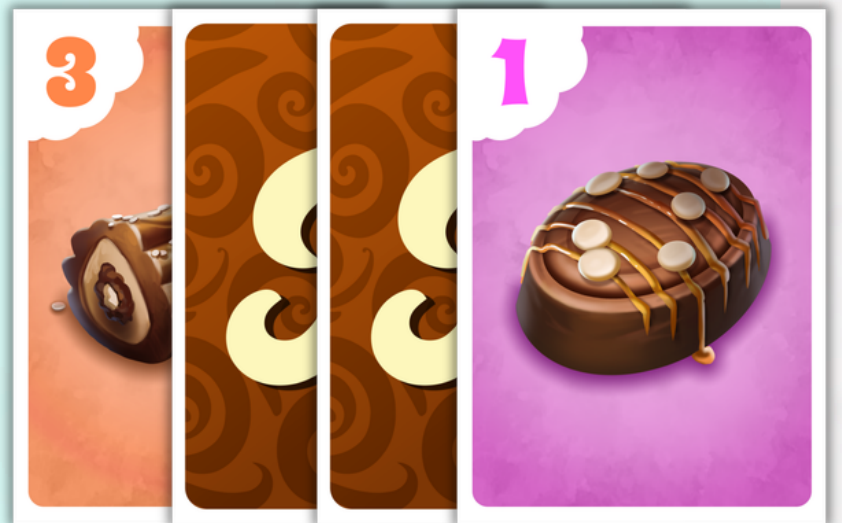
or

Pass

After drawing a card or passing, the turn passes to the next player on their right.

Drawing a card

Draw a card from the deck and play in front of you, to the right of the last card you played. You can choose to play the card face-up or face-down.



Careful! Some cards will force you to play them face up or reveal face-down played cards (see **special cards**).

Cards have a printed value that will count towards the score for that round. In addition, the cards you play face up will affect two limits that must be considered at all times: the **personal limit** and the **collective limit**.

Personal limit

The value of a player's face-up cards can never be greater than 10. If the sum of a player's face-up cards exceeds this limit, they are eliminated from the round.

Example



At the start of their turn, this player's face-up cards' total value is 10, so they haven't yet exceeded their personal limit. They decide to draw a card. Unfortunately, the card they draw forces them to play it face up, exceeding their personal limit and eliminating them from the round.

Collective limit

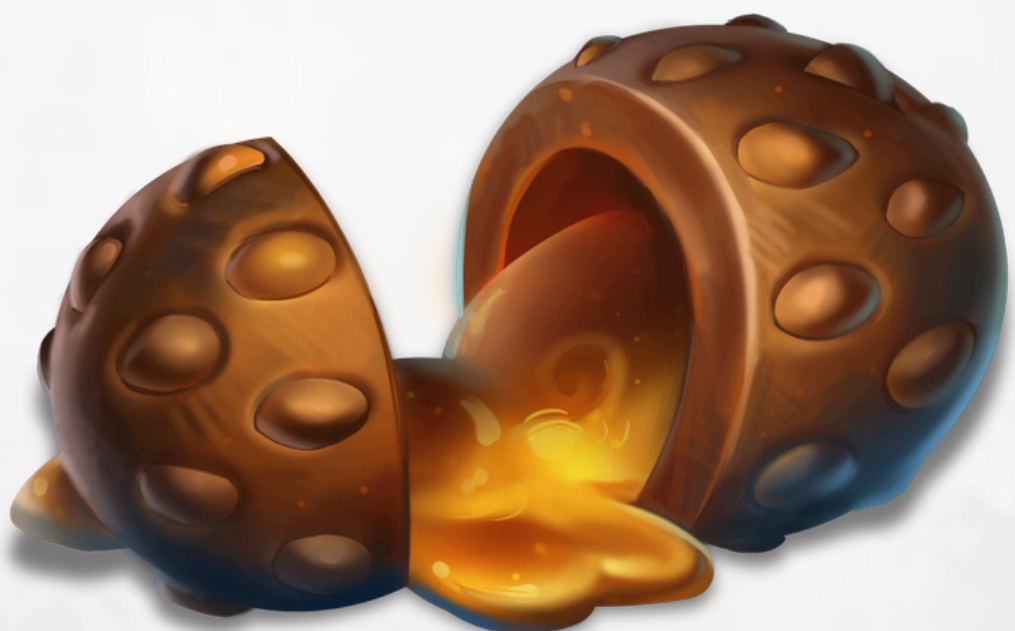
The value of the cards played face up by all players cannot exceed the limit established according to the number of players in the game.

<i>Players</i>	2	3	4	5	6
<i>Points</i>	10	15	20	30	36

When a card is played face-up, they advance the token on the collective limit board as many spaces as the value of the card.

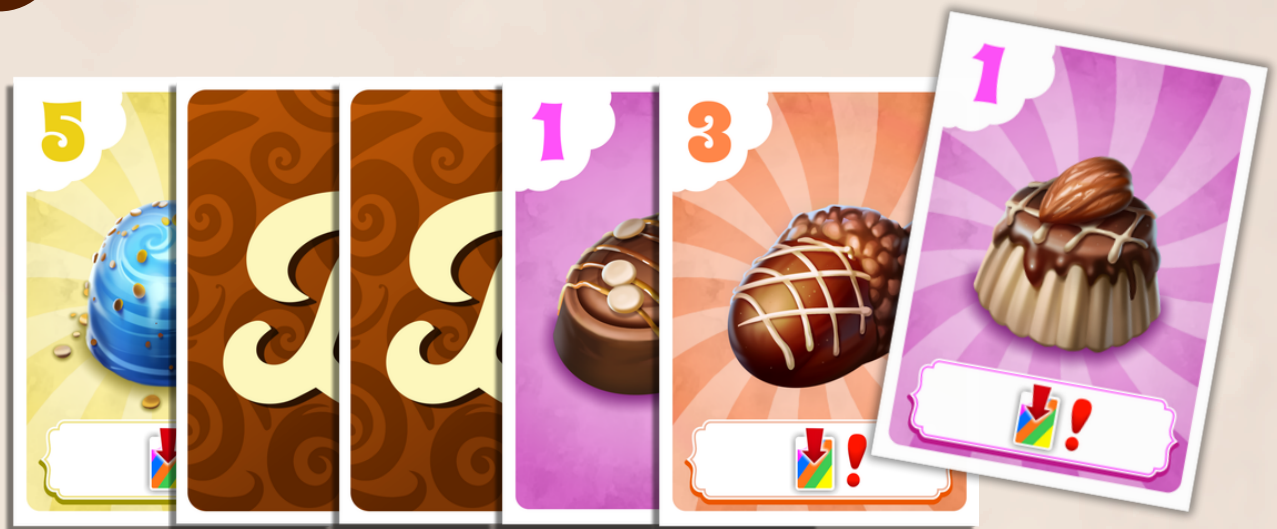
Whenever the collective limit is exceeded, the round ends immediately and the active player is eliminated from the round.

Other players who haven't passed yet, if they played their last card face down, must discard it. They must repeat this until they reach the last face-up card they played.



Example

1



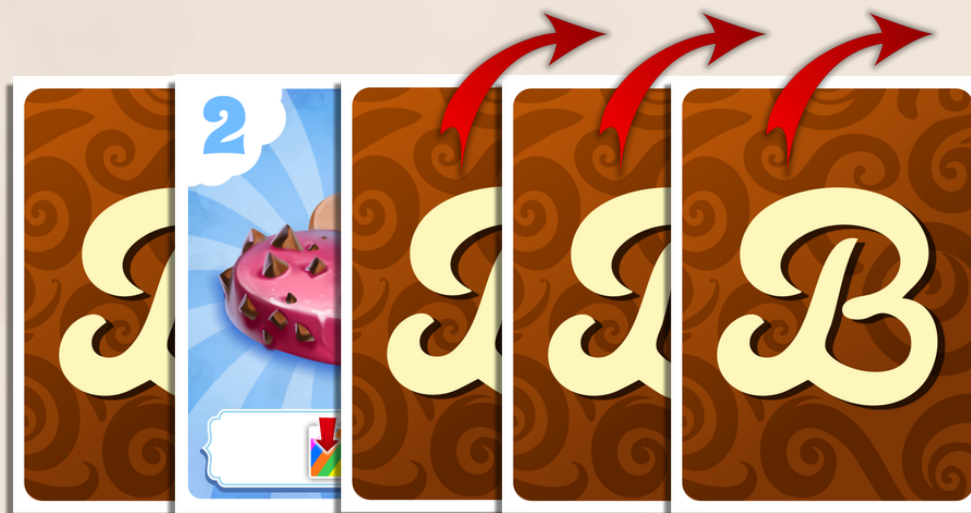
Anna draws a 1 which she must play face-up. When played, the value of all face-up cards is 16, exceeding the collective limit, which in a 3-player games is 15. The round ends immediately and Anna is eliminated.

2



John, having already passed, doesn't have to discard any card.

3



Cris, having not yet passed, must discard her last card as she played it face down. Since she also played the next card face down, she must discard it as well. She repeats this process until she reaches the last card she played face down, the 4.

Passing

If you decide to pass, you do not draw any more cards during the current round and wait until the round ends to reveal your score.

The first player to pass in each round can choose one of the three available bonus tiles, which will give them extra points in the scoring phase.

End of a round

A round ends immediately if one of the following situations occurs:

- Each player has passed or has been eliminated
- The collective limit has been exceeded

Next, carry out the scoring to determine the winner of the round (see **Scoring**), who will receive a bonbon token.

If a player gets their third bonbon token, they win the game. Otherwise:

- Replace the bonus tile chosen by the first player to pass with a new tile.
- Return all cards to the deck and shuffle it.
- Start a new round. The last player to have drawn a card in the previous round will be the new starting player.

Scoring

At the end of the round, each player who has not been eliminated will score points as follows:

- For each set of face-down cards you have played, add up as many points as the number of cards minus 1. Take point tokens for the corresponding value.
- Reveal your face-down cards and add up the value of all the cards you have played.
- The first player to pass, adds the points awarded by the bonus tile they took when passing.

The player with the most points wins the round and gets a bonbon token. In games with **5 or 6 players**, the two players with the most points each get a bonbon token.

In case of tie, the winner is the player who

- Played the most cards (not counting zeros).
- Played the most face-down cards.

If the tie persists, all tied players win the round.

In future rounds, a players' **personal limit** is reduced by 1 for each bonbon token they have.

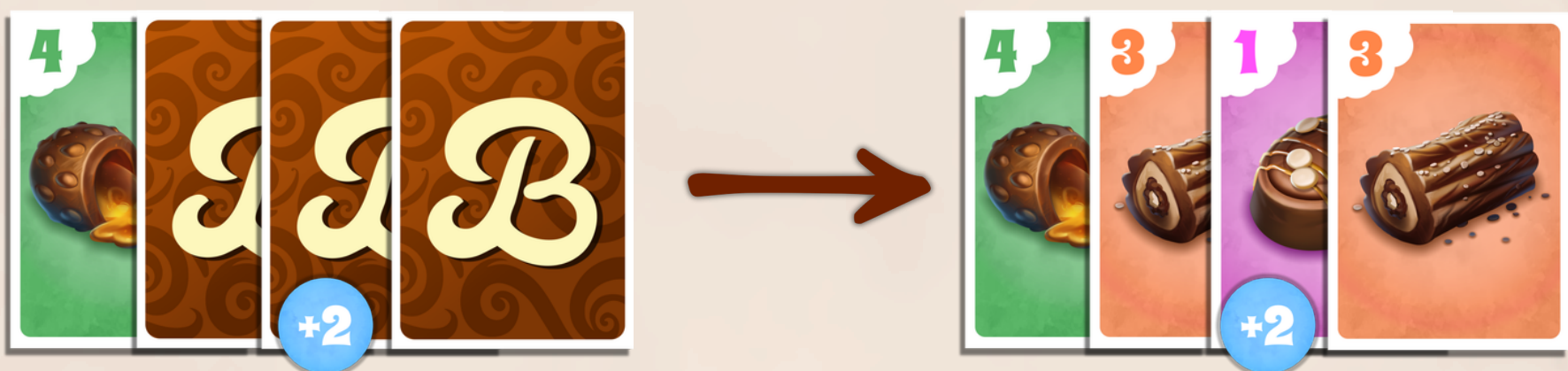
Example



Lucy has only played one card face down, so she doesn't take any point tokens. She turns her card face down and adds up the value of all her cards. In total, she scores 10 points.



Nick played two cards face-down in a row, so he takes a 1-point token. He reveals his face-down cards and adds up the value of all his cards (9). Also, since he was the first player to pass, he adds the points of the tile he chose (3). In total, he scores 13 points.



Sophie played 3 cards face-down in a row, so she takes a 2 point token. She reveals her face-down cards and adds up the value of all her cards (11). In total, she has 13 points, but since she played more cards than Nick, Sophie wins this round and takes a bonbon token. Now her personal limit is 9 points.

Special cards

Zeros

They must be played face up. If you play them next to one or more face-down cards, you are forced to turn those cards over until you reach the last face up card you have played.



The cards you reveal as a result of playing a 0 affect both your **personal limit** and the **collective limit**.

After playing a zero, you **may** play another turn.

Example



*This player draws a zero. They must play it face-up, and since the last card was played face-down, they must reveal it and advance the **collective limit** token 1 space. The next card was also played face down, so they will reveal it and advance the **collective limit** token 4 spaces. Since the next card was played face up, they stop there. They then decide to draw another card and play it face up. Now their face-up cards total 9, and they still haven't exceeded their **personal limit** of 10.*

Must play face-up

These cards must always be played face-up



Special effects

Some cards allow you to perform a special effect **only if you play them face up**. Players who have passed cannot be targeted by any of these cards' effects.

The effects are explained below:



If you play this card face-up, you may pass immediately and draw a bonus tile of your choice, **even if you are not the first player to pass**.

If you play this card face-up, you can reveal another player's face-down card. The point on that card count towards the limits. If **their personal limit** is exceeded, they are eliminated. But if the **collective limit** is exceeded, you are eliminated. If the revealed card has a special effect, it is not used.



If you play this card face-up, you may swap any two cards (including this one) between any two players, including yourself.

If you play this card face-up, you may draw one more card after playing it.



If you play this card face-up, you can turn any player's face-up card face-down, including yourself.

Bonus tiles scoring



Gain 3 points.

Gain 1 point for every 0 you played this round.



Gain 1 point for each card you played face up this round (Zeros do not count).

Gain 1 point for each card with a value of 1 that you have played this round.



Gain 2 points for each set of cards (at least 2) you played face-down this round.

Gain 1 point for each card with a different illustration that you have played this round (Zeros do not count).



Round summary

Player turn

- Draw a card
- Pass

Check end of round

- Collective limit exceeded
- Each player has passed/eliminated

Scoring

- Face-down cards set
- Played Cards
- Bonus tile

Credits

Game desing: **G & S Pedrazzoli**

Art: **Bianca Papalardo**

Graphic design: **Santiago Pedrazzoli**

Project manager: **Gonzalo Pedrazzoli**

Production manager: **Agustín Pedrazzoli**

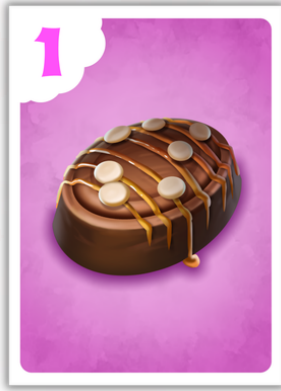
Translation: **Santiago Pedrazzoli**

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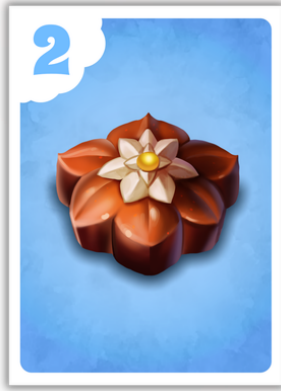


Card distribution

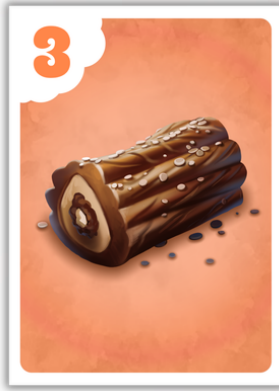
29 Regular cards



x8



x8



x8



x3



x2

8 Must play face-up



x2



x2



x2



x1



x1

10 Special effects cards (2 of each)



7 Zeros

