

BON-BON

A game by Agustin, Gonzalo and Santiago Pedrazzoli



Rules

Bon-Bon is a push-your-luck card game where players try to eat as many chocolates as they can from a shared box. In turn order, players take a card from a common deck representing a chocolate and add it to their run. In each round there is a limit to the total value of the cards you can play face up, but you can try to avoid this limit by playing cards face down. Careful though, if you are caught with face-down cards you may end up losing the round! Highest score wins the round, and first player to win three rounds wins the game!



77 Cards



6 passing bonus tiles



13 chocolate minis



1 collective limit marker



1 collective limit track

Components

1. Shuffle the cards and leave the deck face down at the center of the table together with the chocolate minis.
2. Shuffle the passing bonus tiles, draw three and leave them face up at the center of the table. Leave the remaining tiles aside for future rounds.
3. Place the collective limit track board where everyone can see and the collective limit marker next to it.

The first player to win three rounds wins the game.
In each round, whoever has the highest score and has not been eliminated wins the round.

Each round, beginning with the starting player, players take turns to either take a card or pass:

Pass

If you pass, you cannot take any more cards for this round and wait to score when the round finishes. The **first player to pass** can choose one of the available passing bonus tiles for the end of round scoring.

Take a card

Take a card from the common deck and place it in front of you face up or face down to the right of the last card you played.

If you play a card **face up** move the collective limit marker forward as many spaces as the card's value, then check if you have either passed the collective limit or your personal limit.

⚠ Personal limit

A player's **face-up cards** can never sum up a total value greater than 10. If this ever happens, you are immediately eliminated for this round. This limit is reduced by one for each round you have already won.

⚠ Collective limit

The **face-up cards of all players** may never exceed the value indicated on the collective limit track, which will depend on the number of players in the game. If this limit is passed, the round ends and the player responsible for passing this limit is eliminated for this round.

2 Players	3 Players	4 Players	5 Players	6 Players
10	15	20	30	36

If you play a card **face down**, do not move the collective limit marker. Face-down cards also do not count for your personal limit. Additionally, for every group of face-down cards you score extra points at the end of the round (as many points as one minus the number of cards in each group).

Example:



This player has two groups of face-down cards: one with only one card (does not give extra bonus points), and one with three cards worth two extra bonus points ($3-1=2$).

⚠ **Remember, cards are placed in front of each player from left to right.**

There are three types of special cards in the game:

Face up!

Some cards can't be played face down and must be played face up (as indicated on the bottom of the card).

Special effect cards

Some cards will have a special effect which is explained in the lower part of the card.

Empty wrappers

Empty wrappers must be played face-up, and act like a "caught you!" card. If the **previous card you played is face down**, turn it face up as well as the card before that if it is also face down, until the last face-up card you played.

Adjust the collective limit marker by adding the total sum of all cards revealed and check if either the collective or personal limits have been exceeded. If not, **you may draw another card from the deck**.



Example:



Susan draws an empty wrapper card and must play it face up. Since the last cards in her run are face-down, she must reveal them until the last face-up card. In this case, the revealed cards have a total value of three so Susan has not yet passed her personal limit. If the collective limit isn't passed after adding these extra three points, Susan can take another card from the deck.

End of the round

The round ends when all players have either passed or been eliminated, or when the collective limit is passed. If the collective limit is passed, the player responsible for passing the limit is eliminated for the round. Additionally, any other players that had not already been eliminated or passed for this round must discard their last cards if they are face down up to their last face-up card. All players that have not been eliminated, then proceed to scoring.

Example:



These are the cards John has played this round. If the collective limit is passed at this point, he will have to discard the last two cards since they are face down. The rest of the face-down cards are safe because John played a face-up card after them

After the round is over, players who haven't been eliminated count their points by adding up:

- The printed value of all their cards (face-up and face-down)
- Any extra points obtained from the bonus tiles (first player to pass)
- Any bonus points obtained for face-down cards: for each group of consecutive face-down cards, players receive bonus points equal to the number of face-down cards minus one.

Example:



This player has two groups of face-down cards: one with only one card (which does not give extra bonus points), and one with three cards worth two extra bonus points ($3-1=2$). Their score this round is 14, 12 coming from the printed value on the cards, and 2 from the bonus for face-down cards.

The player with the highest score wins the round and takes a chocolate mini from the reserve. If two players are tied, the player with the most cards is the winner. If the tie persists, both players win the round and take a chocolate mini.

In games with 5 or 6 players, there are two winners per round. The two players with the highest score get to take a chocolate mini, and any ties are resolved in the same way.

! Remember, your personal limit is reduced by one for each round won

After scoring, return all cards to the deck, shuffle the deck and leave it at the center of the table. Shuffle the passing bonus tiles and draw three again to use this round. The player to the left of the last player to draw a card, begins the new round.

End of the game

The game ends when a player wins their third round. If more than one player wins their third round simultaneously, the player with the highest score in the last round played is the winner (if scores are also tied, then the player with most cards played in the last round). If the tie persists, both players share the victory.

Credits

Designed by: **Agustín, Gonzalo and Santiago Pedrazzoli**
 Production: **Agustín Pedrazzoli**
 Graphic design: **Santiago Pedrazzoli**
 Project direction: **Gonzalo Pedrazzoli**

