

BOING!

The totally crazy game of skill!

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What's *Boing!* all about? It should be obvious: Win the game! And how do you win? Well, like this: Just smack everyone else's marbles into the can! Make it go "Boing!" or, at the very least, "Clang!" The winner is the last player left with their marble on top of the can!

Contents

- 1 brightly colored can
- 13 marbles each in red, yellow, and blue
- 10 green marbles
- 1 powerful mallet

BEFORE THE BIG BANG... GAME SETUP

Well, we've already run into trouble: Who gets which color? Take a few hours to reach an agreement. By the way, if there are only two participants, each gets 10 marbles of two colors, for a total of 20 marbles. With 3 players there are 13 marbles for each player (green isn't allowed to play!). And with 4 players — well, it's clear. Play with 10 marbles each. Obviously.

How do you decide who places the marbles in the groove on the upper edge of the can — whether alternating one at a time or just all or once — that's up to you to decide. But there's one rule you must follow (after all, that's why we wrote these down!): Distribute the marbles as evenly as possible — no two marbles of the same color may start next to each other. That's all!

GAMEPLAY DABBA DOO... TIME TO BOING!

Whoever thinks they can make the biggest bang goes first. And get ready, because one of the toughest challenges in recent memory is waiting for you: Hit the can with the mallet in such a way that as many enemy marbles as possible are lost forever — or at least for this game — in the deep black abyss of infinity... Or, less poetically, they fall down the hole and into the can.

Whether you knock in none, one, or many — whether you knock in your opponents' marbles or your own — it doesn't matter. The next player — your neighbor to the left — now has their turn. And remember, only take one hit per round, even if you barely tap the metal!

You will continue merrily, cheerfully, until one or more marbles of a single color are left on the can. Congratulations! Somehow you did a better job than your fellow players. From this point forth, people will speak of you in awe: the Winner!

SOME EXTRA SPECIAL RULES

1. If all your marbles are knocked into the can, you are out. So, if the last of your marbles is gone, you give up the big wooden spoon — sorry, I mean the mallet — for good. The game then continues without you, leaving you in the dust — but don't worry, the next game will start in about 2 1/2 minutes and your marbles will be up there again. You'll be right back in the game! Didn't expect that, did ya?
2. If you hammer against the poor metal can with such clumsy motor skills that one or more marbles flies far off the can instead of into it, you have to pick up one of your marbles — even if it's your last one! — and drop it in the can. Place the marbles that you knocked off the can in such a rude and heartless manner anywhere on top of the can (but not inside!). Oh, the agony!
3. If you completely blow it on your turn and knock all the remaining marbles into the can, you receive the following title: "Biggest loser of all time!" By the way, in this (bang on) situation, the last one to swing the mallet before your glorious disaster of a turn is the winner.
4. Do not forget! A mallet is swung, but not shoved, pushed, or any other fancy schmancy moves. And, obviously, it must only bump against the delicate walls of the can from the outside; you must never ever hit the lid itself from above! How could you even consider such a thing?
5. Rotating the can is not allowed. Not even a little. If you can't reach, you must move your body like the old days and strike from another angle. Seriously, no matter what, the can stays where it is. Don't move it one inch!

SUPER BOING... THE VARIANT!

Now we're going to top it all off! Literally. We're going to put the little lid back in the hole on the can. The marbles no longer have to go into the hole, but into the lid. I mean, you try to knock your opponent's marbles in the little lid now, get it? Good, I'm glad you understand. Because this will be tough!

The fuller the lid gets, the harder the game becomes. The blasted marbles live up to their reputation and simply roll all over each other and right out again! Bad luck for the one who swung the mallet, because they basically wasted their turn. Be gentle for a change! In addition, you are forbidden from knocking marbles that are already in the lid back out again. Should that happen, all these marbles are put back on the lid. And the clumsy bucket head who messed up — Did you already guess? Exactly! — adds one of their marbles as a punishment!

(Caution: Do not expose the can to frequent downpours, bubble baths, or the ocean; sooner or later, you'll ruin the paint job!)