

What's the Goal?

It's simple: you want to **boing** your opponent's balloons off the board or into the cheeky tornadoes . You can also win by moving your balloons to occupy the other team's two **Home Base spaces**. Whoever does that first is the champion of the skies!

What's Inside & How to Set Up

The Game Pieces

- **1 Game Board:** Diamond-shaped with 24 spaces. The two spaces at the top and bottom are the special **Home Base spaces**.
- **6 Cat Balloons** 
- **6 Dog Balloons** 
- **6 Tornado Markers** 

The Setup

1. **Board in the middle!** Place the diamond-shaped game board between you.
2. **Choose your team:** Are you Team Cat or Team Dog? Grab your 6 balloons.
3. **Standard Setup:** Place your balloons as shown in the picture below.
4. **For Pros - Free Setup:** Place your 6 balloons anywhere on your own half of the board.
5. **Who goes first?** The youngest player, or whoever can meow or bark the best!





How to Play

You take turns. When it's your turn, you get to do exactly **ONE action**.

Your Turn

Move one of your balloons **one space** in any direction (straight or diagonal) to an empty space. If you are next to an opponent's balloon, you can try to boing it!



The Art of Boinging

This is the coolest part of the whole game!

Boing Squads

A single balloon isn't quite mighty enough to boing by itself. But every balloon has super-secret, invisible hooks on its basket! When friendly balloons are next to each other in a line, they link their hooks and become a **Boing Squad** ! Only a Boing Squad is strong enough to BOING!

The Boing Rule

To boing, you must be **stronger**! Count the balloons in your Boing Squad (balloons in an unbroken line). Then count:

- The opponent's contiguous balloons directly in front of you, and
- The opponent's **longest contiguous chain ahead** in the direction of your boing on that same move line.

You can only boing if your Boing Squad outnumbers both the immediate chain ahead AND the opponent's longest chain on that line.

Plop! – Balloons Gone

If a balloon gets boinged off the board, it's out of the game! **Say bye bye !**



Watch out, Tornado!

Tornadoes are super chaotic:

- **Summon a Tornado:** If you lose a balloon, place a tornado marker on an empty space **BEFORE your next turn**.
- **Safe Havens:** Home Bases have anti-tornado gadgets - you can't place a tornado there.
- **Your own fault:** If you boing your own balloon off, you don't get a tornado.
- **Tornadoes are stubborn:** They block spaces and can't be moved except when you boing them with enough balloons.
- **Tornado strength:** It takes at least **two** balloons to boing a tornado.
- **Balloon meets Tornado:** If a balloon is boinged into a tornado OR a tornado is boinged into a balloon, **BOTH are removed** from the game.
- **Tame those tornadoes!** If a tornado is at the edge, push it off with at least 2 balloons!



Examples on the Board

Important: A Boing Squad only includes balloons in a **straight, unbroken line** (horizontal, vertical, or diagonal).

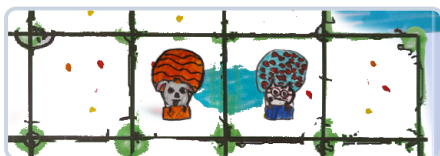
How to Read: • **START:** Initial position • **AFTER BOING:** Result after Dogs try to boing

✓ Green = Boing allowed! | ✗ Red = Boing NOT allowed

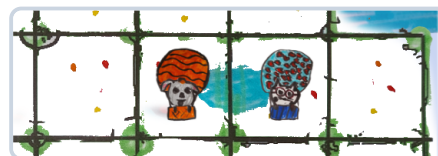
✗ Example 1: Can't Boing Alone

1 Dog is NOT more than 1 Cat = **No Boing!** A single balloon cannot boing by itself.

START



AFTER BOING ATTEMPT



Nothing happens!

✓ **Example 2: Teamwork Makes It Work**

2 Dogs is more than 1 Cat = **Boing allowed!**

START



AFTER BOING

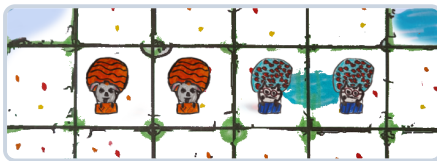


Cat slides one space!

✗ **Example 3: Equal Strength = Stalemate**

2 Dogs is NOT more than 2 Cats = **No Boing!**

START



AFTER BOING ATTEMPT

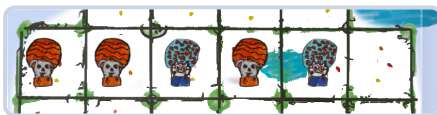


Evenly matched!

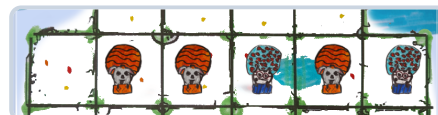
✓ **Example 4: Breaking Up the Line**

2 Dogs is more than 1 Cat = **Boing allowed!** The Dog in the middle breaks up the Cats' line.

START



AFTER BOING

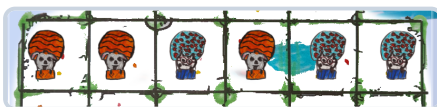


The whole chain slides!

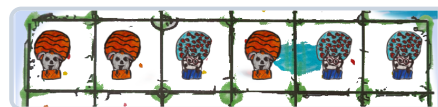
✗ **Example 5: Longest Chain Matters**

2 Dogs is NOT more than 2 Cats (longest chain) = **No Boing!**

START



AFTER BOING ATTEMPT



2-Cat chain blocks!

✓ Example 6: Bigger Squad Wins

3 Dogs is more than 2 Cats = **Boing allowed!**

START



AFTER BOING

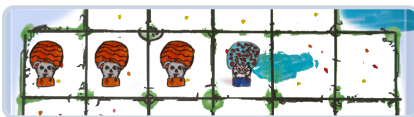


Three Dogs push through!

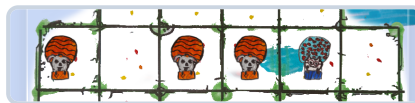
✓ Example 7: Tactical Choice

3 Dogs is more than 1 Cat = **Boing allowed!** Choose to use all 3 OR just 2 Dogs.

START



OPTION 1: Use 2 Dogs



1 Dog stays back!

OPTION 2: Use All 3 Dogs



All push forward!

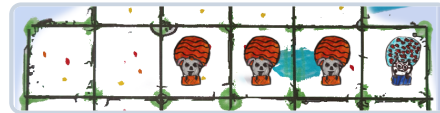
✓ Example 8a: Edge Push - Cat Falls Off!

3 Dogs is more than 2 Cats = **Boing allowed!** Front cat flies off! **Cats must place a tornado before their next turn!**

START



AFTER BOING



Front cat is out!

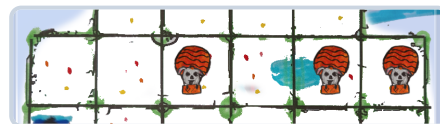
✓ Example 8b: Partial Squad Push at Edge

3 Dogs available, but only 2 push = **Boing allowed!** Cat pushed off, tornado incoming!

START



AFTER BOING (2 of 3 Dogs)



Cat out! One dog stayed back.



Tornado Examples

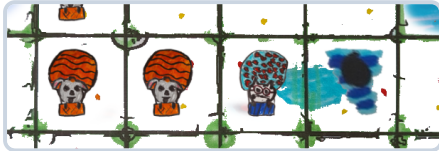
These examples show how tornadoes interact with balloons.



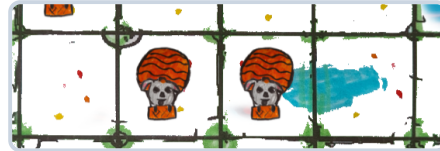
Example 9: Cat Pushed Into Tornado

2 Dogs is more than 1 Cat = **Boing allowed!** Cat meets tornado - **both vanish!**

START



AFTER BOING



Both gone!



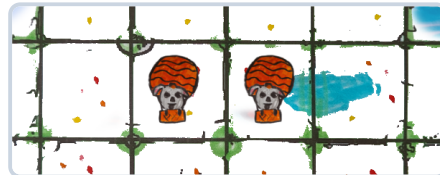
Example 10: Tornado Pushed Onto a Piece

2 Dogs is more than 1 Tornado = **Boing allowed!** Tornado meets Cat - **both vanish!**

START



AFTER BOING



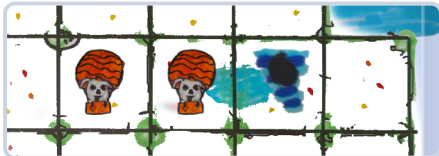
Both vanish!



Example 11: Moving a Tornado

2 Dogs is more than 1 Tornado = **Boing allowed!** Push tornado to an empty field.

START



AFTER BOING



Tornado slides!



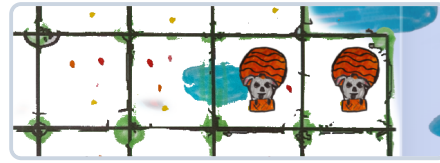
Example 12: Tornado Off the Edge

2 Dogs is more than 1 Tornado = **Boing allowed!** Push tornado off the board!

START



AFTER BOING



Tornado gone for good!



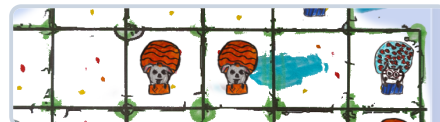
Example 13: Tornado Meets Tornado

2 Dogs is more than 1 Tornado = **Boing allowed!** Both tornadoes cancel each other out!

START



AFTER BOING



Double elimination!



Who Wins the Game?

You win immediately if:

1. Your opponent has only **one single balloon** left on the board.
2. You occupy both of your opponent's **Home Base spaces** with **two of your balloons** .

The Story of Balloon Boing

In a faraway world, where cats and dogs lived in harmony, there was a small kingdom called "Suriani." The landscape was picturesque and peaceful, with wide fields, glittering lakes, and gentle hills. Cats and dogs worked together, celebrated together, and enjoyed life. But one day, a fierce argument broke out between the two groups.

The cause of the dispute was a seemingly insignificant object: an old, beautifully decorated balloon. This balloon, once the favorite toy of the first king of Suriani, was claimed by both cats and dogs as a symbol of their respective heritage.

The argument escalated quickly, threatening to destroy the peaceful coexistence in Suriani. Concerned, Queen Bellatrix, wise and kind, convened the Great Council. After long discussions, the queen had a brilliant idea.

"Let us invent a game," she said with a mischievous smile. "A game that tests both courage and skill, but remains completely peaceful. A game where our cats and dogs can send their best balloonists into the air and playfully settle the old dispute."

And so, Balloon Boing was born. Cats and dogs chose their six best balloon pilots to compete in a thrilling contest at lofty heights. The playing field was a large arena in the cloudy mountains, where gentle tornadoes swirled the balloons in all directions.

The first game of Balloon Boing was a huge success. Cats and dogs cheered together, laughed, and enjoyed the peaceful competition. The dispute was quickly forgotten, and Balloon Boing became the annual highlight in Suriani.

Every year, the inhabitants of Suriani remember the wise decision of Queen Bellatrix and celebrate their unity through the cheerful game of Balloon Boing. And so, the story of the playful balloonists is passed down from generation to generation as a symbol of peaceful coexistence.