

# BOND O CONES

-RULES



The art of knowing  
your next move

COPENHAGEN  
EDGE

# Rules

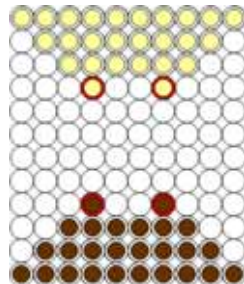
## Contents

1 game board  
26 white cones  
26 black cones  
2 Dice Cones, incl. dice  
2 BondO's (The red rings!)


## Game summary

Each player starts the game with 26 cones. Underneath each cone you will find a number that represents the value of the cone. Each player has a total of 41 one points and the player who steals 28 points from the opponent wins the game. The 41 points are distributed as followed:

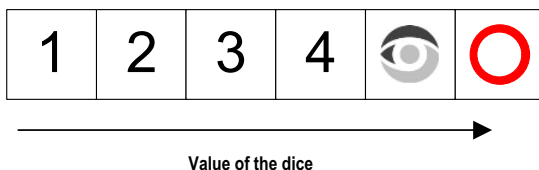
1 x 8 points  
4 x 4 points  
6 x 2 points  
5 x 1 point  
10 x 0 points



## Start Position

The game starts by placing your cones in the start position. You want to protect your cones with the highest value from your opponent's attacks. Now you use every dice roll optimally to defeat your opponent's strategy and gather 28 points first. The game starts by the player that rolls the highest value with the Dice Cone.  is highest. You always pass the Dice Cone after one roll.

## The Dice



## Roll the dice and make a move

All activities on the board are decided by the outcome of the dice roll. Therefore, before you move a cone you need to roll the dice in your Dice Cone. If the dice lands with one, two, three or four faced up, you must move one of your cones accordingly.

You decide which cone of your own colours you want to move. However, the cone is only able to move in the same direction through the move. Example: If your first step from the cone's start field is diagonal, the following steps during that move have to be diagonal in the same direction. The same rule applies for moves straight forward or backward on the board. The edge of the board functions as a barrier. Therefore, you are not able to move a cone four steps to the right if the cone is placed two steps from the right border of the board. A cone is not able to jump over any other cone.

## How to get points

You capture your opponent's cones by ending a move on a field occupied by one of your opponent's cones. Once a cone is captured it is out of the game. All your cones are able to capture any of your opponent's cones.

To manage the added values of the captured cones, use the counting frames on the board. This way, you will always know if you are in the lead. To add more excitement to the game, let your opponent management your points and vice versa.

Before the game starts each player must place the cones in the start position by an individual strategy. You might want to hide your highest valued cones where they are best protected and the lowest valued cones where they are least protected. You are free to choose which fields you want to place your cones on. But beware that your strategy has to change from each game you are playing with the same opponent or it will be unveiled very quickly.

Whenever your cones have been placed in your strategic start position they cannot be lifted to unveil their value. So a good memory is advantageous.

## BondO and BondO Cone

Each player starts the game by having a BondO at their disposal. It is placed on top of one of the two cones on the red fields, view start position illustration. A cone that carries a BondO is promoted to a BondO Cone. A BondO Cone is able of moving in all directions during a move. Example: If your dice shows 4, you can move your BondO Cone two steps straight forward and then shift direction by moving two steps to the side. However, like the ordinary cones, the BondO Cone cannot tread the same field twice during a move.

Due to its flexibility the BondO Cone is very good in the offence as well as in the defence. How you want to use it depends on your strategy. Always beware though, your BondO Cone is subject to be attacked. So if your opponent captures your BondO Cone with an ordinary cone, you will be left without the flexibility that the BondO Cone represents. Further, an ordinary cone takes over the BondO of a captured BondO Cone, and subsequently becomes a BondO Cone itself. Therefore a player is able to possess two BondO Cones.


If your BondO has been captured by your opponent you can get it back by capturing it in the ordinary game or you can declare a "BondO Battle"

## BondO Battle

If you have lost your BondO to one of your opponent's cones, you may declare a BondO Battle within three turns from when you have lost it. When a BondO Battle has been declared, each player shuffles his or her Dice Cone. The player that gets the highest value wins the BondO Battle. If the values are even, you re-shuffle the Dice Cones.

When you declare a BondO Battle and win, you can choose freely which BondO you want back, among the two BondO Cones in your opponent's position. Then place it on a cone that will benefit the most from the increased flexibility.




When you declare a BondO Battle you also risk losing it and as a consequence of losing, you have not only lost your turn, but also you have not won the BondO back and finally your opponent is allowed to lift any one of your cones to secretly unveil its value and put it back on its position. The BondO Cone is also subject to be captured by your opponent's BondO Cone. Now your opponent has a Double BondO. The Double BondO is able to move double the amount shown on the dice. The same rules apply for getting the BondO back when it concerns a Double BondO as for getting it back when your opponent has two BondO Cones.


Remember that a Double BondO cannot tread the same field during a move. The consequences of losing a BondO Battle declared on a Double BondO however are more damaging. Because if you, as the challenger, lose the BondO Battle, then the opponent is allowed to remove any cone in your position and take the points to the counting frame. If you win the BondO Battle you get one BondO back and the other is put aside until one player rolls a  with the Dice Cone. The BondO may then be placed on any ordinary cone in that player's position.

There are only two ways to get a Double BondO. You can either capture your opponent's BondO Cone with your own BondO Cone. Or you can capture your opponent's Double BondO with one of your ordinary cones.

Every time you lose a BondO Battle, you have three new rounds where you are allowed to declare a new BondO Battle.

## The and the of the dice

When the dice lands on the , you must lift one of your own cones, look at its value and put it back to the field it was lifted from. With the , you will be able to create an overview of your position several times during the game. If you roll a  with the Dice Cone, you must move a BondO in your own position to another cone. The chosen cone then becomes a BondO Cone. Remember, it is only the BondO that has to be moved from its current position – or both BondOs in the case that a player has a Double BondO.

If you do not have a BondO and roll a  you lose your turn.

**Enjoy the exciting challenge!!**