# BAM BAM BOO BOO

Not suitable for children under the age of 3

Rules

Bambam Booboo is a game for 2 players. Each player has 20 identical tiles (which are made of bamboo) in his/her own color. There is no board; the game can be played on any flat surface.

The first player that succeeds in forming one the 4-tile-combinations shown below (in his/her own color), wins the game immediately. Of course the game can be played multiple times (best of 3, best of 5, and so on).
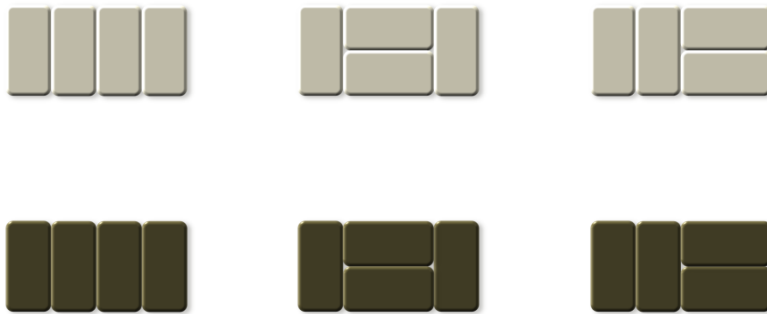
Gameplay

Players alternate turns. In the first move, one of the players slides a tile forward. After this, moves consist of sliding a new tile into place so that at the end of the move there is contact with at least one other tile.

Valid contacts are:

Corner-to-corner contacts are invalid:

Sliding a tile into place must be done in either horizontal or vertical direction.
When sliding tiles into place, shifting other tiles is not allowed.
The sliding of new tiles continues until one of the players succeeds in forming a winning combination, or until both players do not have new tiles to slide into place.

If a winning combination has not been formed and all tiles are already slid into place, the players continue alternating moves.
A move now no longer consists of sliding a tile into place, but it consists of sliding a tile that has already been placed to a new position.
Sliding tiles that have already been placed must also be done in either horizontal or vertical direction.
Just as with sliding tiles into place, sliding a tile to a new position must result in a valid contact at the end of a move and shifting other tiles is not allowed.

If a tile becomes completely separated from other tiles while it is being slid to another position, it may be 'reconnected' anywhere by sliding it again in either horizontal or vertical direction.
A tile may be rotated 90 degrees in between.
If a tile becomes completely separated outside of the tiles that are already placed, then the tile must also be reconnected from the outside. It is not allowed to pick up the tile and place it in an area that is fully surrounded by already placed tiles. The same goes the other way around: If the separated tile is in an area that is surrounded by other tiles, then it must also be reconnected within that area. The tile may not be picked up and placed somewhere on the outside.
In a single move a tile may become separated and be reconnected at most once.

At the end of move there may be (groups of) tiles that are now separated from one another. Corner-to-corner contacts also count toward separated (groups of) tiles.
If there are separated (groups of) tiles, only the tiles that make up the largest group remain in the game. All other tiles are returned to their respective owners. If the remaining groups are of equal size, the player that last made a move decides which groups stays.
Tiles that are returned to a player must be slid into place first, before a player is again allowed to slide tiles to new positions. Sliding tiles to new positions is only allowed when a players has no tiles 'on hand'.

The winning player gets to slide the first tile in a new round of play.