

# BANGO

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A tile placing game for 2 or 4 players from 8 years.

English Translation by GeoMan

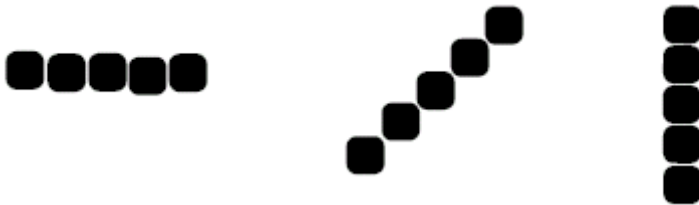
Bango is a variant of Gobang, which originated from China.

## Contents

16 red and 16 yellow wooden tiles.

## Objective

To win a player must create a row of 5 of his tiles - horizontally, vertically or diagonally as seen below.



## Setup

For 2 players:

Each player selects a color and takes the 16 tiles of this color.

For 4 players:

In the four player variant opposite sitting players play as partners.

The partners divide the tiles of a color, so everyone receives 8 tiles. The game is played in a clockwise direction. Arrangements between the partners are not permitted. Exception: If all agree players may warn their partners of potential threatening moves.

## Gameplay

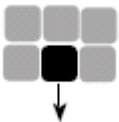
A starting player is chosen randomly. The player plays a starting tile into the center of the table. Then the next player in a clockwise direction plays a tile, and so on. The following rule applies: a tile must be played so that it shares a common edge with an existing tile.



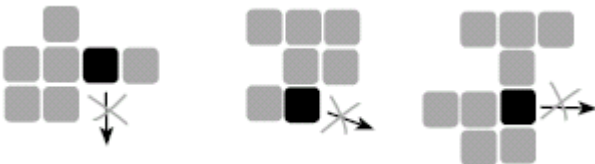
The first player (or the first team) that manages to create a row of 5 of their tiles, wins the game. If the players play all their tiles on the table with no player winning, then the game enters the second phase.

During the second phase the winning “5 in a row” condition remains in effect. Now the player who’s turn it is, removes one of his tiles from the table and places it in another position using the normal placing rule. Also the following rules apply:

1. The moving tile must have at least one free edge.



2. A tile cannot be removed if one or more tiles are separated from the main group of tiles.



## Game End

As soon as a player (or a team) forms a “5 in a row” with their tiles, the game ends. The losing player (or team) starts the next game.