



Whizz Bing Bang

RULES



Whizz... Bing... Bang... Booom... follow the beat, react when it's your turn, make the correct sound but, above all, maintain the pace! Whenever a player makes a mistake, the fastest to react gets to deal the punishment: you can take a Whizz, a Bing will sting, a Bang will get you hanged, and a Boom seals your doom!

CONTENTS

- 55 cards
- 24 tokens +1 Direction token
- Rules leaflet

THE CONCEPT

Whizz Bing Bang is a game to challenge your feel for rhythm and your focus!

1

On your turn, just read the face-up card: This sound determines the next player!

Don't get it wrong, or another player will give you a Whizz, Bing, Bang or Boom token.

When a player gets rid of his Boom token, tally the scores.



SETUP

There is only one way of playing, but 2 ways to set up! The second one is perhaps a little more difficult to understand, depending on the players... If this is your first game, we suggest you begin with Setup n°1!

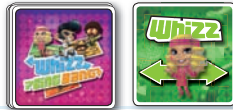
The Direction token reminds beginners the direction of play after a punishment.

In both setups: Each player chooses a color, takes the 4 corresponding tokens, puts them before him face-down, and shuffles them.

SETUP N°1

Draw a Whizz from the draw pile and place it face-up on the table (it is the first card in the discard pile).

Shuffle the rest of the draw pile and place it face-down next to the Whizz.



2

SETUP N°2

Draw a Whizz from the draw pile and place it face-down on the table.



Shuffle the rest of the draw pile and place it face-down on the Whizz. Turn the draw pile face-up, the Whizz on top.



HOW DO YOU PLAY?

The first player is the one to the left of the youngest, then the game continues clockwise.

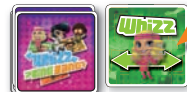
On his turn, each player carries out the following actions in this specific order (important!):

- 1 - Read the only face-up card.
- 2 - Take the first card of the draw pile, turn it over, and place it on the discard pile.

The sound (which is read by the active player) determines the next player.

SETUP N°1

Read the face-up card that is next to the draw pile.



Then take the first card in the draw pile, turn it over and place it on the card just read.



It is now the next player's turn.

3

SETUP N°2

Read the face-up card that is on top of the draw pile.



Then turn it over and place it face-down next to the draw pile on the discard pile!



It is now the next player's turn.

WHO'S THE NEXT PLAYER?

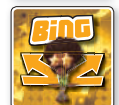
There 4 different Sound cards in the game: Whizz, Bing, Bang, and Boom! Their color may change, but it has no impact on the game.

The first 3 are the 3 sounds that indicate the next player.

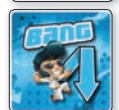
These 3 cards take effect after they are read aloud, not when they are seen!



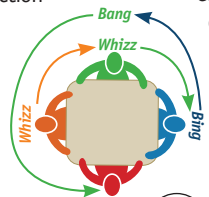
• **WHIZZ:** The game continues in the same direction. It is the next player's turn.



• **BING:** The game changes directions. It is the next player's turn.



• **BANG:** The game continues in the same direction but skips the next player.



AND WHAT OF THE BOOM?

It is the only card to which every player must react when it is revealed.



When a Boom is revealed, everyone must slap and leave their hand on the Boom while saying «BOOM». The quickest player (the one with his hand under the others) punishes to the slowest (the one with his hand above the others).

PLAYER MISTAKE

Whenever a player makes a mistake, his opponents will punish him by giving him one of their tokens.

When a player plays at the wrong time, he plays when someone else should have. Although one could argue that the other player is at fault for playing too slowly (or not at all), the blame goes to the player who played at the wrong time!



PUNISHMENT

You always give away your tokens in the following order: Whizz, Bing, Bang, Boom.

CAUSE FOR PUNISHMENT

- Being the last player to slap the Boom card.
- Forgetting to play or playing too slowly (2 seconds for the first few games).
- Playing out of turn.
- Slapping the face-up card when it isn't a Boom.
- Punishing a player without cause.

A player who is trying to punish another player must turn over his tokens, using only one hand, in order to find the one he must play next, and place it face-up in front of the punished player.

If several players try to punish one or more opponents, only the fastest one gives the punishment (his token).

The other players keep their tokens, then everyone reshuffles their tokens face-down!

The punished player sets aside the token he received, face-up; it will cost him a

point at the end of the round! When a player plays out of turn, it means he plays instead of another player. One could consider the second player is also making a mistake by not playing quickly enough or forgetting to play; however, the one playing out of turn is the only one punished!

Note: Although it is important to keep up the pace of the game, be fair and give each player a "reasonable" time to play. Never punish a slow player with your Boom token until at least 2 seconds have gone by!

STARTING AGAIN AFTER A PUNISHMENT

Play starts again clockwise with the player who has just been punished. He says Whizz, ignoring the first card of the draw pile, which he turns over as usual.

END OF THE GAME

The round ends when a player gives his Boom token!

Each player scores 1 point per Setup he has (his own, plus those he received as punishment), and writes his score

down. A new round begins, the player who scored highest during the previous round starts.

Example of 4-player game with rules n°1: Adrian, Beth, Chris, and Denise are seated clockwise in this order around the table.
- Adrian starts: he says Whizz, turns over the top card of the draw pile, and places a Whizz on the discard pile.
- Beth says Whizz and turns over a Bing.
- Chris says Bing and turns over a Whizz.
- Chris says Whizz and turns over a Boom: everyone slaps their hands on the card pile, Beth first, Adrian last, so she gives him her Whizz token.
- Adrian starts the game again: he says Whizz and turns over a Whizz.
- Denise says Whizz...

If, at the end of a round, a player has totaled 15 or more points, the game is over. The player with the fewest points wins!

CREDITS

Author: Antoine Riot
Illustrator: Biboun

• **Editor:** Iello
Line directors: Cédric Barbé and Patrice Boulet
Project manager: Gabriel Durnerin
Translation: Gil Morice & Nathan Morse
Revisions: Nathan Morse

FOLLOW US ON:



• **Packager:** Origames
Development manager: Guillaume Gille-Naves
Art director: Igor Polouchine
Layout: Vincent Wirwicki

Testing and thanks: Thibault Gruel, Rodolphe Gilbert, Reyda Seddiki, Frédéric Vasseur and Vincent Vandelli

For Northern America: IELLO USA LLC
3722 Las Vegas Blvd S - Suite 1211 E
Las Vegas, NV 89158, USA

For Europe: IELLO • 309 Bd des Technologies
54710 Ludres - FRANCE

www.iellogames.com www.iello.info

