



**BING! BANG!  
BOOM!**

LIKE MUSICAL CHAIRS  
... BUT WITH CARDS

AGES 7+ | 2-6 PLAYERS | 10 MIN PLAY

## Overview

Speed is your best friend in this fun fireworks game. With four spots and five cards, it's a race against time as everyone scrambles to play their cards on the launch pads while shouting "Bing!" "Bang!" "Boom!" Don't be the last player stuck with the Dud!

## Objective

Be the player with the fewest Duds—fireworks that don't launch—at the end of the game to win!

## Contents

60 cards (5 each of 12 different characters)  
4 launch pads

**2-Player Variation:** Remove 3 sets of characters from the deck (15 cards total)

## Setup

Place the launch pads in the following orientation:



Shuffle the deck and deal out all the cards face down evenly among the players. Players must not look at their cards until play begins.

**Note for younger players:** If the cards are hard to hold, players may keep their cards in two piles or face up.

## How to Play

The youngest player goes first. They flip over the top card in their deck and play it face up on the START launch pad while saying the name of the card out loud.

All players—including the starting player—pick up their cards and look for cards that match the card on the START pad. The first player to find a match plays their card on the BING! launch pad while saying "BING!" Play continues as players frantically find and play other matches on the BANG! and BOOM! launch pads.

One player will be left with a matching card in their hand—this is the Dud. The player with the fewest Duds at the end of the game is the winner!

Open for more detailed instructions!



Scan for  
**How-to-Play  
Video!**

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Game Design by Dave Campbell



## Step 1: START

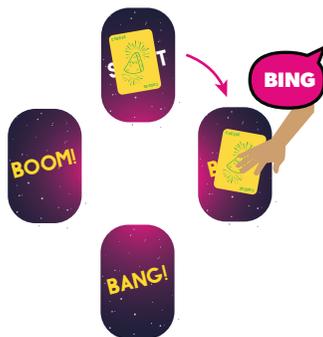
The youngest player goes first by taking the top card from their pile, flipping it face up and placing it on the START pad, while saying the name of the character on the card.

**Example:** A player turns over a CHEESE card. They say "CHEESE!" while placing the card on the START pad.



## Step 2: BING!

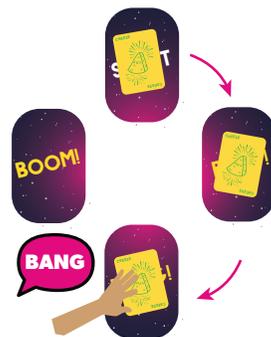
Once the first card is played, all players—including the player who started the round—pick up their cards and race to find cards that match the card on the START pad. The first player to find a match plays their card on the BING launch pad while saying, "BING!"



**Note:** Players are not allowed to sort their hands or re-order their cards at any point during the game.

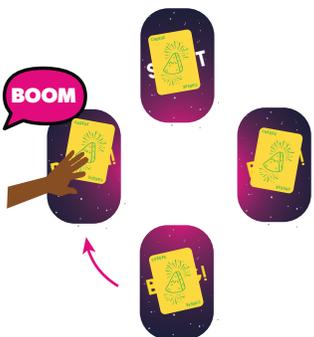
## Step 3: BANG!

Players keep their cards in their hand and continue frantically searching to find other matches. The next player to find a match places the card on the BANG launch pad while saying "BANG!"



## Step 4: BOOM!

Play continues in the same way, as players search their hands for another match. The next player to find a match places the card on BOOM while saying "BOOM!"



## Step 5: Find the DUD

One player will be stuck with the fifth matching character card that can't be launched—the Dud. That player places the Dud face up in front of them where it stays until the end of the game.



## Additional Rounds

The player that got stuck with the Dud begins the next round. If that player is out of cards, then the player to their left begins the next round.

The round starts when the player takes the top card from their facedown pile and places it on the START launch pad, while saying the name of the card, as before.

## Winning the Game

Once all cards have been played, the game is over. The player with the fewest Duds wins!

## Tie?

Sudden death! Shuffle and split the entire deck evenly among the tied players. Play one more round. The youngest player plays the first card. The player left without the Dud wins!