HONG

In a mystic land far away an empire is attacked by a fearless dragon master who is trying to conquer the empire by sending two-headed dragons (Hongs) to defeat the emperor.

As long as the dragons don't come in big numbers the emperor will be able to defend it, but the dragon master knows that a lot of small dragons can be the doom of the empire.

Can the emperor save his land or will the dragon master flood the empire with dragons?

COMPONENTS

🌀 1 double sided game board

castle   *garden*

🌀 1 Lair of the seven Great Dragons board –*used for the expansion*

🌀 15 Hong counters

🌀 70 Hong tiles

dragon

stone

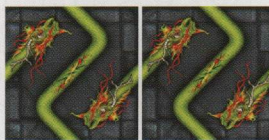🌀 7 different Great Dragon tiles

OBJECTIVE

Hong is an asymmetrical tile-laying game with different goals for each player. The dragon master wins with a certain number of Hongs on the board, while the emperor has to avoid this from happening.

A Hong is a straight line of one or more segments with a dragon head on each end.

A Hong of size '1'.

This is not a Hong, because it has no segment as its body.

This is not a Hong, because it doesn't have two heads.

Standard Game

SET UP

Place the board between both players. Choose any side to play with.

Note: For your first game we advise to play with the castle board.

Place all Hong tiles in a supply next to the board.

Place three Hong tiles with its stone side up on three random spaces on the board.

Decide who'll play the emperor and who'll play the dragon master.

GAME OVERVIEW

Starting with the emperor, players take alternate turns by placing one Hong tile on the board so it matches the grid.

All tiles must be placed with its dragon side up on an empty space and can be rotated in any direction. Spaces already containing another tile (either dragon side or stone side up) are occupied. Players can't place another tile on these spaces.

END OF THE GAME

The game ends when all spaces are occupied. At the end of the game count all Hongs.

When playing the castle board, the dragon master wins if the number of Hongs is 15 or higher.

When playing the garden board, the dragon master wins if the number of Hongs is 13 or higher.

If the number of Hongs isn't sufficient, the emperor wins the game.

Example: It's the end of the game. During this game on the castle board 19 Hongs have been created. The dragon master has successfully conquered the empire and wins the game.

Hint: For determining the number of Hongs at the end of the game, first count all horizontal Hongs from top to bottom and then all vertical Hongs from left to right. You can also use the Hong counters and place one on each Hong.

Variant: For your first plays or a shorter game, you can play only using the inner area (7x7) of the castle board. The dragon master needs at least 11 Hongs to win the game with the variant.

Expansion: Lair of the seven Great Dragons

Somewhere in the empire seven dragons with mystic powers wait to be summoned by any side. Their powers can be used to turn the tide in the favour of their summoner.

The Lair of the seven Great Dragons is a small expansion to the standard game.

The rules of the standard game remain the same with the following additions:

SET UP

Place the Lair of the seven Great Dragons board next to the game board.

Randomly place a Great Dragon tile on each space of the lair board with the action symbol facing up.

GAME OVERVIEW

Each time a player completes the first Hong of any size (1 to 7), he summons the corresponding Great Dragon by taking that tile from the lair board and executes the corresponding action. After executing the action, that Great Dragon tile is removed from the game.

This Great Dragon can't be summoned anymore, even if a player creates a Hong of that particular size again later in the game.

If several Hongs are created at the same time as a result of a tile placement or a rotation action, and multiple Great Dragons can be summoned, the player must choose only one dragon to be summoned and execute that action.

It is possible to summon more dragons as the result of executing further actions, but only one dragon per action.

Important: To determine the size of a Hong count the number of segments of the Hong.
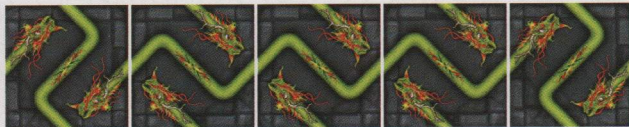
Example: This Hong has a size of three.

THE SEVEN GREAT DRAGONS

Rotate one dragon tile of your choice on the game board.

Immediately place another dragon tile.

Move one stone tile of your choice to any empty space.

Flip a dragon tile to its stone side.

Move a dragon tile to an adjacent empty space.

Place a stone tile on any empty space on the board.

Swap a dragon tile with a stone tile. The dragon tile must already have been placed on the board and can be rotated in any direction before replacing.

White Goblin GAMES