TONGA BONGA

EN ages 14+ | 3 - 4players | 45min.



In Tongabonga, you are an ambitious shipowner running your ship to earn money. You must hire skilled sailors and visit nearby islands ahead of others. The faster you reach an island, the more money you will earn. But don't forget, hiring the best sailors requires higher wages. With balanced investment, become the best shipowner in Tongabonga.

Components

1 Game board, 4 ships, 16 camps, 12 sailor dice, 4 hiring boards, 8 special tiles, 1 set coins (33 one coins, 39 five coins, 16 twenty-five coins)

Game Setup



- Unfold the game board in the center of the table.
- Each player chooses a color, takes 4 camps and 3 sailor dice of that color, and places them in front of them. Place their ship on the wavy-patterned space on Tongabonga Island.
- Shuffle the 8 special tiles face down, then place 7 of them face down on the spaces with dolphin icons on the game board. Return the remaining tile to the game box, then reveal the 7 placed tiles.
- The player who has most recently visited an island by sea becomes the starting player.
- Arrange each player's 4 hiring boards in a row below the game board. The starting player's board is placed on the far left, and the others follow in clockwise order.
- Each player starts with 20 coins(three 5-coins and five 1-coins).

You are now ready to set sail from Tongabonga Island!

The game objective

You must quickly reach as many islands as possible with your ship to set up camps and earn money. When a player has set up camps on 4 islands and returns to Tongabonga Island, the player with the most money wins.

Game play

The game consists of several rounds, each proceeding through the following four phases in order:

1. Wage Determination
2. Sailor Placement
3. Sailing
4. Wage Payment

During each phase, each player takes their turn starting with the player whose hiring board is on the far left, moving clockwise.

Phase 1: Wage Determination

On your turn, you decide the wages for the sailors you will hire this round.

Place the money you will pay on the captain and helmsman icons on your hiring board. You must place at least 1 coin on each.

Once all players have placed their wages, move to the next phase.

Phase 2: Sailor Placement

On your turn, roll all three of your sailor dice and place them as you wish on other players' ships. These dice represent sailors who are hired to work on other players' ships and bring back wages to you.

Rerolling :If you want, you can pay to reroll your dice. Pay 2 coins to the bank to reroll 1 to 3 dice of your choice. The next reroll costs 3 coins, the next one costs 4 coins, and so on.

- If one of your dice shows **'a side with a sailor leaning on the ship's railing and getting seasick'**, that die cannot be hired to a ship this round.
- You can only place one die on each of the other player's ship, except for your own. In a 3-player game, you can place 1 or 2 dice.

Once you have decided which ship to place your dice on, the space where the dice will be placed is determined as follows.

- If the ship has no dice: The die is placed in the leftmost space (captain's space).
- If the ship already has dice: Including the new die to be placed, arrange all the dice on the ship in descending order from the leftmost space. If the dice values are the same, the new die is placed further to the left.

[Dice Placement Example]



Jinhee places a yellow die (4) on an orange ship. This die is placed in the captain's space (leftmost space). Dongwoo places a red die (3) on the orange ship. Since 3 is less than 4, it is placed in the helmsman's space. Wanjin places a white die (3) on the orange ship. Since it is the same value as the red die (3), the red die is moved to the rightmost space, and the white die is placed in the helmsman's space.

Phase 3: Sailing

On your turn, use your hired sailors to move your ship.

Sum the values of all the dice placed on your hiring board to determine your movement points. Use these points to move your ship according to the following rules:

- Ships can only move to adjacent spaces and can only move to spaces with sea or wave patterns. It cannot move to or pass through land spaces.
- Only one ship can occupy a single hexagonal space.
- Multiple ships can occupy a large space (connected hexagons with wavy patterns ≈).
- Moving to an empty single space costs 1 movement point. Moving to a large space costs 1 movement point regardless of other ships.
- You cannot move to a single space occupied by another ship, but you can pass through it. Passing through costs an additional 1 movement point.

[Example]



ⓐ Moving through two single spaces costs 2 movement points.
ⓑ Passing through an occupied single space costs 3 movement points. Moving from the starting space to the final space uses 5 movement points in total.

If your ship enters a space affected by a special tile or a wavy-patterned space, follow these rules:

- **Special Tile Effects :** If your ship enters a space with a special tile or adjacent to a ghost ship tile, resolve the tile's effect. Refer to the special tile list for each tile's effect.

- **Arriving at a Wavy Pattern Space:** When your ship arrives at a wavy-patterned space, you can set up a camp on that island. Setting up a camp does not require movement points. You can continue moving your ship after setting up a camp.
- **Setting up a Camp** earns you 25 coins from the bank immediately. If another player already has a camp on that island, you pay them 5 coins each. You cannot set up a camp on an island where your camp is already set up.

[Island Arrival Example]



① Use 3 movement points to reach the island.
② Earn 25 coins and set up a camp. Pay 5 coins to the orange player who already has a camp there.
③ Use the remaining 2 movement points to move 2 more spaces.

Phase 4: Wage Payment

All players receive the wages assigned to their sailor dice. You only receive wages for dice of your color. ***Any wages not assigned to dice are returned to the ship's owner.***

Move the leftmost hiring board to the rightmost position, and start a new round.

Special Tiles



Wind : Upon entering a space with a wind tile, gain additional movement points equal to the number shown on the tile.



Sunken Treasure : If your ship ends its movement in a space with a treasure tile (passing through does not count), earn the amount of coins shown on the tile. Remove the treasure tile from the game.



Treasure Map : Upon entering a space with a treasure map tile, acquire the tile. When you reach the island shown on the tile, earn the amount of coins shown and remove the tile from the game.



Ghost Ship : Ships cannot move onto or through a space with a ghost ship tile. Additionally, if your ship moves to an adjacent space to this tile, you must pay 3 coins per sailor die on your ship.

Game End

When a player sets up all 4 of their camps and returns to Tongabonga Island, the game ends when that round is over. Players whose ships arrive on Tongabonga Island at the end of the game receive 10 coins each.

The player with the most money wins!

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