

# Hao Hao



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For 2 to 6 intrepid adventurers  
Ages 6 and up  
One adventure lasts 15 to 30 minutes

**Hao Hao, a magnificent giant Panda, is the new guest of Pairi Daiza. Become his guide in the City of Immortals, where he is welcomed as in his natural habitat. Help him to discover his new environment and to meet new friends. But be careful, don't let your hair down just yet, because the Snow Leopard is never far and could pounce at any moment. Be careful and attentive, Hao Hao will be forever grateful!**

## Content

- **36 game tiles as follows:**
  - 30 "animal tiles" including:
    - 6 pairs = 12 tiles marked 2
    - 4 triplets = 12 tiles marked 3
    - 1 sextet = 6 tiles marked 6
  - 6 "Special Effect" tiles (see the text box on advanced games)
- **1 miniature figurine of Hao Hao, the panda**
- **1 booklet of instructions in 3 languages (French - English - Dutch)**



## Aim of the game

Obtain the most points by collecting the tiles in pairs and/or triplets.

## Set-up - Basic game

For the initial game, as well as when playing with younger players, we advise you to start with 25 "Animal" tiles rather than 30. The rules below do not change in any way. You simply remove one triplet and one pair of tiles of your choice. You may also choose not to play with the "Special Effect" tiles for the basic game.

For advanced games, play with all the "Animal" tiles and form a rectangle of 6x5 tiles. Prepare a pile with the 6 "Special effect" tiles shuffled, face down and refer to page 4.

Shuffle the 25 "Animal" tiles and place them face down in a square of 5x5. You are thus forming the field of play and discovery for Hao Hao. The player who has never visited Pairi Daiza will have the chance to be the first player. Or the youngest player may begin.

Before the game begins, each player takes a secret look at a tile of their choice on the field of play and then replaces that tile where it was, face down.

The player on the right of the first player takes the Panda and places it where they wish on the field of play.

The player chooses which tile he will place Hao Hao on and in which direction he will look, but he must be sure that there are at least 2 tiles face down in the direction Hao Hao is looking (see illustration 1 page 4).

The round continues clockwise.

### Progress of the game

On their turn, the adventurer plays the following steps in order:

#### Step1 - the player reveals 1 tile

The player must flip over a first tile that is in front of Hao Hao's sight line (in the same row and in the direction the panda is looking). The tile that Hao Hao stands cannot be turned over. He is resting on it.

If the tile faced up is :

- an "Animal" tile marked "2", the player has to turn over another tile anywhere on the board and then go to step 2;
- an "Animal" tile marked "3", the player has to turn over 2 more tiles anywhere on the board and then go to step 2;
- a "Red Panda" tile marked "6", the player can choose to continue searching for another "Red Panda" or may choose to stop here, win that tile and go to step 2;
- a "Snow Leopard" tile, the player has to turn over another tile anywhere on the board and go to step 2.

#### Step 2 - Tiles face up

- If all tiles face up are showing different animals marked "2" and/or "3", the player goes directly to step 3.
- Among the tiles face up, there is a complete set of the same animal, the player wins the tiles and takes them in front of him/her. To win a pair, 2 tiles of the exact same animal must be face up on the player's turn. To win a triple, 3 tiles of the exact same animal must be face up on the player's turn. In the bamboo forest, once a player has won a pair or triplet, they must say out loud "Hao Hao!" If you have revealed a pair in the search for a triplet, the pair counts as a win and can be taken by the player.
- The player that discovers a "Red Panda" tile or the "6" as the first tile of his turn, they can continue to explore the board and flip, one by one, as many tiles as he/she wishes as long as every tile shows another "Red Panda". If the player takes the risk to carry on and flips another tile which is not a "Red Panda", he/she loses all their tiles and goes to step 3. If the player stops when there are only tiles with a "Red Panda" shown, he wins all those tiles.

*Example : Zephir flips a tile marked "6" (Red Panda) as his first tile (in the line of sight of the panda). He carries on because he remembers where another tile "Red Panda" is. Another "Red Panda" was flipped face up by Aninka, the turn before. Correct! There are now 2 tiles with the "Red Panda" face up on the board. He takes the risk to flip a third one. Luck or panda's intuition, he succeeds. The third tile face up is a "Red panda" as well. He decides then to stop and wins all 3 tiles and places them in front of himself.*

*If the third tile was not a "Red Panda", Zephir would have to stop and loses all his tiles.*



d) The Snow Leopard is a dangerous predator for Hao Hao and his friends. He will try and pounce on the other animal you turn over, but with only one "Snow Leopard", the other animal is clever and can escape to the "Snow Leopards" space.

- If at the end of the turn, only one "Snow Leopard" tile is visible, the player exchanges the "Snow Leopard" with another tile that is face up.

- If 2 tiles with a Snow Leopard are visible, the animal cannot escape and the player loses one tile (of their choice) that he/she has previously won. In this case, the "Snow Leopards" do not move. If the player has not won a tile yet, they do not lose anything.

### Step 3 - Moving Hao Hao (the panda figurine)

The player must move the panda at the end of each turn and **MUST** :

- move Hao Hao while the tiles are still face up (visible)

- move Hao Hao at least one tile (the panda can not stay on the same tile even if the panda changes his direction)

- move Hao Hao to a place where he can see at least 2 tiles **FACE DOWN** in front of him (see illustration ②)

*When it is no longer possible to move Hao Hao somewhere that he can see at least 2 tiles face down in a row, he can be placed anywhere and will be able to see all remaining tiles (see illustration ③)*

### Stage 4 - Tiles face down.

The player ends his turn by moving Hao Hao then by taking his/her winning tiles or by simply flipping all lost tiles face down. All tiles are now face down, Hao Hao is in a new row and it is the next player's turn.

### End of the game

The game will end when Hao Hao can no longer be moved onto a tile that is face down. The player who cannot move Hao Hao anymore wins Hao Hao and will add 3 more points to their final score. All players will then happily shout "Hao Hao!".

### Counting points

For every tile won, a player gets 1 point, except for "Red Panda" tiles.

Every "special effect" tile that has not been used by the player is worth one more point.

The player that wins Hao Hao earns 3 more points.

*Beware of the "Red Panda" tile. Trying to collect them is risky because only after collecting 3 "Red Panda" tiles, will the player win positive points.*

If a player has	1 "Red Panda" tile	he loses 1 point.
If a player has	2 "Red Panda" tile	he loses 2 points.
If a player has	3 (or more) "Red Panda" tiles	he gets 5 points.

### Advanced game

Playing with the basic rules (25 or 30 "Animal" tiles) you will add all 6 exciting "Special Effect" tiles. These 6 "Special effect" tiles are shuffled and placed on a pile face down next to the board.

At the end of step 4, a player will obtain a "Special effect" tile if two conditions are met:

1) he/she has not won any tile during their turn

AND

2) another player has at least 3 more tiles than he/she does.

Once a "Special effect" tile is played, it is placed face down on the bottom of the pile of tiles.

For games with 4, 5 or 6 players, a player can never hold more than one "Special effect" tile.

For games with 2 or 3 players, a player can never hold more than two "Special effect" tiles.

### The "Special effect" tiles:



- I can reveal an extra tile as part of my turn (in step 1).



- I can take a secret look at a face down tile from the field of play.



- At the beginning of my turn, or at the beginning of another player's turn, I can move Hao Hao and place him somewhere else on the field of play (respecting the rules).

Illustrated example ①: The Panda cannot be placed facing a row without at least 2 tiles face down.

Illustrated example ②: In step 3 of their turn, a player moving Hao Hao cannot place him facing a row without at least 2 tiles face down.

Illustrated example ③: There is no possibility for Hao Hao to see 2 tiles face down in a row. At this point in the game, one does not worry anymore where the Panda is looking, nor about the number of tiles in front of the Panda: Hao Hao is placed on a face down tile of one's choosing. From that tile the Panda can see all the others.

