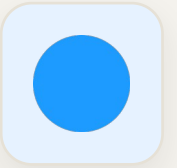




● A product tour

Press play. In real life.

The product — explained by the 12-year-old who built it.





Hi — I'm Leon.

I'm 12. I built this.

I love games — so I made one you play with your whole body, in your living room. No controllers, no screens. This is my little brother Aeon, my co-founder. Let me show you.

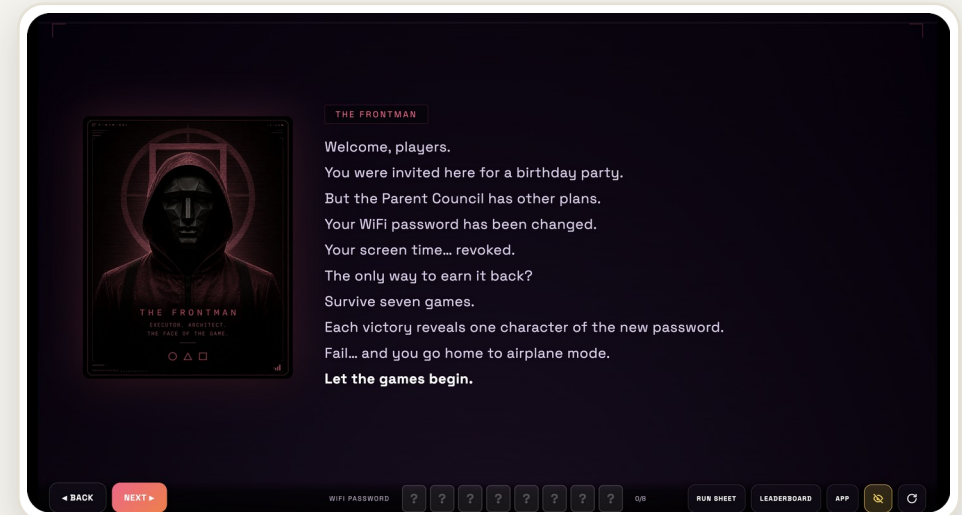
It's Roblox. For real life.

Anyone can create a game, play it in the room, and share it. Mong, the AI, does the hard part — it builds every game and runs the whole show.

**Create****Play****Share**

It started with my birthday.

I told everyone to skip the toys and bring a **Bingmong gift card** instead. I raised over **\$3,000 through Airwallex** — and funded the whole party: props, food, prizes.



Set the brief

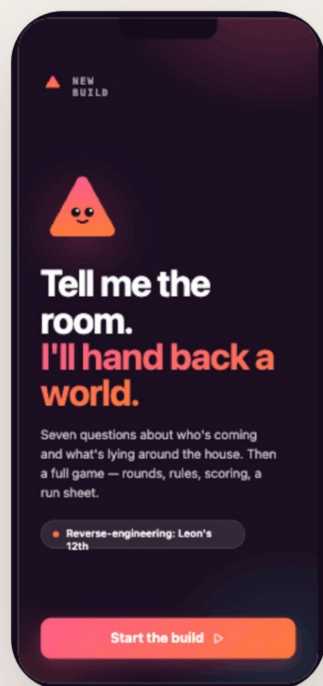
Screens 01–04

Slide 1 / 3

01

Kick off the build

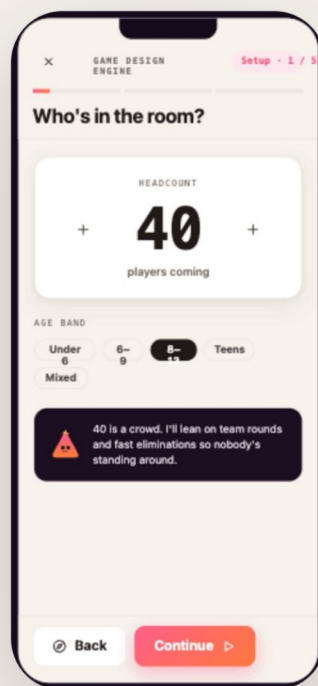
One sentence about the room.



02

Set the headcount

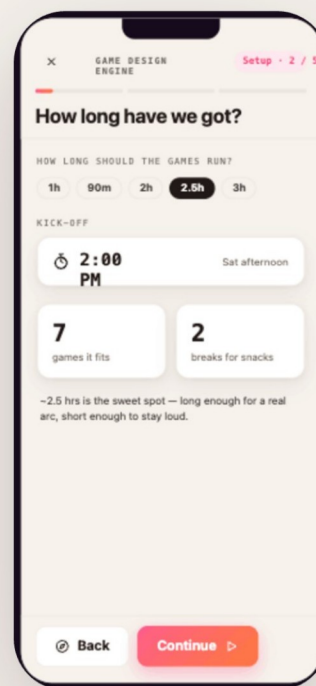
How many players, and what ages.



03

Budget the time

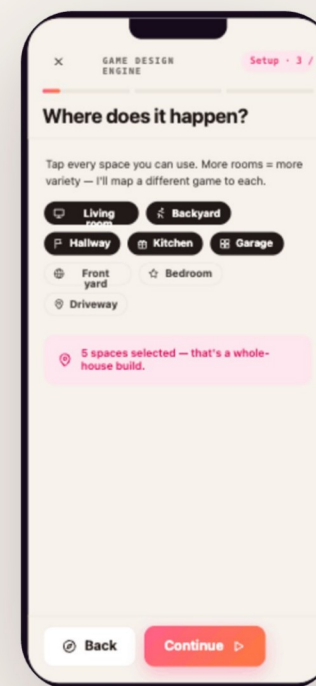
How long the games should run.



04

Claim your spaces

Map a game to every room.

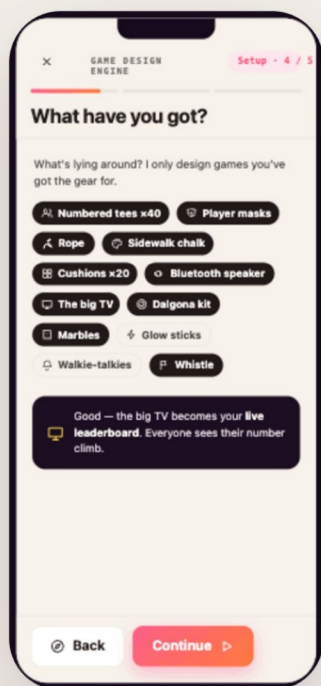


Design the game

05

Stock the props

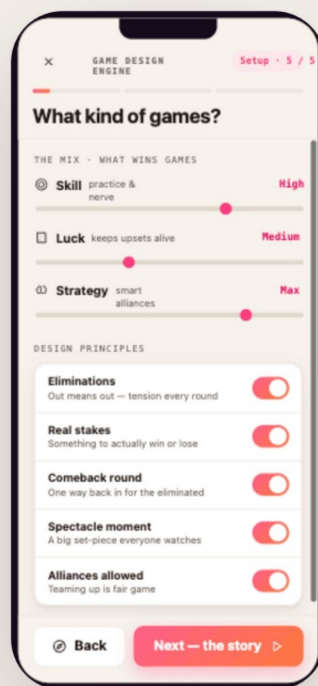
It only builds what you own.



06

Tune the game mix

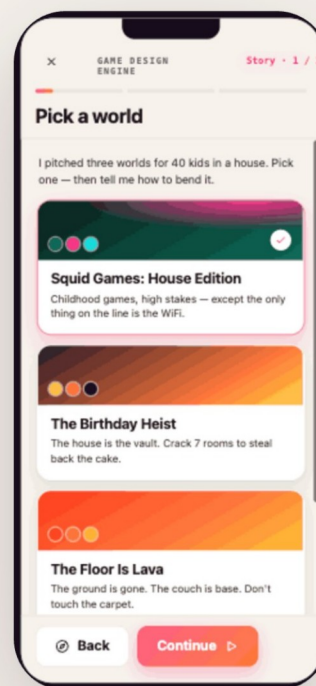
Skill, luck, strategy + principles.



07

Pick the world

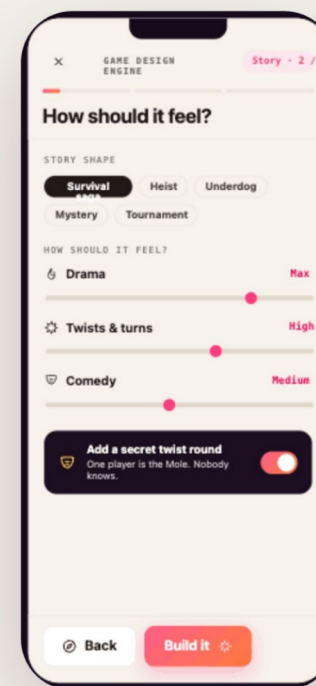
Three themes, then refine one.



08

Shape the story

Drama, twists, and a secret Mole.



Screens 05–08

Slide 2 / 3

Build & hand off

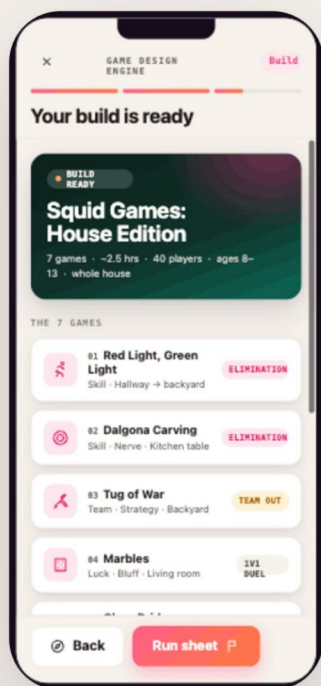
Screens 09–12

Slide 3 / 3

09

Review the games

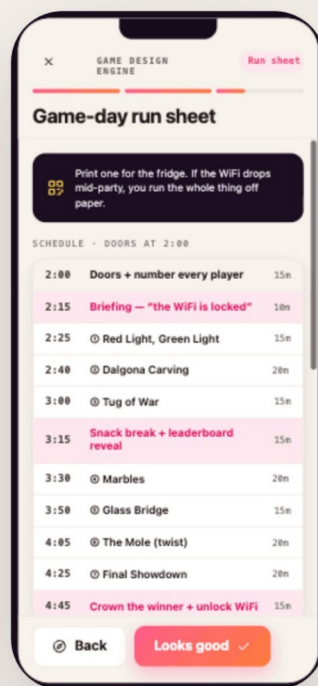
Seven games, scored, with stakes.



10

Print the run sheet

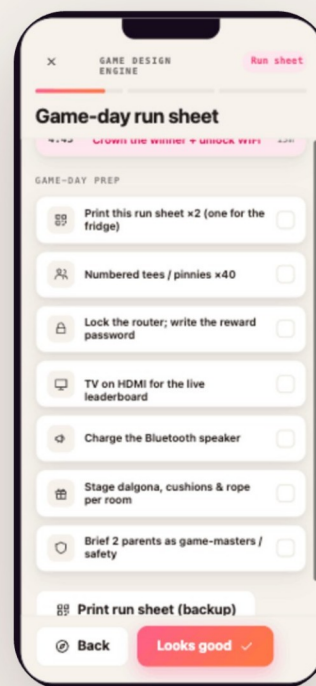
A timed schedule, doors to crown.



11

Run the checklist

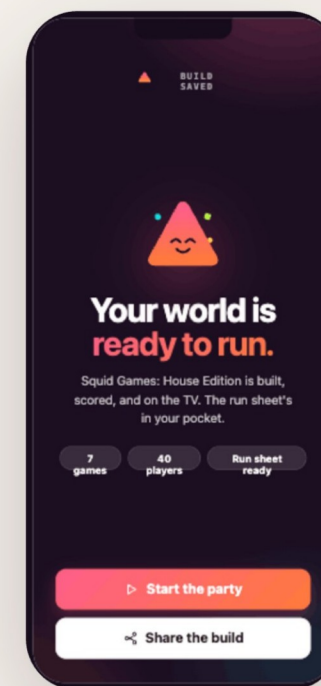
Tick off every game-day prep.



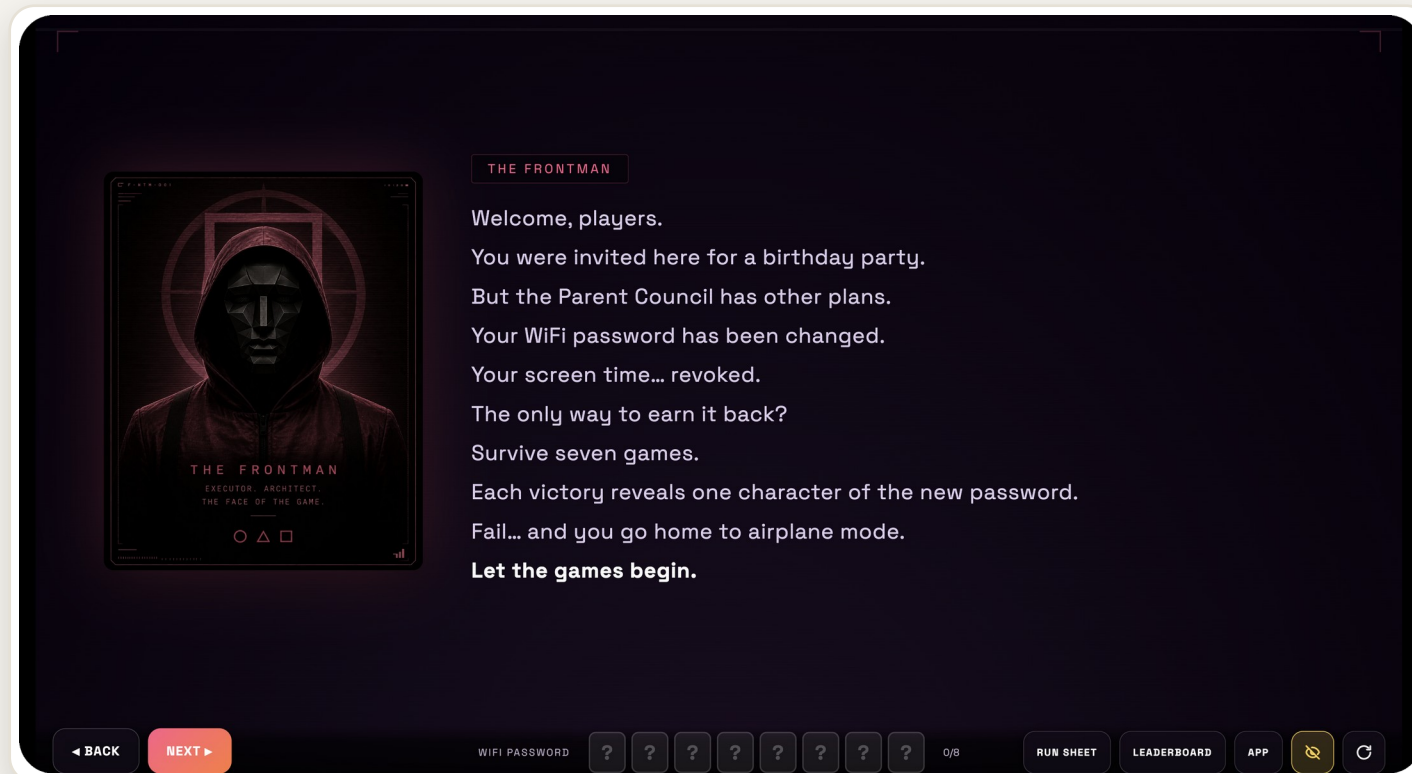
12

Hand it to the host

Built, saved, ready to run.



Every game needs a villain. Mong wrote ours.



Red Light, Green Light.



Rules, lives & scoring

all generated automatically



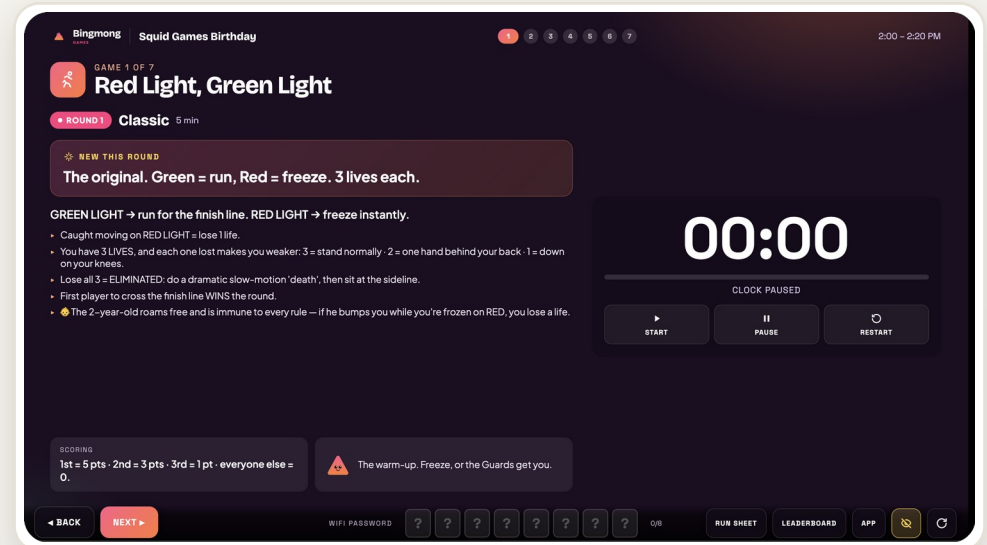
A twist every round

so it never gets boring

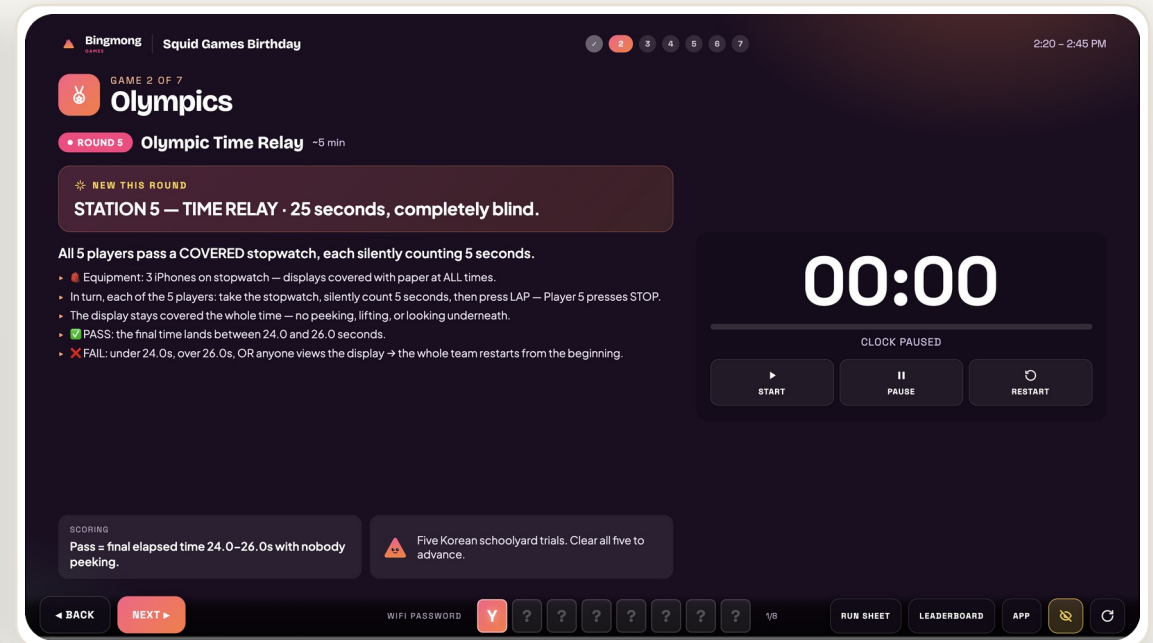
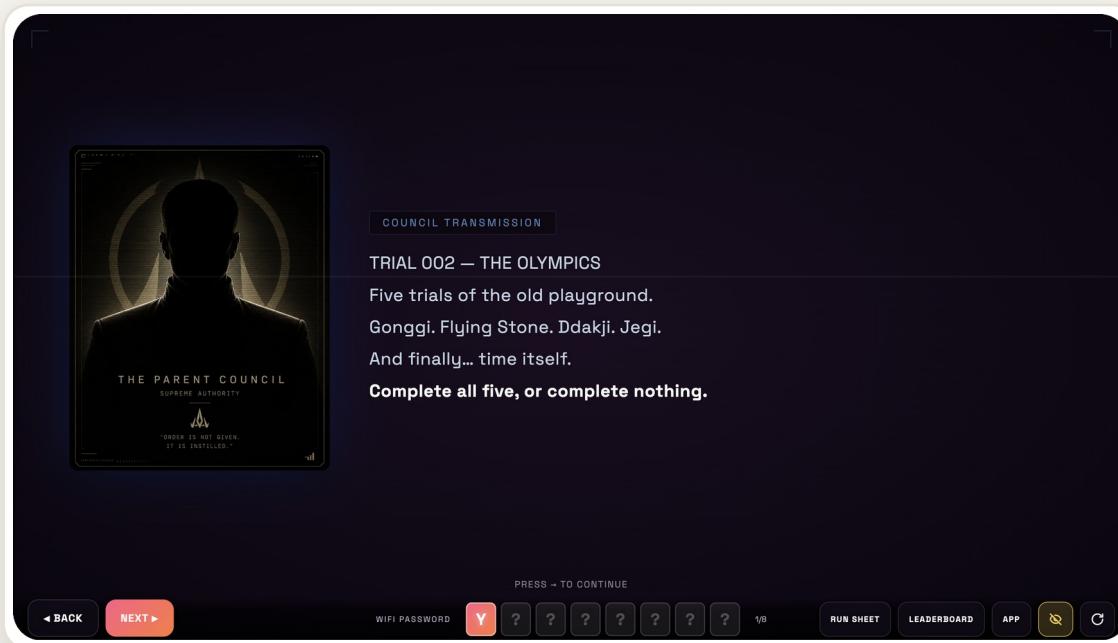


Even a rule for Aeon, my co-founder

he's 2 — roams free, immune to everything

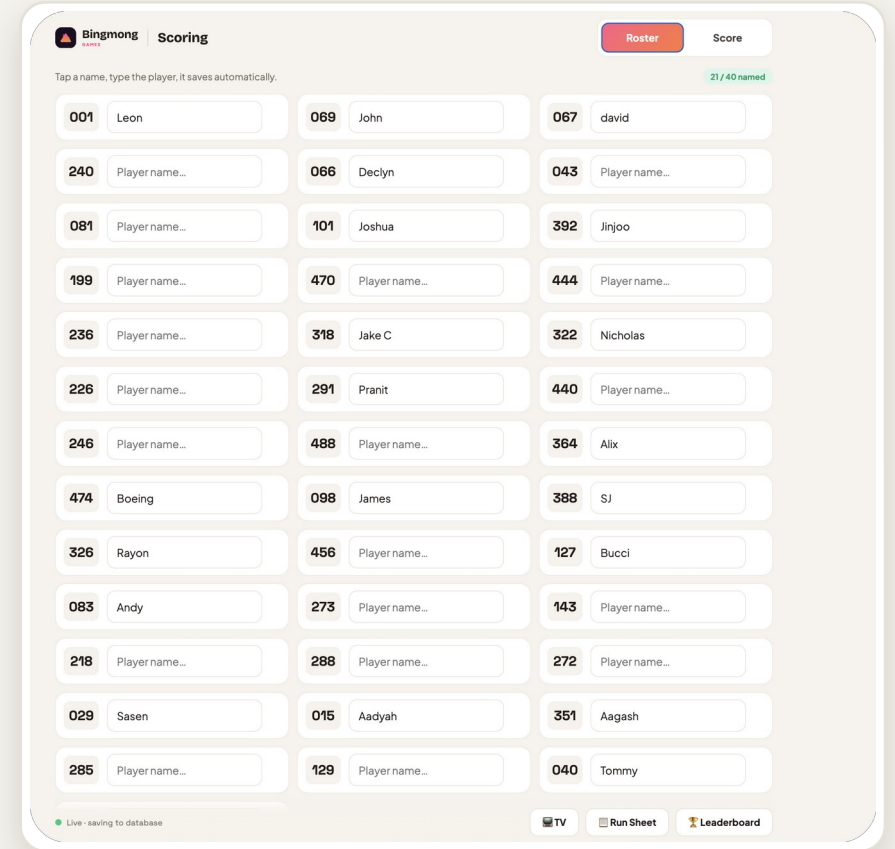


Mong designed all 7 games — each with its own story and rounds.



40 players, numbered and named.

Mong kept track of every single player so I didn't have to. Tap a name, type who it is — it saves automatically.



The screenshot shows the 'Bingmong Scoring' app interface. At the top, there's a header with the Bingmong logo and the word 'Scoring'. To the right of the header are two buttons: 'Roster' (highlighted in red) and 'Score'. Below the header, a small instruction says 'Tap a name, type the player, it saves automatically.' and a status indicator shows '21 / 40 named'. The main area is a grid of 40 player entries, each consisting of a number and a text input field. The numbers are arranged in a 13x3 grid, with the last row containing only two entries. The text input fields contain names or are empty. At the bottom, there's a status bar with 'Live - saving to database' and three buttons: 'TV', 'Run Sheet', and 'Leaderboard'.

001	Leon	069	John	067	david
240	Player name...	066	Declyn	043	Player name...
081	Player name...	101	Joshua	392	Jinjoo
199	Player name...	470	Player name...	444	Player name...
236	Player name...	318	Jake C	322	Nicholas
226	Player name...	291	Pranit	440	Player name...
246	Player name...	488	Player name...	364	Alix
474	Boeing	098	James	388	SJ
326	Rayon	456	Player name...	127	Bucci
083	Andy	273	Player name...	143	Player name...
218	Player name...	288	Player name...	272	Player name...
029	Sasen	015	Aadyah	351	Aagash
285	Player name...	129	Player name...	040	Tommy

 **Bingmong**

Scoring

Roster

Score

GAME

1

2

3

4

5

6

7

Red Light, Green Light

ROUND (OPTIONAL)

—

R1 · Classic

R2 · Turbo & Stealth

R3 · Guard Chaos

R4 · Final Sprint

R5 · Zombie Round

POINTS TO AWARD — THEN TAP A PLAYER

+1

+2

+3

+5

+7

+10

001	Leon	0	069	John	0	067	david	0	066	Declyn	0	101	Joshua	0
392	Jinjoo	0	318	Jake C	10	322	Nicholas	0	291	Pranit	0	364	Alix	0
474	Boeing	0	098	James	1	388	SJ	4	326	Rayon	0	127	Bucci	0
083	Andy	0	029	Sasen	0	015	Aadyah	3	351	Aagash	5	040	Tommy	0
119	Jake L	3												

RECENT AWARDS

+5 Joshua G6 · R2

Undo

+5 Aagash G6 · R2

Undo

+7 Rayon G6 · R2

Undo

+7 Jake L G6 · R2

Undo

+7 Joshua G6 · R2

Undo

+7 Leon G6 · R3

Undo

+10 Aadyah G6 · R3

Undo

+10 Aadyah G6 · R2

Undo

Live · saving to database

TV

Run Sheet

Leaderboard

07 SCORING = ONE TAP

Tap the points.
Tap the player. Done.

The leaderboard updates itself, live, while we play.
No spreadsheets, no arguing about who won.

Scores went up on the big screen between every game. (I came 6th. At my own birthday.)

Bingmong

GAMES

Leaderboard

LIVE

Standings

Per-game breakdown

1

A

Aadyah

#015

41

2

J

Joshua

#101

24

3

JC

Jake C

#318

20

4

A

Aagash

#351

18

5

R

Rayon

#326

17

6

L

Leon

#001

15

7

J

John

#069

15

8

JL

Jake L

#119

15

It was the game master. I just played.

Run sheet, timings, who does what, when. Mong organised the entire afternoon — the part that normally needs a whole team of adults.

RUN SHEET · 2:00 – 4:40 PM

Squid Games Birthday

Real life, played.

Order of play

1	Red Light, Green Light	5 rounds · 5 active adults	2:00 – 2:20 PM
2	Olympics	5 rounds · 6 active adults	2:20 – 2:45 PM
3	Silent Ball	5 rounds · 6 active adults	2:45 – 3:05 PM
4	The Vault	5 rounds · 5 active adults	3:05 – 3:30 PM
5	Dalgona	5 rounds · 8 active adults	3:30 – 3:50 PM
6	Color Chaos	5 rounds · 8 active adults	3:50 – 4:10 PM
7	Float Tournament	5 rounds · 11 active adults	4:10 – 4:40 PM

Cast

11 adults (A1–A5 wear Guard sunglasses 🕶️), 10+ kids, and one 2-year-old Chaos Agent. Eating & cake happen before 2:00 — games run straight through. Write each adult's name on their role line.

A1 🕶️ · A2 🕶️ · A3 🕶️ · A4 🕶️ · A5 🕶️ · A6 · A7 · A8 · A9 · A10 · A11

Scoring

Games 1–6 score to the individual leaderboard. Game 7 (Float Tournament) is a standalone championship — no points, just glory. Update the scoreboard between every game and make it a moment.

Cards to print: **84** across 7 games.

TV

App

Leaderboard

**From a 30-second game with my baby brother
and a ball...
...to a 40-person tournament.**

Same Bingmong. You just tell Mong what you've got, and it builds the right game.

40 kids. Zero screens. One whole afternoon together.

That's the whole point.

● Press play. In real life.

