

# Ubongo!

## FUN-SIZE EDITION

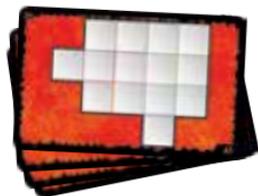
FOR 1-4 PLAYERS, AGES 7 AND UP

### GAME OVERVIEW

Each player receives one set of eight tiles. At the beginning of each round, each player also receives a new puzzle card. During a round, all of the players simultaneously try to cover the light-colored placement area of their puzzle cards completely with their tiles, with no part of any tile sticking outside of the placement area. Not all of the tiles are needed to fill the placement area, and the players are not told which tiles they will need to use.

The first player to solve his or her puzzle yells "Ubongo!" Then, this player starts counting down from 20 to zero, while the other players continue trying to solve their puzzles. All players who solve their puzzles before the countdown ends, including the first player, earn one victory point. These players keep the puzzle cards that they solved (off to the side) to signify their earned victory points. The round ends when the countdown ends; any players who did not solve the puzzle in the round do not earn any points, and simply discard their puzzle cards. The first player to solve his or her puzzle in the round also receives one gemstone token, worth one additional victory point, as a bonus. The player with the most victory points after eight rounds wins.

### GAME COMPONENTS



32 Puzzle cards  
(with 64 different puzzles)



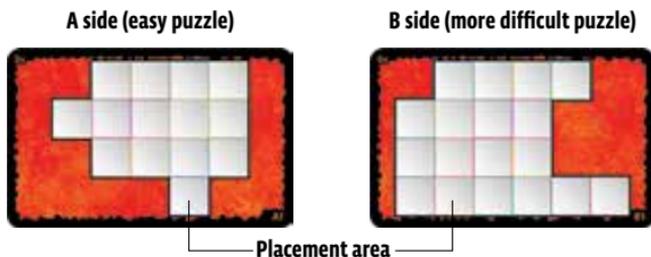
4 Sets of 8 tiles



8 Gemstone  
tokens

## PREPARATION

Take the **32 puzzle cards** from the box. Each puzzle card has two levels of difficulty: On the **A sides** are the **easy puzzles**, which require **three tiles** to solve. On the **B sides** are the **more difficult puzzles**, which require **four tiles** to solve. For the first game, we recommend using the A sides with the easy puzzles.



In your game, you will need a different number of puzzle cards depending on how many players there are:

- > **2 Players: 16 puzzle cards**
- > **3 Players: 24 puzzle cards**
- > **4 Players: 32 puzzle cards**

For a game with fewer than four players, place the cards that are not needed back into the box. If you want to play solo, refer to the instructions on page 4. Flip all of the puzzle cards needed for your game so that the sides with your chosen difficulty level are face down, shuffle them, and place the **stack in the center of the table**; the puzzles you will be attempting to complete must initially be hidden.

Each player receives a set of **8 different shape tiles**.

If there are fewer than four players, return the unused tiles to the box.



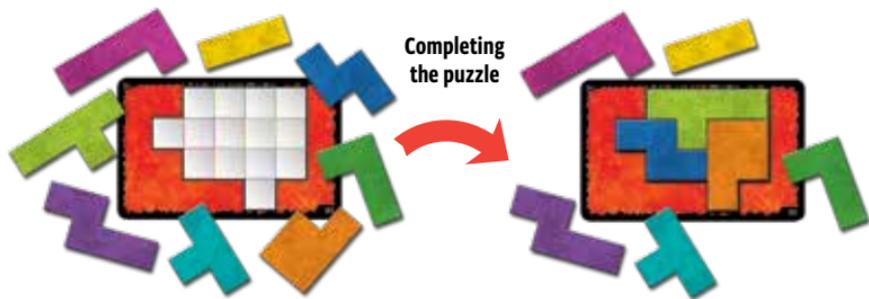
## GAME PLAY

The game lasts **eight rounds**.

### Round Sequence

- > **Each player** takes one puzzle card from the stack and places it in front of himself or herself. All of the players turn their cards over to show the sides with your chosen difficulty level at the same time.
- > Now everyone tries to **fit the tiles exactly** into the **light-colored placement area** on their own **puzzle cards**. This means that the area must be covered completely — the tiles may not stick out over the edges of the placement

area and may not overlap other tiles. To fit the pieces, players may **rotate** and **flip** the tiles over. Each player has **eight different tiles** available to use. But only three (or four) tiles are needed to solve each puzzle. **Each player will need to figure out for himself or herself which pieces are needed to solve the puzzle.** **Note:** Don't worry! For each puzzle, there are at least **three solutions** with different combinations of tiles.



- > As soon as one of the players has completed his or her puzzle, he or she shouts **“Ubongo!”** and **counts down loudly (and not too fast!) from 20 to zero** if the simple puzzles are being used, or from 30 to zero if the more difficult puzzles are being used. The players may also agree on a different countdown number before the game.
- > The player who completes his or her puzzle **first** keeps the **puzzle card** at the end of the round, which signifies one victory point.
- > The **other players** continue playing while the first player is counting down. **Any player** who solves his or her puzzle before the countdown reaches zero can keep the card **as a victory point at the end of the round.**
- > When the countdown reaches zero, all of the players must **immediately stop.** The **first player** who completed his or her puzzle then **receives** one gemstone as a bonus victory point (the gemstone color doesn't matter). Any other players who **could not solve their puzzles discard** their puzzle cards into a discard pile.

### New Round

All players take a **new card** from the stack and try again to solve their puzzles as fast as possible.

## END OF THE GAME

The game ends after **eight rounds** (i.e., after the round in which the stack of puzzle cards is used up.) Now each player counts his or her **puzzle cards and gemstones**, which are each worth one victory point. The player with the most points wins. If there is a tie, the player with the most gemstones wins. If several players have the same number of gemstones, then there are several winners.

## SOLO VARIANT

If you want to play Ubongo by yourself, you will need a **clock or stopwatch**. Try to complete **as many puzzle cards as possible** in **five (or ten, or 20) minutes**. Another solo variant consists of measuring the time you need to complete **five (or ten, or 20) puzzles**.

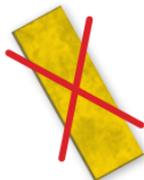
If you get stuck on a puzzle card, you can put it aside and draw a new puzzle card.

Write your results down and try to establish a new record each time you play.

## INCREASED DIFFICULTY

If you want to increase the difficulty, you can play **without the straight yellow tile**. Even though you will only have seven tiles to use, all of the puzzles are still solvable.

You can use this variant when adults are playing with children. The children can play using the yellow tile, while the adults have to play without it. This levels the playing field.



**Author:** Grzegorz Rejchtman was born in Poland and lives in Monaco. A computer science and economics graduate, he prefers games that are fast to learn, communicative, and fun. He has published many games in Scandinavia and worldwide. Grzegorz Rejchtman and Kosmos thank all of the play-testers and all the people who reviewed the game rules.

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Original Edition

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