

Further rules

- Should no player solve their puzzle in time, the sand timer is turned over and every one gets another chance to find the right combination. But only one more chance to solve the puzzle; if the time runs out again the puzzle boards, to every-one's embarrassment, are discarded and a new round is begun.
- In a game with less than four players, the first player to solve their puzzle still gets to move their pawn up to three spaces.
- Should one player move their pawn to an already occupied space, they can take the two closest jewels – even if the other player for some reason still has not taken any jewels. So the order in which a player solves their puzzle is of no concern; if you solve your puzzle, move your pawn and stop to admire your accomplishment, someone else's pawn may arrive at the same row and beat you to the jewels.
- As soon as a player seizes the closest jewel in a row, the second closest is automatically theirs.
- Your seized jewels are placed in front of you, in full view. The jewels in your possession are always public.
- If all jewels are taken from a row, the gaps remain empty. Nobody can seize more jewels from that row.
- Every part of a turn must be completed before the timer runs out. This includes choosing the appropriate pieces to use for the puzzle, solving the puzzle, moving the pawn, and taking the gems. The players must stop what they are doing when the timer runs out.



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The Game Designer
Grzegorz Rejchtman, born in 1970, lives in Sweden. A native-born Pole, having made his degree in informatics and economics, he prefers games which are fast to learn and lots of fun to play in an interactive way.



Object of the game

Each player receives their own puzzle board and 12 tiles, all shaped differently. Then one player throws the die and turns the sand timer. Which tiles will have to be placed on each player's board is determined by the icon on the die. Now each player tries to place their tiles and solve the puzzle as fast as possible. The fastest player shouts "Ubongo!" and is allowed to move their pawn on the common game board and take two jewels. Meanwhile the other players continue to solve their puzzle – as long as the sand timer is running, they are allowed to place their tiles and collect jewels. The player who has collected the most jewels of one color is the winner! And that player won't necessarily always be the fastest.

Before your first game ...

... separate all the pieces and punch out the holes from the game boards.

Game components

- | | |
|------------------------------|----------------|
| 1 game board (in two pieces) | 4 Player pawns |
| 4 sets of 12 tiles | 72 jewels |
| 1 sand timer | 1 special die |
| 36 puzzle boards | |



Puzzle boards



There's an individual, highlighted space shown on each puzzle board. This is the space on which the appropriate tiles have to be placed, filling all the boxes.

The die will show one of these icons.

Besides each icon, corresponding to the die, 3 or 4 tiles are shown. The side showing 3 tiles for each icon (icons in yellow frame) is easier to resolve than the side showing 4 tiles for each icon (icons in green frame).

Set-Up

Join the two parts of the game board.

- ➔ Place the **jewels** randomly in the gaps (holes) on the game board, one jewel per gap.
- ➔ Every player chooses a **pawn** and places it on any of the red spaces on the game board. There may be several pawns on the same field. Players will be moving their pawns up and down these red spaces.
- ➔ Every player takes one set of **12 different tiles**.
- ➔ The players decide whether they will use the easy side on the puzzle boards (with 3 tiles) or the hard one (with 4 tiles).
 - 2 Players:** 18 boards are put back in the game box; they will not be used.
 - 3 Players:** 9 boards are put back in the game box; they will not be used.
 - 4 Players:** all 36 boards are used.

The puzzle boards are shuffled and placed beside the game board, with the side not being used face up.

Playing the game

A starting player is chosen.

The solving of the puzzle:

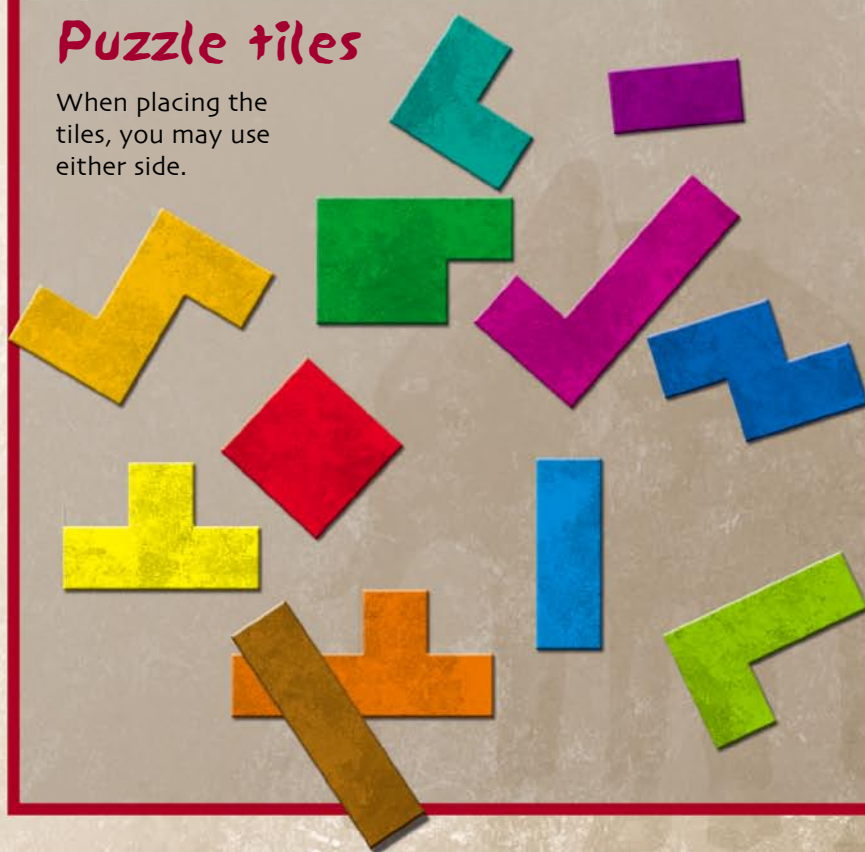
- ➔ A puzzle board is given to every player, beginning with the starting player.
- ➔ The starting player rolls the **die**. At the same time, the **sand timer** is turned upside down. The clock is ticking.
- ➔ Every player looks at their own puzzle boards. They pick the tiles that are pictured in the same row as the icon that is shown on the die. With these and only these tiles, the task is to as quickly as possible completely fill the area of squares on the right side of the puzzle board.
- ➔ As soon as one player solves their puzzle, they shout: "**Ubongo!**". The other players continue working on their puzzle as long as the sand is running.

The moving of the pawn and the taking of the jewels:

- ➔ The first player to solve their puzzle may now move their pawn up to three spaces in any direction on the red spaces.

Puzzle tiles

When placing the tiles, you may use either side.



Note: the pawn is not required to be moved. The player then seizes the two closest jewels in the row the pawn is standing in. The player puts these jewels in front of themselves. This must all be done before the sand has run out.

- ➔ The second player to solve their puzzle may move their pawn up to two spaces, and then takes the two closest jewels in the pawn's row.
- ➔ Should a third player manage to solve their puzzle before time is up, they too may move their pawn, but only up to one space. They then take the two closest jewels in the pawn's row.

Game board

The player pawns are moved back and forth on the red spaces. More than one token is allowed to be on a space.



Each red space is linked to one row.

A successful player may always take the two front jewels of the row indicated by their pawn; these are the two jewels nearest to their pawn in this row, not counting the empty holes in between.

- ➔ And finally, if the fourth player solves their puzzle, they may not move their pawn, but they may still take two jewels in the same row as their pawn.

Note: every player that solves their puzzle in time may take two jewels (provided they grab them before time runs out). The only advantage a faster player has is that they may move their pawn further. This makes sense, because the total number of collected jewels is irrelevant; it is the number of jewels from one color that counts.

End of the round

- ➔ When time is up, the round ends. The puzzle boards are put aside.
- ➔ Every player receives a new puzzle board. The player to the left of the starting player takes the die and the sand timer. A new round begins.

End of the game

The game ends when every puzzle board is used, i.e. 9 rounds.

The player with the most jewels in a single color wins the game. If two or more players have the same number of jewels in their "best" color, then one of those tied players with the most jewels in their second best color wins. And so on.



Scoring Example

Jewels	green	red	blue	violet	brown	yellow
Player A	6	4	2	2	2	2
Player B	2	2	0	1	2	3
Player C	4	3	2	6	1	0

In this example Player C is the winner. Player A and C both have 6 jewels as their most of one color. A has 6 green jewels and C has 6 violet jewels.

To break this tie you look for second-most jewels of one color. Player A has 4 red jewels and Player C 4 green jewels. Another tie.

So we go to the third-most jewels. Player A only has 2 jewels as the most in the remaining colors, but Player C has 3 red jewels.

Though A has collected more jewels in total, C is the winner with 3 red jewels.