GRZEGORZ REJCHTMAN

Ubongo! 3D

FOR 1-4 PLAYERS, AGES 8 AND UP

GAME OVERVIEW

Each player receives one set of 8 puzzle pieces. At the beginning of each round, each player also receives a new puzzle board. The task to be completed on each puzzle board is determined by rolling the die; immediately afterward, the hourglass is turned over. All players simultaneously try to place a predetermined set of three-dimensional puzzle pieces on the light-coloured placement area of their puzzle boards in such a way that the area is completely covered on two levels.
Any player who completes their task, before the hourglass runs out, shouts “Ubongo!” and takes a gem from the bag - the two fastest players also receive a bonus gem.

The winner is the person with the most valuable gem collection after 9 rounds.

GAME COMPONENTS

72 Puzzle boards with 671 tasks
4x8 Puzzle pieces
58 Gems
- 19 Sapphires (blue)
- 19 Amber (brown)
- 10 Rubies (red)
- 10 Emeralds (green)

1 Cloth bag
1 Die
1 Hourglass



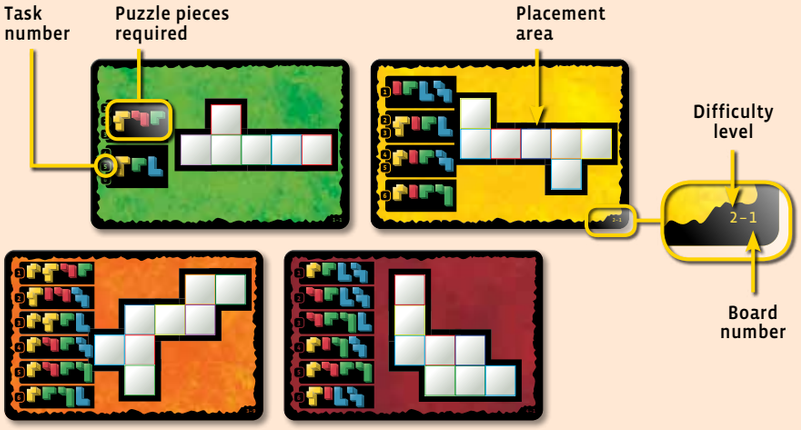
Before your first game, put all of the gems into the cloth bag.

BEFORE EACH GAME

-> Each player receives a set of **8 puzzle pieces**, one of each shape. In a game of fewer than four players, put the puzzle pieces that are not needed back into the box.



-> Decide which **boards** you want to play with. There are **4 different difficulty levels:**
Level 1 - Green, Level 2 - Yellow, Level 3 - Orange, Level 4 - Red



You can all play the same difficulty level or with different difficulty levels. We recommend that younger children start to play level 1 and adults level 2, 3 or 4 (depending on ability).
This is a really simple way of ensuring that everyone has an equal chance.

-> Each player receives **9 puzzle boards** of their chosen difficulty level. Turn all puzzle boards so that the side you want to play with faces down and place them as a **stack** in front of you, so that the tasks you will complete must initially be **concealed**. Place the boards that you don’t need back into the box.

-> Take 9 sapphires (blue) and 9 ambers (brown) from the bag of gems. Make two rows out of these 18 gems in the centre of the table – one row with the 9 sapphires and one row with the 9 ambers.
These 2 x 9 gems are the **gem display** and are simultaneously used to count the rounds. The gems have different values:
Red = 4 points, Blue = 3 points, Green = 2 points, Brown = 1 point

-> Place the **hourglass** and the **die** on the table.

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GAME RULES

The game lasts **nine rounds**.

Round Sequence

-> Each player takes **the top board from their stack.** Turn your puzzle board over so that your **chosen level is visible**.
-> The youngest person now rolls the **die**. The **number rolled** indicates which **task** on their boards the players must complete as fast as possible.
Note: On some boards, **several numbers are assigned to the same task.**
-> A different player then turns the **hourglass** over.
-> Each player now attempts to solve their task. As soon as you have found the required puzzle pieces, **the puzzle pieces must fit exactly** within the black outline on no more than two levels and no overhanging pieces.
-> As soon as one of the players has managed to solve their task, they shout **"Ubongo!".**



-> The others continue to try to solve their task until the hourglass runs out.
-> As soon as a player notices that the hourglass has run out, they shout **"stop"**. All players must immediately stop.

Second-Chance Round

If the **hourglass has run out** and **no one** has completed their task then a second chance round takes place. **Flip the hourglass again** and continue trying to cover your placement area.
If the **previous situation repeats** - i.e., nobody can cover their placement area before the hourglass runs out again - the **round comes to an end**.

Rewards

Each player who completes their task receives a reward:

1. The fastest player to fit the puzzle pieces exactly into their placement area and shout "Ubongo!" takes one blue sapphire from the gem display. In addition, they randomly take **one gem from the bag.**
2. The second fastest player receives one brown amber from the gem display. **In addition**, they randomly take **one gem from the bag.**
3. The third fastest player randomly takes **one gem from the bag.**
4. The fourth fastest player randomly takes **one gem from the bag.**



Any players who fail to complete the task before the hourglass runs out, do not collect a gem on this round.

End of the Round

The gem display comprising nine sapphires and nine ambers also serves as a round counter.
At the end of each round, the rows must **contain exactly** one blue sapphire **and** one brown amber **fewer** than when the round started.
However, it may happen that only one or none of the players completes his or her task before the hourglass runs out, in which case the **number of gems on the track** must be **reduced accordingly** at the end of the round.
If **only one player** was able to fit the puzzle pieces exactly onto his or her placement area, the brown amber representing this round **must be removed** and tossed into the bag.
If **none of the players** were able to complete the task, **both the** blue sapphire **and the** brown amber **representing this round are removed** and **tossed into the bag**.
At the end of the round, place all **puzzle boards used in this round back in the box**.

New Round

Everyone takes a **new puzzle board** from their stack.
The players **take turns** rolling the die and flipping the hourglass at the start of each round. The die is rolled and the hourglass is flipped by the players **to the left** of those who rolled and flipped in the previous round.

END OF GAME

The game ends **after nine rounds** – i.e. when there are no more gems left in the display.
Everyone now adds up the **values of their gems collected.** The gems have different values:
Red = 4 points, Blue = 3 points, Green = 2 points, Brown = 1 point
The player with the most points **wins the game.**
If various players tie for the highest score, a "playoff" takes place. Each tying player takes a puzzle board. One of the players rolls the die. The hourglass is not used. The first player to complete the task wins the whole game!

Example:
One player has 1 red ruby, 1 blue sapphire, 3 green emeralds and 3 brown amber, at the end of the game. Therefore the player has 1x4 + 1x3 + 3x2 + 3x1 = ***16 points.***



SOLO VARIANT

If you want to play Ubongo by yourself, you need a **clock or stopwatch**. Try to complete **as many tasks as possible** within **five (or 10, or 20) minutes**.
Another solo variant consists of measuring the time you need to complete five (or 10, or 20) tasks. If you get stuck in your task, you can put it aside and draw a new puzzle board. Write your results down and try to establish a new record each time you play.

Game Designer:
Grzegorz Rejchtman, born in 1970 in Poland, 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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