

# Ubongo Mini

The popular game now in a small format - with new tasks!

For 1 to 4 players from 7 years

(Unofficial rules translation)

Fast and easy: Fast because everyone plays at the same time. Easy because the rules are so short.

Who will first find the correct parts? Who can make the given shape the fastest? And who will get the most cards?

## Components

32 double-sided cards

28 tiles (7 tiles in each of 4 colours)

1 rulebook

## Goal of the game...

...Is to be the fastest at taking the right parts and placing them on the white spaces of a card. Whoever has the most cards at the end of the game is the winner.

## Before the first game

Carefully remove the 28 tiles from the punch board.

## Preparation for Play

Each card has two sides with distinguishable difficulty levels:

- The simpler side shows white boxes and two tile shapes.
- The advanced side shows white boxes and three tile shapes.

At the beginning of the round, players choose which level they want to play. The cards are then sorted according to colours into four piles: all cards showing green shapes form one pile, all with the blue shapes make the next, etc. The selected side of each card (i.e. the side with two or with three tile shapes) should face downwards. Shuffle the four piles.

- The tiles are placed in the center of the table, with the colored side facing upwards.
- The four card piles are distributed in a circle around the tiles.
- If there are two players, three cards are removed from each pile.

## Play Sequence

The youngest player starts, and play continues clockwise. The first player takes the top card from a stack of his or her choice and places it in front of them. The card is not yet turned over! The next player to the left takes the top card from another deck. This continues until all the players have taken the top card of their chosen piles.

Note: players are not allowed to take cards from a pile from which a fellow player has already taken a card in this round.

Now, each player has a card showing tile shapes in a certain colour: one player with blue shapes, one with red, etc. The starting player calls, "Ubongo!" And all players turn their cards over.

Everyone plays at the same time. Each player must find the tiles shown on their card and take them from the center of the table - the shape and the colour must both match.

Now everyone puts the tiles on the white boxes of their card so that the boxes are all covered - this is sometimes very tricky! There is always a solution, even if it sometimes does not work out right away!

Important: you may only use the coloured side of the tiles, turning them over is not allowed!

The player who first places their tiles correctly calls, "Ubongo!" and counts loudly (not too fast!) to 20 (you can also agree on another number, for example 10 or 5) while the other players continue to play. Anyone who has correctly placed their tiles before the count is completed may keep their card as a victory point (including the first to finish).

Whoever has not succeeded in laying their parts right up to this point, will give their card to the first. This completes the round and the next starts. The player to the left of the start player takes the top card from any stack as a new start player.

## End of the Game

The game ends when the card piles are used up. The winner is the player who has collected the most cards as victory points.

## Variant for Expert Players

The game is played as described above. The player who first placed their tiles correctly calls "Ubongo!". The other players may still finish, but only the first player can keep their card as a victory point and place it in front of them. The remaining cards leave the game and are returned to the box.

The new starting player starts the next round and takes the top card from one of the piles ...