

Grzegorz Rejchtman

Ubongo!

THE BRAIN GAME TO GO

For 1 Player,
Ages 8 and Up

Game Overview

In this addictive and easy-to-learn puzzle game, your goal is to fit a set of interlocking tiles perfectly into a specific area. This game has been specially designed for you to play solo or against friends. It's playable anywhere, and with its unique self-contained design, it's always ready to go!

Whether you're a player just starting out or you are an Ubongo puzzle master, you can play anytime at any of the four difficulty levels, which steadily increase from green to yellow to orange to red.

**Take the challenge
and master all the levels!**

Components

- 1 Plastic Case
- 20 Puzzle cards with 200 puzzles
- 15 Plastic tiles
- 1 Rulebook with solutions



Storage

This rulebook should be stored in the bottom of the upper tray.



Place the 20 puzzle cards on top.



Store all of the tiles in the drawer underneath.



Preparation

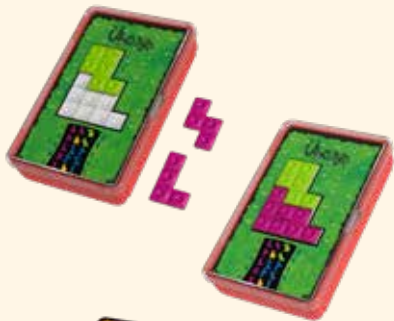
- Place the plastic case on a **flat** surface in front of you. The game contains everything you need to play.
- Your goal is to **solve all the puzzles** — from 1 to 200. You can take as much time as you like — e.g., one puzzle a day, one difficulty level every weekend — play it as often as you want!
- Note: Unlike other versions of Ubongo, this version is not played with a timer or as a race against other players.

Gameplay

- Open the lid and remove the **stack of puzzle cards** from the case.
- Check that the **first card (1a)** is on the top of the stack. If it is not, place it on top. Then put the stack back into the case and close the transparent lid.
- Look at the **tiles** printed next to level 1 on the card. Find these tiles in the **drawer**, remove them, and close the drawer.



- Now you have to cover the white **placement area exactly** with the **three specified tiles**. This means that the surface must be **completely** covered. You may rotate and flip the tiles to do so. Nothing may extend outside of the placement area along any of the sides.



Note: Some puzzles have **areas** inside the placement area that you are **not** allowed to fill!

- Once you have completed the puzzle, you have **mastered** the level. **Good job!**

- Put the tiles that you used back in the drawer.
- Now it's time to solve the **next level**. Take the corresponding tiles and continue playing.
- Once you have completed **all the levels on the a-side** of puzzle card 1, turn the puzzle card over and continue playing on the **b-side**.
- As soon as you have completed the **b-side of card 1**, place **card 2 on top of the pile** with the **a-side** facing up and continue.
- If you get stuck on a level, you can **skip that level** and always try again later.
- In future games, don't start with card 1a on top of the stack. Instead place the card on top that shows the next level you have yet to solve!

End of Game

If you managed to solve all **200 levels**, you have successfully completed the game.

Congratulations, you are an Ubongo puzzle master!

If you need a little help you can find all the **solutions** on the following pages.

SOLUTIONS

1a

1



2



3



4



5



1b

6



7



8



9



10



2a

11



12



13



14



15



2b

16



17



18



19



20



3a

21



22



23



24



25



3b

26



27



28



29



30



4a

31



32



33



34



35



4b

36



37



38



39



40



5a

41



42



43



44



45



5b

46



47



48



49



50



6a

51



52



53



54



55



6b

56



57



58



59



60



7a

61



62



63



64



65



7b

66



67



68



69



70



8a

71



72



73



74



75



8b

76



77



78



79



80



9a

81



82



83



84



85



9b

86



87



88



89



90



10a

91



92



93



94



95



10b

96



97



98



99



100



11a

101



102



103



104



105



∞

11b

106



107



108



109



110



12a

111



112



113



114



115



12b

116



117



118



119



120



13a

121



122



123



124



125



13b

126



127



128



129



130



14a

131



132



133



134



135



14b

136



137



138



139



140



15a

141



142



143



144



145



15b

146



147



148



149



150



16a

151



152



153



154



155



16b

156



157



158



159



160



17a

161



162



163



164



165



17b

166



167



168



169



170



18a

171



172



173



174



175

**18b**

176



177



178



179



180

**19a**

181



182



183



184



185

**19b**

186



187



188



189



190

**20a**

191



192



193



194



195

**20b**

196



197



198




199



200





The Author: Grzegorz Rejchtman, born in 1970 in Poland, lives in Monaco. A computer science and economics graduate, he prefers games that are quick to learn and offer a lot of fun and togetherness. Having published many games in Scandinavia and worldwide, the Ubongo series' games are among his most successful, winning several awards.

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