

A detailed illustration of a toucan bird, showing its large, colorful beak and brown feathers. It is positioned on the left side of the title, with its beak pointing towards the letter 'S'.

Shabono

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Illustrator: Florian Buchner

A fast-paced, exciting game of collecting
and dexterity for 3 to 5 Indios from the rainforest,
aged 7 years or older
Duration: approx. 25 to 79 minutes

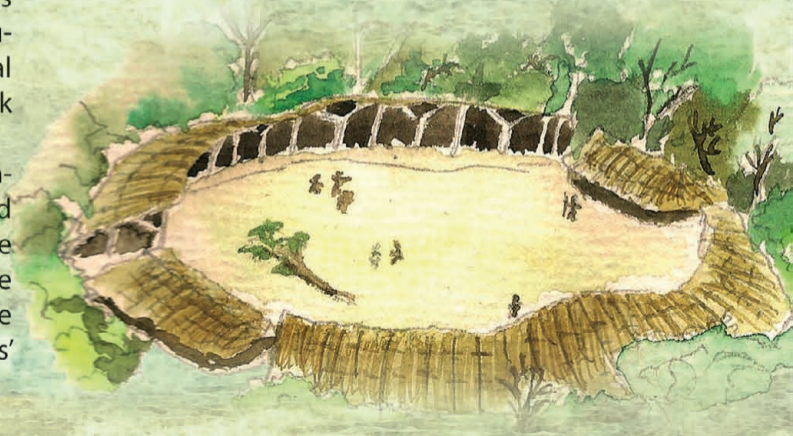




At the foot of the mysterious plateau "Auyan Tepui" a small tribe of Indios is living in the middle of the Venezuelan rainforest, cut off from the outside world.

The tribe's shaman ("medicine man") plays the traditional game of **Shabono** regularly with the children of the individual families, a game which is all about quick thinking and dexterity.

The villagers' settlement consists of a continuous ring of individual huts called Shabono. All the families in the tribe live together in this roundhouse, under one roof. The open space in the middle of the Shabono serves as the inhabitants' meeting place.



Here, the children have to prove to the shaman who of them is the fastest collector. To do so, the shaman empties a set of coins out of a hollow log, the coins being decorated with animal drawings which the children have to collect as quickly as possible, following the appropriate instructions. In doing so, the motifs on the coins help them get to know the wildlife of the rainforest.

Objekt of the Game:

When playing *Shabono*, the players take on the role of the children of these rainforest people, as well as the shaman's tasks. The player who shows the most dexterity and collects the most coins gains the most points, thus becoming the winner.

Attention!

When you are playing *Shabono* for the very first time, please take the time to read the instructions of the game carefully right through to the end of the first basic game! Many of your questions will be answered automatically.



Contents: The components of the game are explained in detail in the appropriate part of these instructions



1 hollow trunk (game pipe)



1 "quick-handed coin"



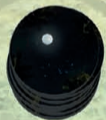
5 collection rings with bands



83 coloured animal collection coins



20 hummingbird time coins



9 night coins



9 tarantulas 9 ants 9 bats
1 sloth-toucan coin
28 special coins



1 anteater



3 food cards



5 cards with
one waterfall



10 cards with
two waterfalls



5 overview cards
for the players



1 overview card
for the shaman



5 cards with
100 or 200 points



45 tokens
made of natural wood



20 tokens
made of brown wood



5 tokens,
natural stones



3 cloth bags



1 set of rules of the game

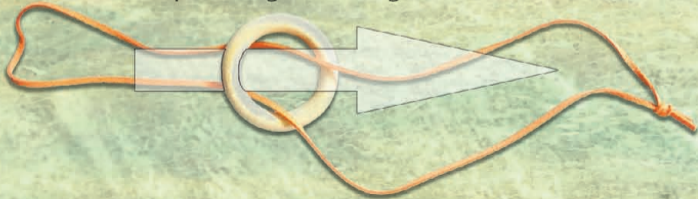
Before starting the first game - the collection ring:

The shaman explains to the rainforest kids how to fix the band to the collection ring.

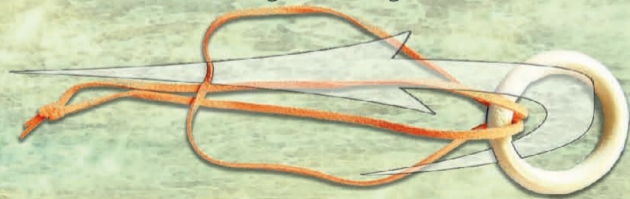
1. Tie the two ends of the band together. Make sure that all the bands are the same length.



2. Pass the loop through the ring...



3. ...and then back through itself again.



Basic game:

The **Shabono** game is played in **two** rounds.

Round 1: Collecting the coins of **one** rainforest animal.

The animal to be collected is determined by drawing a card with **one waterfall**.

Round 2: Collecting the coins of **two** rainforest animals.

The animals to be collected are determined by drawing a card with **two waterfalls**.

The coins are different colours and show the corresponding animal motifs:



Armadillo
yellow



Ibis
red



Poison dart frog
blue



Leaf grasshopper
green



Capybara
brown



Toucan
multi-coloured

Waterfall cards



1st round



2nd round

(Because of its colourful beak, the toucan can be collected by the players at any time and counts as an animal of the colour to be collected.)

Setting up the game

Example for 5 players



Course of the game:

Round 1:

A) Preparation

The hollow trunk (game pipe) is emptied completely and placed in the middle of the table without the two lids. Each player takes a collection ring with a band and an overview card. The players now put the collection coins into the hollow trunk. The tokens and point cards are placed in a position where they can be reached easily by each player without interfering with the course of the game.

The collection rings should be placed equidistantly from the hollow trunk in front of the player in question (see Fig. to the left). To this effect, use the band to measure the distance by placing the knot next to the trunk.

Attention! After measuring the distance, the band should be removed from the area where the game is played, as it would obstruct collecting the coins otherwise.

The shaman

The oldest player hangs his collection ring around his neck, thus becoming the first shaman. At the beginning, he takes the 20 time coins with the humming bird symbol, the "quick-handed coin" and the overview card for the shaman (see the next page). In addition, the waterfall cards belong to the shaman. These cards are separated into a pile with **one waterfall** and a pile with **two waterfalls**, each of which is subsequently well shuffled.

The shaman allows each player to draw one card **face down** from the pile with one waterfall. In a final step, he also draws a card **face down** from this pile. If any cards are left over, he puts these aside.

Now, each player knows the **animal** he has to collect, and the shaman knows the **flower colour** he has to look out for.

Attention:

The pile with **two waterfalls** is **not** needed in round 1!



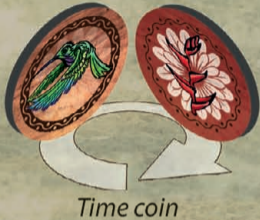
Flower colour

Collection motif

Armadillo

*Card with
one waterfall*





The time coins

The time coins are placed on the table in front of the shaman separately, mixed thoroughly and with the **humming bird symbol facing upwards**.

The “quick-handed coin”

Before starting the collecting process, the shaman tosses the “**quick-handed coin**”. The hand now facing upwards indicates whether the players have to use their left or their right hand to collect the coins. The collection card is held carefully in the other hand. The shaman, too, may only use the hand displayed to flip over.

Overview card for the shaman

On this card, the individual actions of the shaman are explained briefly once again.

Attention:

In one round, each player assumes the shaman’s role **once**.



B) Collecting the coins:

The shaman slowly lifts the hollow trunk holding the collection coins, placing it in a position where it does not hinder the course of the game.

Once all the players are ready, he/she calls out loudly (!) **Shabono**. That is the signal to start. Each player (**except for the shaman**) starts to collect the coins showing the corresponding animal he or she is looking for and/or the toucans, and puts them into his collection ring as quickly as possible.

Attention:

1. Make sure that the collection rings are placed equidistantly from the hollow trunk (use the band to measure the distance).
2. **The coins may only be collected one by one. Never take two coins in one hand!**
3. The coins must be piled **into the collection ring**. (see Fig. to the right)
4. When the shaman calls a second time Shabono (stop signal), collecting has to stop. A coin which is in a player's hand still counts towards the points (see the next page: Duration of the collection).
5. All the coins that are now **outside of the collection rings** do not count towards the total number of points.



Collection ring with coins

Shaman's card showing the flower colour to look out for



Only now may the shaman call out "Shabono"!

Duration of the collection:

The speed at which the shaman **flips over** the time coins determines the duration of the corresponding collection.

Twenty time coins are placed in front of the shaman. **The humming bird motif of each of the time coins must be facing upwards.**

After calling out "**Shabono**", the shaman's task consists in flipping over the coins showing the flower colour on the card he has drawn as quickly as possible, **using only the hand determined by tossing the "quick-handed coin"** (Do not collect the humming bird coins!). In the other hand, he is holding the card showing the flower colour to be revealed.

He must not call "**Shabono**" a second time until he has 16 coins with the humming bird motif and **4 coins with the flower colour to be found** in front of him.

Thus, in case of revealing a different flower colour, he has to flip the coin over twice, meaning that the humming bird side is facing upwards again. The faster the shaman flips over the coins, the fewer coins the other players will be able to collect. So, hurry!



C) C) Counting the collection coins:

When collecting is over, the collected coins are counted. To this effect, first the corresponding waterfall cards are placed on the table in order to show the animal to be collected. Only the coins that are inside the collection ring are counted towards the total number of points. For the time being, no points have to be counted for the shaman.

Counting at the end of round 1:

(see also the point overview card for the basic game)

Animal to be found **on one side:** **1 point**

Animal to be found **on both sides:** **2 points**

Toucan

The toucan may be collected at **all times** and is counted in the way that gives the player the most points.

Toucan and animal not to be looked for: **1 point**

Toucan and animal to be found: **2 points**

Toucan on both sides: **2 points**

Example of how to count for round 1



Result: 17 points



3 x blue-yellow
= 3 points

4 x blue-brown
= 4 points

2 x blue-blue
= 4 points



2 x toucan-red
= 2 points

1 x toucan-blue
= 2 points

1 x toucan-toucan
= 2 points



Points card



= 100 points

front



= 200 points

back



= 50 points (precious stone)



= 10 points (brown)



= 1 point (natural-coloured)



Tokens and points cards:

The players receive tokens and/or points cards for the points they have collected (for the value of the individual items, see Fig. to the left). Once a points card (100 points) has been earned, the tokens can be placed on this card. Should you happen to run out of tokens, please remember to exchange your tokens for higher-valued items.

After the counting:

Now, the next player in clockwise direction places his or her collection ring around his/her neck, indicating that he/she is the next shaman. All elements belonging to the shaman (humming bird coins, "quick-handed coin", overview coin for the shaman) **are passed on to the next person.**

Round 1 is considered to be over when each player has acted **as shaman once.**

Round 2:

Basically, round 2 is played like round 1.

However, now, each player has to draw a card from the pile of cards with **two waterfalls** and correspondingly has to collect **two different** animals. Now, a situation will also arise where two players have to collect the same animal.

The shaman, too, draws a card from the pile with the remaining cards and now has to flip over **three flowers in different colours**.

Attention:

The cards with one waterfall are **not needed** in this round.

Card player 1



Card player 2



Two players have to collect capybara coins



← *Three red flowers*

The six flowers the shaman has to find amongst the humming bird coins!

← *Three blue flowers*

Card of the shaman



Example of how to count for round 2

Result: 26 points

3x yellow-brown = 3 points

3x red-green = 3 points

2x yellow-yellow = 4 points

1x red-red = 2 points

2x red-yellow = 6 points

2x toucan-blue = 2 points

1x toucan-red = 3 points

1x toucan-toucan = 3 points

=

Counting up at the end of round 2:

(see also the points overview card for the basic game)

Animal to be found on one side:	1 point	Toucan and animal not to be looked for:	1 Punkt
Animal to be found on both sides:	2 point	Toucan and animal to be found:	3 Punkte
Both animals to be found on one coin:	3 point	Toucan on both sides:	3 Punkte

Again, only the animals that have to be collected count towards the total number of points. The players receive the corresponding tokens and/or point cards.

The 2nd round is considered to be over, when each player has acted as shaman once.

End of the game:

After playing two rounds of the game, the player who was able to collect the highest number of points is the winner of **Shabono**.

What to do in case of a tie:

In case of two players: Toss the “quick-handed coin”.

The players who have the same number of points select “left” or “right”. The player in third place tosses the coin. The player who guessed correctly is the winner of the **Shabono** game.

For three players: Use the food cards of the ant eater

The three food cards are shuffled face-down, and each of the players with the same number of points draws a card. Subsequently, the cards are revealed simultaneously. The player who has drawn the card with three ants on it is the winner of the **Shabono** game.

Example of how to count
in case of four players:



Player 1: 172 points



Player 2: 213 points



Player 4: 164 points



Player 3: 181 points



Special coins:





All the rules of the basic games are still in place.

Now, Shabono is played with the following add-ons: **spider hunt**, **anteater bet**, **bat excursion** and **sloth hanger**. All the special coins may be used. However, it is also possible to play only with one, two or three add-ons.

Our recommendation: We suggest playing the first game with the add-ons "spider hunt" and "anteater bet"!

Preparation:

Depending on the number of players, the corresponding number of special coins is put into the hollow log together with the collection coins. The redundant special coins are taken out of the game.

	Number of special coins in case of:	3 players	4 players	5 players
Tarantula:		5	7	9
Ants:		5	7	9
Bat:		5	7	9
Sloth:		1	1	1

Attention: Attention: Except for the sloth, at least three coins showing the animal to be found and/or the toucan have to be collected for the functions of the special coins to be activated.

Spider hunt



The tarantula may be collected at all times.

Once the collection is over, all the players place the coins they have collected in a row in front of them (see Fig. to the right). Toucan coins with an animal displayed on the back are placed with the animal facing upwards next to the other collection coins. The tarantula coins are not laid in a row, but kept with the other special coins that have been collected directly in front of the player.

Now, each player (starting with the player to the left of the shaman) may use his own tarantula coin which he/she has just collected, to take a collection coin from another player. If someone has collected more than one tarantula, he or she may take collection coins from different players or also take several coins from one player. However, the collection coins must not be turned over before they are taken away.

Collection coins
Player 2



Tarantulas
Player 1

The collection coins are all on the table with the collection symbol facing upwards. Who knows whether there is a toucan on the back of one of them?





Player 1 passes his/her tarantula on to the coins of player 2

*Ha! A tarantula is eaten by a toucan.
Thus, the tarantula has to be passed on to the owner of the toucan.*

After successful use of the tarantula coin:

Once it has been taken away, the collection coin is turned over (for the players to see how many points it would have yielded for the original collector). **The collection coin is returned to the pile with the coins that have not been collected (stock) and loses its value.**

The tarantula coin remains with its respective owner. He/she receives **2 points** for the tarantula coin.

The toucan eats the tarantula!

Attention: If the back of the selected collection coin shows a toucan (refer Fig. to the left), the tarantula ceases to have any effect, and the tarantula coin is passed on to the owner of the toucan. A tarantula coin that has been earned in this way must not be used for taking a coin away from another player; **however, the new owner receives the points for the tarantula coin.** Each tarantula coin which is collected yields **2 points** for its owner in the counting process. The toucan is no longer hungry and must not be kept together with the collection coins any longer (see also the point overview card for special coins)!



Anteater bet:



The shaman keeps an anteater as a pet. It wants to be fed ants during each collection.

Using the three food cards showing 1/2/3 ants, he indicates how many players' ants he wants to gobble up per collection. The anteater is very choosy in this respect. He always insists on getting the exact number of ants from the player. No more and no less!

To this effect, the shaman shuffles the food cards **face-down**, before tossing the "quick-handed coin", and places them on his anteater, **without having a look at them**. Now, the players collect **any number** of ants. When the collection is finished, the shaman reveals the top food card. Each player whose number of ants coincides with the number of ants on the revealed food card, receives points (refer to the next page).



The shaman places the food cards face-down on the anteater.



The shaman reveals the food card.



If a player has collected 2 ants,
he/she will now receive 6 extra points!

Counting the anteater bet:

One ant = 3 points, 2 ants = 6 points, 3 ants = 10 points

(see also the points overview card for the special coins)

If the number of the ants does not match, the ants are returned to the pile of coins that have not been collected (stock).

Attention:

Collecting four ants will not yield any points! Five ants means total elimination!

(Is there anybody here old enough to understand this allusion?)

Attention: If none of the players has made a correct guess, the shaman **immediately** receives 3 points out of the stock to compensate for the fact that he has to feed the anteater himself.

Bat excursion:



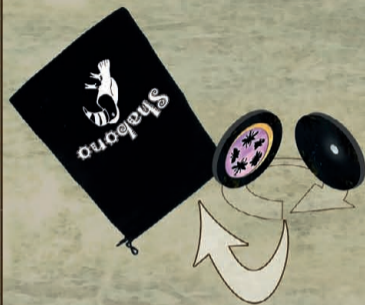
Night-time is the time when the bats set out to seek their prey in the rainforest.

Preparation:

The night coins showing the insect motifs are placed in the black bag.

When the collection is finished, each player who owns a bat may fly out to hunt for insects. That means that each player (starting with the player to the left of the shaman) may draw one night coin per bat from the black bag.

He receives a point for each insect showed on the night coin. After counting the points of **all the players**, the night coins are again placed in the bag.



The 9 night coins with insects (1x0 insect, 1x1 insect, 3x2 insects, 2x3 insects, 1x4 insects, 1x5 insects) are placed in the black bag.





Original card



New Card

Sloth hanger:

The rainforest sloth loves to hang for hours on end in the trees, smelling the flowers. This gives our players more time to collect coins.

Effects during round 1:

The player who is the first to collect the sloth must use this coin immediately. To do so, he / she places the sloth coin **next to** his / her collection ring, calling out: **"Change the flower..."** and the colour of the animal to be found, for example **"...yellow"**. He or she then immediately places his / her collection card with the flowers facing upwards next to the humming bird coins to help the shaman search for the new flowers. Now, the player may continue collecting his coins.

The original assignment of the shaman is cancelled, and he must now have four yellow flowers and 16 humming birds (in our example) in front of him to stop the collection. The player who found the sloth receives 5 points as a reward for this coin.



Effects during round 2:

The player who is the first to collect the sloth must use this coin immediately. To do so, he / she places the coin **next to** his collection ring, calling out: **“Extra flower”**. Now, the shaman must additionally reveal the fourth flower of the corresponding colour (i. e. 8 flowers in total).

The player who found the sloth receives 5 points as a reward for this coin.

Attention:

In both rounds, the following rule is applicable:

If the sloth ends up in a collection ring without being seen, **all (!) players** must hand over two of the points from their stock to the shaman. The player who collected the sloth will not receive any points for the sloth/toucan coin.

Attention:

It is not necessary to collect three collection coins, in order to use the function of the sloth. Hard to believe, but the sloth is active at all times!



Playing with the special coins


Recommended procedure after the collection

In order to speed up the actions of the special coins and their counting after the collection, the following procedure is recommended:

Preparation - Arrangement of the coins


The players place the collection coins in front of them one by one. Underneath, they arrange their special coins.

1. Anteater

Action: Anteater bet - Turn the food card over and compare it (see page )


Counting: Immediately (refer to overview card for the special coins).
Return the ants counted subsequently to the stock.

2. Tarantula

Action: Spider hunt (see page )


Counting: Immediately (refer to overview card for the special coins).
Return the tarantulas counted subsequently to the stock.

3. Bat

Action: Bat excursion - Draw night coins from the bag (see page )

Counting: Immediately (refer to overview card for the special coins).
Only when the points of all the players have been counted are the insects returned to the bag.

4. Sloth

Action: Sloth-hanger (see page )

Counting: Immediately (refer to overview card for the special coins).
Subsequently, return the counted sloth to the stock.

5. Collection coins

Action: Keine Aktionen.

Counting: Now, count the points of the remaining collection coins. (See overview card of the basic game)

Recommendations for playing:

1. Size of the table

If the table is a little bit too small for measuring the distance: Either arrange the collection ring to the left or to the right or place the end of the band next to the back of the hollow trunk. This reduces the distance for all the players. This is also the reason why the distance should be measured after tossing the “quick-handed coin”.

2. Variations

Use the special coins as you like. But don't forget: Especially the spider hunt is very useful when it comes to taking some points away from a player who is very quick. It makes sense to use the “spider hunt” as standard practice in the game.

3. Equal opportunities

During the game, there are various possibilities to ensure equal conditions for all players:

The shaman looks only for three flowers (e. g. for younger rainforest Indios).

Reduction of the distance between the collection ring and the hollow trunk (e. g. for players that are not so quick)



Besondere
Brettspiele

Kiehly

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...and at the end:

We hope you enjoy yourselves playing **Shabono!**

Sincerely yours, Stefan and Florian

We would like to extend our thanks to all our test players and to all those who gave us a hand in implementing and manufacturing **Shabono**.

Should you have any questions, suggestions, positive or negative feedback, please write an e-mail to info@kiehly.de

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1st edition