



Shangri-Baa Instructions

The goal is to collect items in the first scenario to mend the bridge, and to solve the riddles in the second scenario in order to win the game.

What You'll Need:

- 3 Players
- Player Inventory Grid
- 2 Scenario Game Boards
- Three goat player tokens
- 2 Dice: one 6-sided, and one 8-sided
- 3 Gift Tokens
- 15 **Action Cards (!)**
- 7 **Item Tokens**
- 3 **Clue Cards (?)**
- 6 Riddle cards

Set-Up:

- Choose preferred gift (**Knowledge**, **Strength**, or **Speed**). Gift options are as follows:
 - **Knowledge**: When any items are picked up, their hints are revealed to this player. The goat of Knowledge is the blue goat player token.
 - **Strength**: This player has the ability to hold 3 items at time. The goat of Strength is the orange goat player token.
 - **Speed**: If this player rolls a 6, then they get an extra turn. The goat of Speed is the green goat player token.
- Place gift on the designated 5x5 Player Inventory grid
- Players place **Item Tokens** (pink side up, in any arrangement) on Scenario 1 game board spaces marked with an "I".
- Players place **Action Tokens** on Scenario 2 game board spaces marked with an "I".

Game Rules:

- Players roll a die, and the player with the highest roll goes first. Turns then proceed in a clockwise order.
- At the start of each turn, the player rolls a die. The player can move forward, backward, and side to side, but not diagonally. They may move up to the number of spaces indicated.



Scenario 1 Rules:

After a long day of hiking through the forest at the base of the mountain, the three goats approach a deep gorge. The ropes supporting the bridge across the gorge have been cut and there appears to be no way across. Just then, they see Jeremy walking towards them whilst sheathing a pair of scissors. "Greetings adventurers, I'm glad to see the mountain hasn't claimed you yet. But the path ahead won't be so easy, for as you see the bridge across the gorge has been tampered with by, probably Leonard, and is now impassable. You must rely on your ingenuity to overcome this obstacle. Look to your surroundings for objects to aid your way across. However this challenge is not as straight-forward as it seems. Only those capable of thinking... Lets just say 'unconventionally' will be able to make it across. But use haste! For I will reward the first goat to cross."

- Players must pick up two corresponding items before reaching the end of the game board.
 - Each player can only hold two items at one time, excluding the player with the **strength** gift.
 - All acquired **items** are placed on the player inventory grid on the spaces marked with the color corresponding to each player's goat.
 - Players can drop **items** at any time, or switch items if their inventories are full. Dropped items are placed on the space currently occupied by the player.
- When a player reaches the end of the board, they must have the correct combination of **items** to cross the broken bridge (See Answer Key for correct combinations).
 - Each item corresponds with 2 other items to produce a correct combination. Each **item token**, however, gives a hint to only one of its 2 corresponding items.
 - Hints are revealed on the back of each **item token**.
- The first player to cross the bridge levels up! Upon leveling up, the effects of a player's gift are enhanced in Scenario 2.



Scenario 2 Rules:

As each goat makes it across the bridge they are greeted by the cold bite of the mountain wind. With the bridge behind them, all that is left is the climb. Up and up each goat climbs and upon reaching highest peak they come upon a lonely cave. Upon entering the cave, the goats are greeted with a voice from a loudspeaker. It's Jeremy. Again. "Welcome, welcome, travellers. I'm glad to see you've made it to the top of the mountain. Your quest is almost at an end, for the entrance to Shangri-Baa lies just on the other side of this cave. However the doors are locked and will only open to one who is capable of answering a great mystery. Which I personally think is boring so I've made a few changes and I'm happy to announce... You're just in time to compete in Jeremy's Ultimate Gameshow Trivia Funtime Deathmatch! The rules are simple, you're each provided with a riddle and the only way to get past the exit is to solve your riddle. If you're too dull to solve it immediately, I've left some clues around the cave to help you. Also... not a big deal, but I may have laid some slightly horrific traps along the way as well. Yeah... So I would definitely watch out for those. In addition to making it out of the cave alive, the winner will receive a cash prize of \$130! Isn't that amazing folks? As for the losers, anyone who cannot escape the cave will lose the game and probably die of starvation as well. There is like, no food in this cave. Anyway... LET THE GAME BEGIN!"

- The player that finished Scenario 1 first has leveled up! The gift enhancements are as follows:
 - **Knowledge:** This player receives 2 riddle cards instead of one, allowing the player to choose which riddle to answer when he or she reaches the end of the cave.
 - **Strength:** This player can now avoid every other action card applied to him or her.
 - **Speed:** This player now rolls an 8 sided die, rather than a 6 sided die.
- Players choose a starting path.
- A turn ends when the player lands on an action or clue card.
- Once an action card has been drawn, it is discarded from the game
- Each player must look at clue cards sequentially, starting with Clue Card 1 and ending with Clue Card 3. Once a player has looked at a Clue Card, that same card is replaced face-down on the Scenario 2 board.
- Player must be able to answer the riddle by the time he or she reaches the Ancient Door at the end of the board. (See Answer key for the riddle answers)
- The player who is able to get to the end of the cave and answer his riddle correctly has won the game! Refer to the "Results" section of the answer key to learn of the goats' fates...