



THE BRIDGES OF Shangri-La

A game by Leo Colovini

Leo Colovini, born in 1964, lives in Venice and is hailed as one of the most talented and creative designers of Italy. The former bank employee has already been presented with two nominations for the "Spiel des Jahres" game award. In Venice he has worked on many projects with the master of the modern board game genre, Alex Randolph. "The Bridges of Shangri-La" is Leo Colovini's first in the line of Uberplay's quality games.



Long ago, the villages of Shangri-La were inhabited by the wisest people in the world. One day, however, these wise people all disappeared mysteriously with only one remaining - the Invisible Bridge Blaster. As soon as the news of the disappearance spread, the mountain people of the surrounding high valleys sent their most astute masters and their most knowledgeable students on a great pilgrimage to the villages. They were to ensure that in the future, their own culture would prevail in Shangri-La.

Goal of the Game

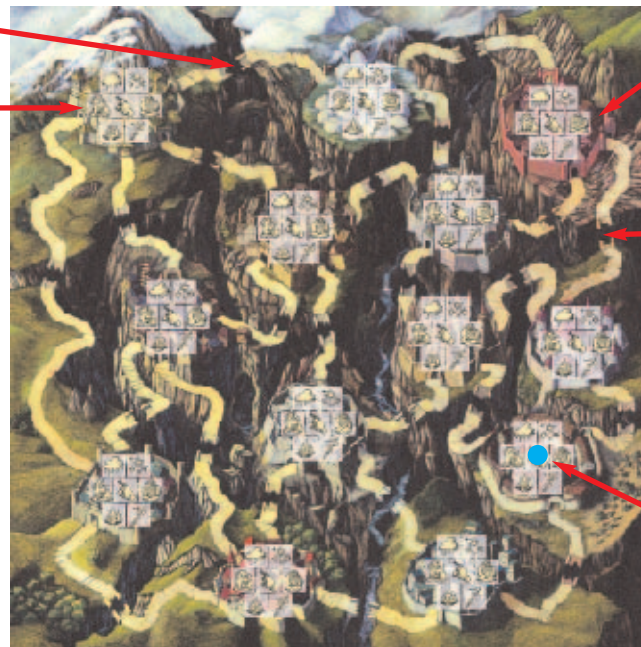
To begin, each player places seven different Masters of his color into the villages of Shangri-La. Throughout the course of the game, new Masters will be placed and will take on Students to learn their disciplines. Once the time is right, the Students will journey across a bridge away from their Masters' village into a neighboring village. If the village from which the Student came is stronger than the new village, then the Student may be placed under the watch of a new Master, or he may even become a Master himself, if there is no Master present in his discipline. Whenever Students make such a journey, it will destroy the bridge on the followed path. At the end of the game, whoever has placed the most Masters of his color in the villages of Shangri-La will win!

Contents

1 Game board, 23 Wooden bridges, 168 Master tiles (in 4 colors with 6 x 7 Master symbols), 12 Stones of the Wise Men

Broken Path
Group of 7 Masters with 7 different symbols.
Master tiles may only be placed on spaces of the matching symbol

				Healer
				Dragonbreeder
				Firekeeper
				Priest
				Rainmaker
				Astrologer
				Yeti-whisperer



The red village is not used in a 3-player game

One bridge is placed on each broken path

Stone of the Wise Men

If through the course of play, a village is surrounded by broken paths, a "Stone of the Wise Men" is placed in the village. This serves as a symbol of the village's dawn of perpetual peace.

