THE SHO'T LEFT BOARD GAME

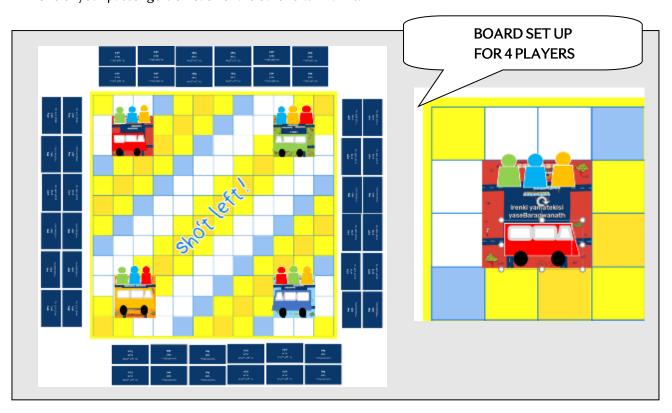
BASIC RULES

Hello. Sanibonani. The purpose of the game is to translate a word or phrase on the cards, then place the cards on the board to connect roads, and then drive your taxi along the roads to pick up your passengers. The first person back to their taxi rank with their 3 passengers onboard is the winner. Congratulations! Halala!

Set Up

The game is played by 2-4 players. Spread out the 50 rectangular road cards on the table in front of the players - with the blue side and the English words facing up. Some cards will be closer to some players - and that is fine.

Place the 4 taxi ranks on the marked areas on the board – isiZulu and colour side up. Each person plays with 1 taxi and 3 same-colour passengers. Place your empty taxi on the same-colour taxi rank and place one of your passengers on each of *the other* 3 taxi ranks.



When it's your turn there are 3 main actions:

1. Translate

- Select one English word/phrase on a card that you think you know (or want to guess the translation of)
- Hand that card to the person next to you. They then read out the isiZulu options on the other side (in any order) to give you three 'multiple choice' options. E.g. "You selected *yes*. Is *yes*, *epulazini*, *kunye* or *yebo*?"
- You then choose e.g. "I think *yes* means *yebo*". (Feel free to bend the rules to assist the weaker or younger players so they also enjoy the game)

2. Connect the roads

- If your translation is correct (*yes* does translate as *yebo*), place that card on the board (isiZulu words and road-side up). A blue road on the card must connect with any road already placed or any taxi rank entrance
- All players start by placing their first card to connect a road to their taxi rank entrance.

3. **Drive your taxi:**

- End your turn by driving your taxi along the connected roads as far as you can go.

Sho't Left Markers

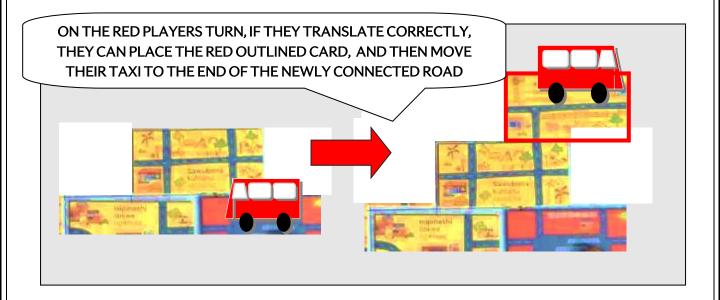
With 2 players, each player receives 3 Sho't Left Markers. If there are 3 or 4 players, each player receives 2 Markers. On your turn, a Sho't Left Marker can be placed to cover a road. When any player's taxi (including your own) arrives at a Shot Left Marker, it must pause and the player's turn ends just for that round. The player can continue on their next turn as normal - they do not need to do anything to move off the Marker. Sho't Left Markers are best used towards the end of the game to slow down the plans of the leading taxis.

BUT when you arrive at a Sho't Left Marker you can also choose to Take a Chance - Thatha ithuba (see below).

Take a chance - Thatha ithuba

The rules of the road require you end your turn when you drive up to a Shot Left Marker. But you can break the road rules - and roll the dice. If you roll a happy face (a), you get lucky and you *can* keep driving onwards *in that same turn* - you do not need to stop at the Sho't Left Marker. But if you roll a 'P' (for 'P'olice), you end your current turn *and you also* miss your next turn. The 'P'olice caught you and you spend a turn in jail - you *cannot* give a 'cool drink'!

THIS IS ALL YOU NEED TO START PLAYING. GO WELL. HAMBANI KAHLE.



ADDITIONAL CLARIFICATIONS

Driving your taxi

You *can drive* your taxi any distance as long as you follow connected roads. But your taxi *must stop* in the following situations:

- when the road ends or disconnects
- when you enter any taxi rank at any time
- when you get to a Shot Left Marker unless you roll the dice and roll the happy face

You can drive on roads placed by other players.

You can squeeze past a taxi that is blocking your way as long as you say "Excuse me. Ngiyaxolisa".

Placing road cards

- You *can* place a road card to connect to another player anywhere on the board to build for the future or to deliberately block another player's route. But you *must* place it so that it connects with at least one road. When blocking others, you *can* still drive your taxi as part of your turn.
- You *cannot* place a card on top of another card.
- The card *must* align with the squares on the board in any direction. The colours on the board are just for isiZulu style decoration.

Incorrect Translation

If your translation is incorrect, place the card back on the table with the English side up. It can be selected by the other players or by the same player on subsequent turns.

Making it fun for different ages and language skills

Feel free to be flexible with the language translation element to make it a bit easier. We find that children under the ages of 10 need help reading and guessing the words. E.g. Help them pick an easy word and get the translation right. Especially at home, the isiZulu element should not prevent someone from enjoying the game. The same goes for adults with no experience with isiZulu. You can even just read out the words rather than guess them to get some exposure.

You can choose any of the three words or phrases on the cards. To make the game more challenging play the game without the multiple choice option. Players must translate the word directly before picking up the card and then checking. The cards with sentences are for fun and as a challenge – when translating a full sentence you have to translate it correctly before picking it up.

SIYABONGA

Thankyou. Siyabonga. Across South Africa, taxi passengers call out "sho't left driva" to indicate to the driver that they want to get out a short distance away at the next left turn. Sho't left is an abbreviation of 'short left'. It is symbolic of the entrepreneurial and creative culture of the taxi industry. It is also a nod to the linguistic flexibility of so many people in South Africa. This is something we hope to nurture with this game.

We hope you have loads of fun playing The Sho't Left Board Game. The Shot Left Team - www.shotleftboardgame.com

FOR TEACHERS - CURRICULUM ALIGNMENT

Shot Left is a valuable addition to the classroom. The game was created in consultation with an experienced language educator and has been tried and tested. We would chat about how to best make use of the game in your classroom. We are also open to making improvements based on your feedback. We plan on printing expansion sets with extra words and new word lists in multiple African languages.

There are over 130 essential words/short phrases and 6 fun sentences to learn.

The game generally requires students to be able to read – although in a small class the teacher can read out options and they can voice their choice. It is best suited for Grade 3-7 students but can also work for lower grades with adaptations.

The top word (in **bold**) is easiest. The middle words (plain text) are medium level. The bottom words/phrases (in *italics*) are more difficult. These differences can be used to handicap players. For example, you could make stronger players translate only the *italic* words/sentences, while less experienced players can use any of the words. These three levels of difficulty accommodate experienced students as well as new students that may need support.

The words and sentences in Shot Left have been selected to reinforce or introduce isiZulu First Additional Language vocabulary at South African primary school level. But we have also added some different fun words and phrases for students and learners to learn. The word list has been carefully selected based on existing workbooks and the iterative way in which vocabulary is introduced and then built on in the Foundation Phase.

The game can also be used to teach English to children who speak isiZulu at home.

Complete Word and Sentence List

Card	Word on top in bold (easy)		Word in middle in plain text (medium)		Word/s or phrases at bottom in <i>italics</i> (harder)	
1	yebo	Yes	kunye	one	epulazini	on the farm
2	cha	No	kubili	two	esitolo	at the shop
3	woza	Come	kuthathu	three	esikoleni	at school
4	unjani?	how are you?	kune	four	ekhishini	in the kitchen
5	sawubona	hello (I see you)	kuhlanu	five	idolobha	at town
6	hamba kahle	goodbye (go well)	ikhanda	face	namhlanje	today
7	sala kahle	goodbye (stay well)	umlomo	mouth	ebusuku	night
8	ngiyabonga	thank you	amehlo	eyes	ekuseni	morning
9	ngiyaphila	I am well (alive)	indlebe	ear	kusasa	tomorrow
10	inyama	Meat	izinwele	hair	asikhulume	let's talk
11	ikhofi	Coffee	ikhala	nose	imalini?	how much is it?
12	ubisi	Milk	igama	name	ufunani?	what do you want?
13	amanzi	Water	isibongo	surname	wenzani?	what are you doing?
14	ujusi	Juice	ibhulukwe	pants	uhlalaphi?	where do you stay?
15	ikhekhe	Cake	ihembe	shirt	uyaphi?	where are you going?
16	itiye	Tea	amasokisi	socks	ngithatha	I take
17	amaswidi	Sweets	izicathulo	shoes	bahleka	they laugh
18	amaqanda	Eggs	isiketi	skirt	siqala	we start
19	isipinashi	spinach	ilokwe	dress	ngikhula	I grow
20	isinkwa	Bread	izimbadada	zulu tyre sandals	ngigqoka	I wear
21	umama	mother	ikhilikithi	cricket	ngivuka	I wake up
22	ubaba	Father	ithenisi	tennis	sihlala phansi	we sit
23	usisi	Sister	iragbhi	rugby	siqeda	we finish

24	ubhuti	brother	ibhola	football	bacula	they sing		
25	umkhulu	grandfather	itekisi	taxi	ngicela	I would like		
26	ugogo	grandmother	isitimela	train	ngiyaxolisa	I am sorry		
27	uthisha	teacher	imoto	car	bathenga	they buy		
28	umfundi	student	ibhasi	bus	ngidla	leat		
29	incwadi	Book	ibhayisikili	bicycle	ngikhathele	I'm tired		
30	kulungile	ОК	isithuthuthu	motorbike	ngilambile	I'm hungry		
31	indlovu	elephant	umshayeli	driver	unamanga	you are lying		
32	ubhubesi	Lion	-nkulu	big/lots	liyana	it is raining		
33	ingwenya	crocodile	-ncane	small/ little	kuyashisa	it is hot		
34	imvubu	Hippo	-bona	see	kuyabanda	it is cold		
35	inkomo	Cow	-lala	sleep	ukhala	he cries		
36	ingulube	Pig	-thanda	like/love	ubhala	she writes		
37	ikati	Cat	-funda	learn	badlala	they play		
38	inja	Dog	-thula	be quiet	sivala	we close		
39	inyoka	Snake	-hlala	stay	bavula	they open		
40	inyoni	bird	-hamba	go	upheka	he cooks		
41	ihhashi	horse	-phuza	drink	sifaka	we put		
42	inkukhu	chicken	-dweba	draw	umakhalekhukhwini	cellphone		
43	Yo!	Wow!	laduma	it thunders	samp and beans	umngqusho		
44	'shisa	'braai'	'toyi toyi'*	'protest'	' 4-4.	'4-4. Let's sit together'		
	nyama'*				Masihlalisane'*			
Idioms, lyrics and fun phrases								
45	Unebhungan' ekanda.			He/she has a beetle in his/her head.				
				(A Zulu idiom that means someone is crazy. It is best aimed at				
				a parent or sibling!)				
46	Impi! wo 'nans'	Impi! wo 'nans' impi iyeza. Obani bengathinta			War! Oh here comes war. Who can touch the lions?			
	amabhubesi?			(The lyrics of Johnny Clegg's epic song and a small tribute to Le Zoulou Blanc)				
47	Soweto lana. Woza sihambe.			Soweto over here. Come let's go.				
47	Soweto faria. Woza siriambe.			(This might be shouted by the queue marshal as he lets				
				Soweto-bound passengers know where to go)				
48	Nkosi sikelel'iAfrika. Maluphakanyisw' uphondo lwayo.			Lord bless Africa. May her glory be lifted high.				
				(The opening words of the South African National Anthem)				
49	Umuntu incwadi engafundeki.			A person is an illegible book.				
				(This idiom can often be found on the bumper or window of a				
				Jozi taxi)				
50 Umuntu ngumuntu ngabantu.			A person is a person through other people.					
					(A profound truth that is the definition of ubuntu – an African			
				philosophy of valuing other human beings)				

*On the cards where slang terms are used, the words are placed in inverted commas. The literal translation of 'Shisa nyama' is burn meat. It also describes a popular buy-and-braai style restaurant venue in townships. 'Toyi toyi' refers to public protest. The term has crossed over to South African slang English. The traditional isiZulu term for protest is *umbhikisho*. '4-4. Mahlalisane' might be shouted out by the queue marshal at the taxi rank to encourage passengers to squeeze 4 people in a row. Everyone wants to get home, so let's be united and accommodate one another. This is a good addition to any parent jargon when squeezing kids into the back seat of the car!