

AFRICA

for 2 to 5 players aged 10 and up

Daring explorers travel deep into darkest Africa searching for isolated tribes and interesting animals. Of course, they also hope for rich trade goods, gold, and gems. On each turn, the explorers must decide whether to go deeper into the unknown or to search known areas more carefully. The right combination of passion for adventure and tactical play will bring victory!

Contents

1 game board
96 exploring tokens

20 base camps



1 bonus token for game end "+3"



10 explorers

(2 of each in 5 colors)



5 summary cards (in 5 colors)

5 scoring tokens "50"



1 overview sheet

1 rule booklet

Before the first game, carefully remove the summary cards and tokens from their frames.

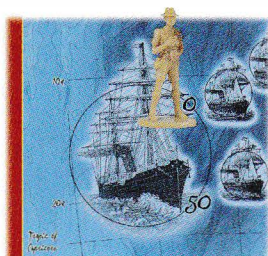
Preparation

- Put the exploring tokens face down on the board, shuffle them thoroughly, and then place one token on each of the empty spaces on the map of Africa. Leave the five explorer starting cities empty.



- Place 10 of the base camps and the +3 bonus token as a supply in the circle, with the picture of the monument, that lies in the upper right corner of the board.
- Each player takes two base camps and places them in his play area (the area on the table before him). With fewer than five players, some base camps will be unused; these should remain in the box and not added to the supply area.
- Each player chooses a color and takes the summary cards and two explorers of that color and places them in his play area. Each player then places one of his explorers on space 0/50 of the scoring track.

The scoring track for players' victory points runs around Africa. It begins with the large 0/50 space in the Atlantic. For each point a player earns, he moves his explorer forward on the scoring track one space.



- Place the 50 point scoring tokens in a small stack in space 0/50 of the scoring track. The space counts as 0 at the start, but as 50 when a player's explorer has circumnavigated Africa. When an explorer reaches 50, the player takes one of the scoring tokens, places it in his play area, and continues moving on the track from there. He will add 50 points for each scoring token he has to his position on the scoring track at the end of the game.
- The players choose a starting player. He chooses a starting city for his explorer and places his second explorer there. The other players follow in clockwise order until all players have placed an explorer in a starting city.

Overview

As explorers, the players begin in the starting cities they chose. On each turn, a player may turn over exploring tokens, move animal or nomad tokens to other regions, or build a new base camp, to dig for gold and gems or to thoroughly explore the area. For some of these actions, players will immediately score points.

There are 11 monuments among the 96 exploring tokens. The game ends immediately when the last (11th) monument is turned over. Players then score points for the trade goods, gold, and gems they collected during the game.

The player with the most points wins.

Playing the game

The players take turns, in clockwise order, beginning with the starting player. On a player's turn, he must take **one** of the two following possible options:

A) Once: move his explorer anywhere in Africa

or

B) Twice: move his explorer and possibly perform **one** of the following five actions.

1. turn over a token and perform the action required
2. move animal token
3. move nomad token
4. build a base camp and score
5. build a base camp and take gold and/or gems

A) move explorer anywhere

The player moves his explorer to any space in Africa, except to a space with a **face-down** token or a space with another explorer.

B) move explorer and take action

move explorer

For each of the two moves allowed by this option, the player first moves his explorer zero, one, or two spaces in any direction.

Explorers may move to or through empty spaces, spaces with face-up tokens, and spaces with base camps. Explorers may not move to or through spaces with face-down tokens or spaces with other explorers. After moving, the player may take one of the following actions, if appropriate.

1) turn over a token and perform the action

The player turns over one face-down token in a space adjacent to his explorer. Initially, the player must place the token face up on that space so all players can see what it is.

Then, depending on the kind of token discovered, the player may take the following actions:

gold and gems

The token remains face-up on the space.

The player immediately scores 1 or 2 points, based on whether the token has 1 or 2 lumps of gold or gems on it.

trade good

The player takes the token from the space, leaving an empty space on the board.

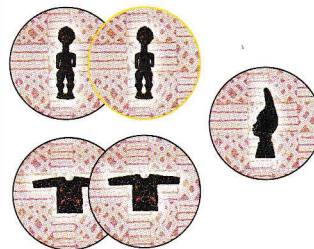
At the end of the game, the player scores points for his trade goods, depending on how many he has of each kind.

The player places the trade good in his play area face up or exchanges it for trade goods from another player. The other player may not refuse the exchange.

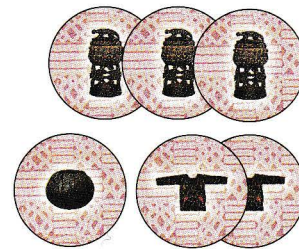
If the player decides to exchange, he takes **all** tokens of **one** other kind of trade good from the other player. Then, he must give that player the same number of tokens of the trade good he uncovered in this action. If he does not have enough tokens to match the number taken, he may not do the exchange.

Example: Anna turns over a statue token. She can exchange it with Bob for his single kettle token. Alternatively, she could exchange her two statue tokens she now has for Bob's two clothes tokens.

Anna:



Bob:



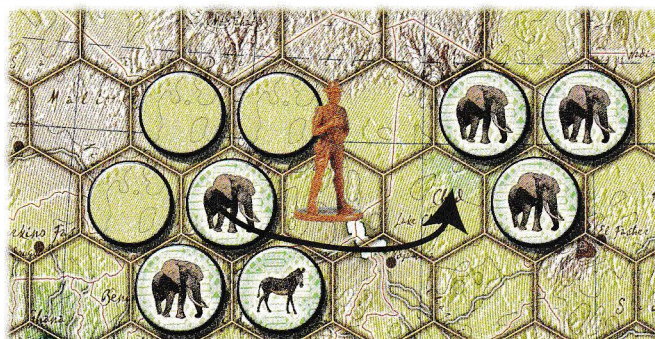
A player may only exchange trade goods that he has in his play area when he has turned over a trade good of that kind.

animal

The player first places the animal token face up in the space where it was. He then has the option to move it to another space in Africa or leave it where it is.

If he chooses to move it, he can move it to any empty space that has face-up animal tokens of the same kind in one or more adjacent spaces with one restriction: the new space must have **more** adjacent animal tokens of that kind than the old space had.

Whether he moves the token or not, the player scores 1 point for the token plus 1 point for each adjacent face-up animal token of the same kind.



Example: Bob turns over an elephant. As there is another elephant adjacent to this space, he would immediately score 2 points. However, he can instead move the elephant as shown and score 3 points: 1 for the elephant and 2 for the two adjacent elephants. The 4th nearby elephant does not score.

nomad

The player first places the nomad token face up in the space where it was. He then has the option to move it to another space in Africa or leave it where it is.

If he chooses, he can move it to any empty space that has empty spaces in one or more adjacent spaces with one restriction: the new space must have **more** adjacent empty spaces than the old space had.

Whether he moves the token or not, the player scores 1 point for each adjacent empty space.

monument

The token remains face-up on the space. The player then takes a base camp from the supply and places it in his play area. Of course, when the last monument is turned over, the game ends and the player does not take a base camp.

2) move animal token

The player may move any face-up animal from the space where his explorer is or any space adjacent to his explorer.

He may move it to any empty space in Africa with one restriction: the new space must have **more** adjacent animal tokens of that kind than the old space had.

The player immediately scores the **difference** in points between the number of adjacent animals of the same kind in the old space compared to the new space.

Note:

When a player turns over an animal token, he scores 1 point for the animal and 1 for each adjacent animal of that type.

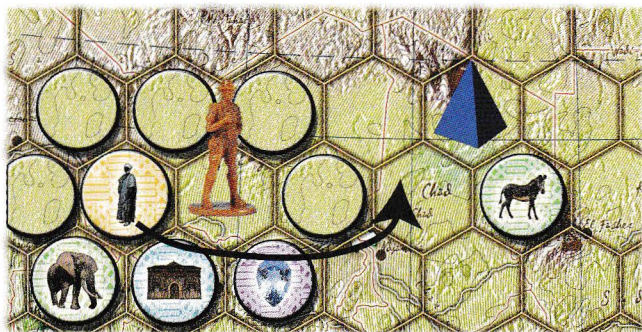
When a player moves an already face-up animal, he only scores the difference in points for the new location.

3) move nomad token

The player may move any face-up nomad from the space where his explorer is or any space adjacent to his explorer.

He may move it to any empty space in Africa with one restriction: the new space must have **more** adjacent empty spaces than the old space had.

The player immediately scores the **difference** in points between the number of adjacent empty spaces in the old space compared to the new space.



Example: Bob moves the nomad token. Before the nomad had 1 empty adjacent space (the explorer's space) and after, the nomad has 3. The player scores 2 points (3-1=2).

4) build a base camp and score

If his explorer is on an empty space, the player may build a base camp there. He takes a base camp from his play area and places it on the space where his explorer is. If a player has no base camps in his play area, he may not choose this action.

The player immediately scores 1 point for each face-up animal, nomad, and monument in the spaces adjacent to the new base camp.

The player scores no points for face-down tokens or face-up gold and gem tokens.

All tokens remain on the board.

5) build a base camp and take gold and/or gems

If his explorer is on an empty space, the player may build a base camp there. He takes a base camp from his play area and places it on the space where his explorer is. If a player has no base camps in his play area, he may not choose this action.

He scores no points for face-up tokens adjacent to his new base camp. Instead, he takes all gold and gem tokens in spaces adjacent to the new base camp and places them in his play area.

The goal is to collect more gold and more gems than the other players.

General Rules:

empty and occupied spaces

The starting cities (with no tokens) and spaces with explorers (and no tokens) or base camps are empty spaces. All spaces with exploring tokens, either face-up or face-down are occupied.

When a player moves an animal or nomad token, he may place it under any explorer as long as there is not already a token under the explorer.

Spaces with base camps or tokens (face-up or face-down) are occupied (not empty).

order of actions

Players may choose among the five actions freely. A player may perform the same action twice in one turn. A player may choose to pass one or both actions.

Game end and final scoring

The game ends immediately when a player turns over the last (11th) monument. The player takes the +3 bonus token and immediately scores 3 points by moving his explorer on the scoring track.

Trade goods

Players score points for the trade goods they have acquired during the game.

For 5 of the same trade good, a player gets 12 points.

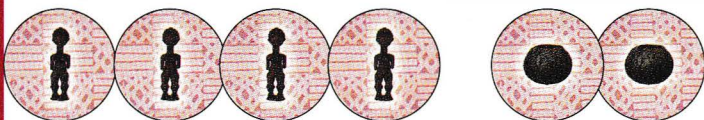
For 4 of the same trade good, a player gets 8 points.

For 3 of the same trade good, a player gets 5 points.

For 2 of the same trade good, a player gets 3 points.

For a single trade good, a player gets 1 point.

example:



For the 4 statues Anna earns 8 points. For the 2 kettles, Anna earns 3 points. Together for all trade goods, Anna earns 11 points.

Gold and gems

Now players score points for the gold and gems they have collected. The player with the most gold earns 10 points. Players count the number of lumps on their tokens and not just the number of tokens,

The player with the second most gold earns 6 points. All other players earn nothing for their gold.

If players tie with the same amount of gold, add the points for the positions tied, divide by the number of players tied and round down.

Gems are scored in the same way as gold.



The author and publisher thank the many test players for their help in the development of this game. We especially thank Iain Adams, Chris Bowyer, David Farquhar, Ross Inglis, Kevin Jacklin, Chris Lawson, Sara Pit and Ivan Towlson.

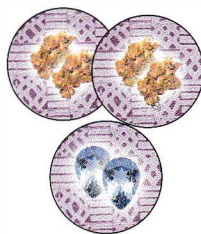
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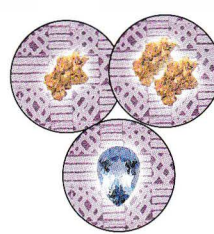
English translation/editing: Jay Tummelson

example:

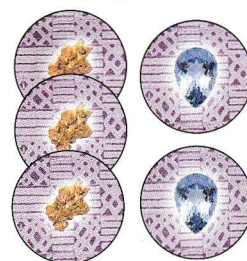
Anna:



Bob:



Chris:



For the most gold Anna earns 10 points. Bob and Chris tie for second place and each earns 3 points ($6/2 = 3$).

Anna and Chris tie for most gems and each earns 8 points ($((10+6)/2 = 8)$).

The final scoring is over. The player with the most points is the winner. If two or more players tie, they share in their hard-won victory!

Special rules for 2 players

During preparation, place only 8 base camps in the supply with the +3 bonus token. The game ends when the ninth monument is turned over.

Simple variation

For younger players, change the rules to allow only one explorer move and action per turn instead of two.

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