

SOURCE OF THE NILE

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1.0 INTRODUCTION

By the nineteenth century, European culture had emerged from centuries of self preoccupation into its grand epoch. The abilities and ambitions of Western civilization were directed outward toward the rest of the world. Among the challenges accepted was the exploration of Africa and the search for the sources of her rivers.

Africa had long been protected behind an impenetrable wall of deserts, jungles, high plateaus and exposed coasts. Only grudgingly did she give up bit by bit her territory to the determined incursions of the European explorers. These intrepid voyagers whether inspired by the spirit of adventure, scientific inquiry, personal acclaim or just the desire to tap the untold resources hidden within, began their final and eventually successful assault along the continent's natural highways and most accessible routes, her rivers.

These rivers meant much more than just a path into the interior. A navigable river represented the least expensive means by which Africa's new lands could be settled, her resources developed and her natives civilized. An important discovery would have little value if there were no economical way by which it could be brought out. The news of rivers of great length and volume were accorded great importance not only for their physical impressiveness but for the great amount of territory it opened up to exploitation. The recounting of the exploration of Africa can be told in the exploration of her rivers, the Niger, the Congo, the Zambezi and the greatest of all, the Nile.

The source of the river Nile was a mystery as old as civilization. To the ancient Egyptians, the Nile was an object of worship, sustaining their way of life. Surely, through the centuries, nameless thousands must have set out to find the mystic land from which her waters flowed.

That the journey was dangerous was clearly attested to by the remains of the countless failures littering the way. Midway through the Sudan, the Nile forks at Khartoum. The east branch, the Blue Nile, journeys to Belfodiyo where it plunges from

the Ethiopian plateau in a series of cataracts through gorges so rugged that they hadn't been completely explored by 1950. The west branch, the White Nile, can be followed more easily until it becomes lost in the sprawling swampland called the Sudd. These were the natural limits of the search for the source of the Nile. If any exceptionally hardy and daring explorer did push his way beyond the marshes or the mountains, and we know today that some must have done so, the discoveries they made were dismissed as fantasy.

The source of the Nile was not the only point of geographical interest. The discoverer of the source of any of the great rivers which emptied at the African coast was greeted with acclaim. In fact, had the Congo or Niger proved to be a longer river than the Nile, the more enduring fame might have gone to its explorers. Other outstanding features such as great lakes, major waterfalls, and majestic mountain peaks were milestones in the mapping of Africa.

There were those of less noble motive who came to search for gold, diamonds, ivory and furs. Others sought land, water and timber for farms and homes, or iron and coal for industry. To the zoologist and botanist, Africa was a paradise of exotic wildlife and vegetation. To the doctor and missionary, the plight of the natives physically and spiritually was a matter of great concern. To the ethnologist/anthropologist, the key to man's evolution and his cultural progress might be hidden here. To the journalist, the natives were victims of the brutal and barbarous slave trade.

The map of Africa which had been almost blank in 1814 was filled in; its rivers traced; its mountains, jungles, deserts and lakes measured and charted by 1914. The resources of land, water, minerals and game which had been only dimly perceived in the past were thrown open for use by the world. Great light was shed on other mysteries of science by clues previously hidden among African flora and fauna. The people of Africa, who had largely lived in stone-age isolation, were brought irrevocably into the world community. All of these achievements,

the consequences of which we still can't foresee, grew primarily out of the search for the source of the Nile.

2.0 THE OBJECT OF PLAY

2.1 SOURCE OF THE NILE is designed to be an educational adventure in which the players compete primarily with the environment and only incidentally with each other. Luck tends to be a major element of the game but can be overcome by careful play. Because the game situation is forever changing, there is no single best strategy. However, players who plan carefully and are prepared for emergencies will do best.

2.2 A player takes the role of a newspaper publisher or scientific society who sponsors an explorer to enter Africa and discover new lands and to complete the objectives of his specialty. In the course of play, each player moves a token representing his explorer and expedition from a port into the unexplored interior. For each unexplored hex that the explorer enters, its terrain, native tribes and special discoveries are determined semi-randomly with allowance made for previous discoveries. When his explorer publishes these discoveries, the player receives a certain number of victory points in accordance with their value. The player with the most victory points at the end of play is the winner.

2.3 There are two games contained in the **SOURCE OF THE NILE**, each with its own emphasis. **Game I** is more structured with a definite goal. It is designed to be played in a set period of time, approximately 2 to 4 hours.

Game II is more open ended with the emphasis on adventure. There is no specific end of game but can continue until all of Africa is completely explored. As there are almost 500 blank hexes to be explored, the game is not usually played to the bitter end at one sitting. Instead, a reasonable time limit is set at the end of which the player with the most victory points is the winner. The complete exploration of Africa can be the result of several games, each starting where the last left off.

3.0 COMPONENTS

3.1 Inventory

- 3.11 One three panel mapboard
- 3.12 One sheet of die-cut cardboard counters
- 3.13 One deck of 108 Event cards
- 3.14 Player Aid Pad
- 3.15 Game box and lid
- 3.16 Rules folder
- 3.17 Four dice
- 3.18 Three crayons

3.2 Mapboard

SOURCE OF THE NILE is played on a mapboard showing the southern two thirds of Africa. The periphery of the continent consists of land already explored and published ca. 1820. Its terrain is filled in. The center is blank comprising territory yet to be discovered. An hexagonal grid is superimposed on the map to regulate movement and to delimit territory as it is discovered. From henceforth, all blank hexes will also be referred to as unexplored hexes. All hexes with terrain filled in but not yet published will be referred to as explored hexes. All hexes with terrain filled in and published will be referred to as published hexes. All non-published hexes previously visited by an explorer are known to him and are referred to as known hexes. All hexes never visited by the explorer are unknown to him and are referred to as unknown hexes. Also included are various other playing aids and tables whose uses will be explained in the appropriate rules sections.

The mapboard can be marked on with crayons. As the explorers move into Africa, they

will be able to mark on the map the types of terrain they discover. When the game is over, the board can be erased with a soft cloth.

Not marked on the mapboard but important to play is an area of Africa known as Cape Colony. It comprises all hexes on or south of the river Orange to (and including) the line of hexes running from Durban to the source of the Orange. An explorer in Cape Colony has certain advantages which will be described later in the rules.

Special note on Zanzibar—Although Zanzibar is on an island, it is not necessary for an expedition starting there to buy canoes in order to reach the mainland of Africa. Treat movement from Zanzibar to either of the adjacent hexes indicated by arrows as normal overland movement through known terrain.

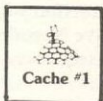
3.3 Counters

3.31 Each player uses a set of counters distinguished by its own color. Each set of counters contains

one explorer



eight caches



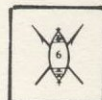
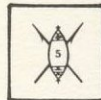
thirty blank



3.32 Also included in the counter sheet are eight discovery counters. Four are labelled; Dr. Livingston, Lost City, Native Kingdom, and King Solomon's Mine. The other four are blank.



3.33 There are 50 native counters individually numbered from 1 to 50.



3.4 Event Cards

Printed on every one of the 108 Event cards are the disasters which can befall the expeditions, the information needed to map blank hexes, and possible bonuses an explorer can receive.

3.5 Player Aid Pad

Players construct and maintain an up-to-date record of their expeditions here. Places are provided to maintain records of caches and victory points. Various charts are included to aid in setting up the expedition.

3.6 The four dice are used to determine the results for various Tables in the game. They are not used to determine movement.

GAME I

4.0 SET-UP FOR PLAY

4.1 Lay out the mapboard between the players.

4.2 Shuffle the Event deck and place it in a convenient location by the mapboard. Keep a space alongside for discards. The Event deck can never be exhausted. If all of the cards are discarded, reshuffle and start new deck.

4.3 Provide each player with one sheet from the Player Aid Pad.

4.4 One player takes the eight discovery counters and mixes them face down. He then distributes them one at a time to each player as far as they will go. Each player, in turn, places one counter on the mapboard until all are placed within the following restrictions:

4.41 the counter must be placed in a blank hex at least five hexes from a published hex; and

4.42 it must be at least three hexes from a previously placed discovery counter.

4.5 All explorers start the game off the board in Europe. Each player secretly marks in the margin of his Player Aid Sheet the port from which he wishes his explorer to begin his expedition.

4.6 Each player selects one specialty for his explorer. He makes his selection from eight available:

- 1. Botanist
- 2. Doctor

3. Ethnologist/Anthropologist (one who studies cultures/one who studies the development of mankind)

4. Explorer

5. Geologist

6. Journalist

7. Missionary

8. Zoologist

Different explorers may have the same specialty.

4.61 These specialties will not affect movement or combat with natives. Specialties may lessen effect of disaster and provide an explorer with particular bonus discoveries. Look at the Event deck for a better idea of the advantages of specialties.

4.62 Players roll four dice apiece. High man then becomes the first to play and play continues clockwise around the board. In case of a tie, continue rolling until tie is broken.

5.0 OUTFITTING YOUR EXPEDITION

5.1 At the start of the game, each player receives \$1,000 in donations to outfit his expedition. For any subsequent expedition that the player may wish to outfit, he will have to collect donations in Europe, the amount of which will depend greatly upon the success of the previous expedition (see 24.0).

5.2 All players reveal and place their explorers at

their selected port. The explorer counter represents the explorer and any expedition with him on the board. These two terms are interchangeable as an explorer by himself is considered an expedition of one and an expedition cannot possibly exist without an explorer.

5.3 All players then purchase who and what they think they will need for their expedition. A Rates of Exchange chart is printed on the Player Aid Sheet to cover the costs. A player can spend any amount up to \$1,000 in the outfit but any money not spent is lost.

5.4 To be able to intelligently outfit his expedition, the player will need to know the value and function of the people and items available for purchase.

5.41 People For Hire

5.411 Bearer—He has three specific duties:

5.4111 To carry anything that needs to be carried up to 10 items or its equivalent in weight;

5.4112 To paddle canoes;

5.4113 To lead up to three pack animals.

5.4114 A bearer can perform only one duty at a time. He can either carry, or paddle, or lead animals. He cannot combine any of the duties.

5.412 Guide—His only duty is to help prevent the expedition from becoming lost. (see 12.0 Lost)

5.413 Askari—He has two specific duties:

5.4131 To hunt for fresh food;

5.4132 To fight in any battle in which the expedition might become involved.

5.414 Note that each job is mutually exclusive of the others. An askari can never perform any of the duties of the bearer or the guide. The bearer cannot perform the duties of the askari or guide, and so on.

5.42 Animals

5.421 There are two types of animals available for purchase, camels and horses. Both animals have many characteristics in common.

5.422 Animals not being ridden (pack mount) can carry greater loads than bearers, up to 20 items or equivalent in weight. A man weighs an equivalent of 15 items. So a mounted animal (ride mount) can carry only an additional 5 items.

5.423 Expeditions, all of whose members are mounted on animals, move faster than on foot. Every member of the expedition must be mounted to use this advantageous movement otherwise it must move by foot.

5.424 Animals cannot travel in canoes.

5.425 A mounted bearer cannot himself carry anything but can lead other animals.

5.426 A horse can be purchased only at the ports of Durban, Port Elizabeth or Capetown. A horse cannot enter a hex containing swamp or lake.

5.427 A camel can be purchased only at Khar-toum or from friendly desert tribes. A camel cannot enter a hex containing jungle, swamp or lake. A camel may be able to enter a desert hex without requiring water. (see 5.4444)

5.428 Animals which are not being ridden or led will wander off into the wilderness never to be seen again.

5.43 Canoe

5.431 A canoe can carry up to 300 items or its equivalent in weight.

5.432 A canoe may only travel along rivers, into or through lakes and swamps, and along the coast.

5.433 Only bearers may paddle canoes or carry canoes.

5.434 Like mounted expeditions, canoe expeditions move faster than on foot. Every member of the expedition must be in canoe to use this advantageous movement otherwise they must move by foot.

5.44 Items

Items are different types of provisions needed by the expedition to maintain itself.

For example, a bearer can carry up to 10 items in weight. This can be 10 rations, 10 units of water, 10 muskets or any combination thereof not to exceed 10. The weight of non-items that can be carried will always be given in terms of items. A man being carried in a canoe or by a horse has a weight of 15 items. Several bearers (not animals) can combine to carry objects too heavy for one to carry.

5.442 Rations—There are two types of food rations available to the expedition: fresh and non-perishable.

5.4421 Fresh food rations can only be acquired by hunting and represent the native plants and animals collected in the locality occupied by the expedition. Fresh food rations must be eaten in the same turn they are collected or they will spoil.

5.4422 Non-perishable rations are preservable foods such as salt meat and biscuit. These never deteriorate. Non-perishable food rations are the only type of rations purchased at ports or received from friendly natives.

5.4423 Each man consumes one ration of food each turn or is considered to be starving.

5.4424 Animals generally feed themselves on the natural vegetation and do not have to be fed but there is one exception. Each turn in which a horse ends its move in a desert hex, it must be fed four rations or it will die of starvation.

5.4425 Animals may be shot at any time to provide ten rations worth of fresh food. Horses of course cannot eat this meat.

5.4426 Food can be used to acquire gifts from friendly natives which in turn can be used in further trade.

5.443 Gifts

A gift has two functions.

5.4431 It is used to help convince a chief and his tribe to become friendly to the expedition.

5.4432 It is the unit of barter used to hire native guides, askaris and bearers or to purchase food, camels and canoes from friendly natives.

5.444 Water

5.4441 Water is never purchased. It is available everywhere except in desert hexes without a river or oasis.

5.4442 Water is only needed when an expedition is about to enter a desert hex and is not following a river. Water is needed even if the desert hex is known to contain an oasis. An expedition is not allowed to enter a desert hex if not following a river unless it has enough water to satisfy all of the men and animals being taken into the desert.

5.4443 Water is collected free of charge in any amount from any non-desert hex, from an oasis, or from a river.

5.4444 Each man consumes three units of water a turn in the desert. A horse consumes eight units of water a turn in the desert. A camel may consume eight units of water per turn or sixteen units of water every second consecutive turn in the desert.

5.445 Muskets

5.4451 One musket must be provided to each friendly native hired as an askari and to the explorer if he is to fight and hunt.

5.4452 All askaris hired at a port are assumed to possess muskets and do not have to be provided with any.

5.4453 Muskets can also be bartered for gifts which in turn can be used to purchase items or hire natives from friendly tribes.

5.5 Explorer's Abilities

5.51 An explorer can perform the duties of a bearer. He can also hunt and fight like an askari if armed with a musket. He may not guide.

5.52 If an explorer debases himself by doing menial 'bearer' work, one askari will desert at the end of the each turn until he regains the remaining askaris' respect. The same turn that the explorer kills a dangerous animal or gains a victory over an unfriendly native tribe, the desertions will stop.

5.53 Two explorers cannot combine into a joint expedition. It's every man for himself.

6.0 FILLING OUT THE PLAYER AID SHEET

6.1 As each player determines the composition of his expedition he will record the numbers in the appropriate locations in the *Expedition Make-up* on his Player Aid Sheet. There are two *Expedition Make-ups* on a sheet. The one not used for the current expedition can be used for the next.

6.2 The numbers of bearers, askaris and guides hired are entered in the appropriate boxes under the # of members column. All entries (including

the explorer) are summed and the total entered in the *Total Expedition* box.

6.3 Any canoes or animals purchased are entered in the appropriate boxes in the # of members column. Animals that will be ridden are entered in the *Ride Mount* box. Animals that will be led are entered in the *Pack Mount* box. Ride and pack mounts can be interchanged at any time.

6.4 The number of each kind of item purchased is entered in the appropriate boxes in the *Portage Cost* column.

6.5 The *Expedition Make-up* section also allows players to keep track of what the expedition can carry.

6.51 If the expedition is to travel by foot, multiply the number of bearers by 10 and enter the amount in the corresponding box in the *Transport Capability* column. This number represents the maximum weight that can be carried by the bearers.

6.52 If the expedition is to travel by canoe, multiply the number of canoes by 300 and enter the amount in the corresponding box in the *Transport Capability* column. This number represents the maximum weight that can be carried by all of the canoes. Also take the *Total Expedition* value (see 6.2), multiply by 15 and enter amount in the *People (canoe)* box in the *Portage Cost* column. This number represents the weight of the people being carried by the canoes.

6.53 If the expedition is to ride animals, multiply the number of ride mounts by 5 and enter amount in the corresponding box in the *Transport Capability* column. Multiply the number of pack mounts by 20 and enter amount in the corresponding box in the *Transport Capability* column. The sum of these two values represents the maximum weight that the animals can carry. Note that the weight of the people has already been factored out of the ride mounts' carrying capacity.

6.54 Total the numbers in the *Portage Cost* column and enter sum in *Total* box. This value equals the number of items and its equivalent in weight to be carried by the expedition. Total the numbers in the *Transport Capability* column and enter sum in the *Total* box. This value equals the number of items and its equivalent in weight that the expedition is able to carry.

6.55 The *Portage Cost* total can never exceed the *Transport Capability* total. If this should occur, the expedition must be reconstructed to eliminate the portage excess.

6.6 The *Expedition Make-up* is set up so that when there is an addition, change or loss to the expedition, the current number is marked out and the new amount entered alongside. In this way, a running total can be maintained.

6.7 Additional space has been provided on the sheet to maintain records of caches hidden, tribes encountered, discoveries made, and victory points acquired.

7.0 VICTORY CONDITIONS

The first player to have his explorer publish discoveries worth at least 75 victory points is the winner. For a shorter game, players may decide to play for fewer victory points.

8.0 SEQUENCE OF PLAY

8.1 Starting with high man and going clockwise around table, each player takes his turn. Turns continue until one player meets the victory requirements at which point the game immediately ends.

8.2 Each player's turn is composed of the same sequence of actions which must be performed in the order presented.

8.3 A player may perform these activities only in his turn. When one player is taking his turn, no other player can perform any activity.

1. Select an Activity Level for your expedition this turn.

2. Draw one Event Card (if not in port or Cape Colony) for possible disaster.

3. Move your expedition

a. Each time your expedition attempts to enter a hex either not published or not previously explored by you, check to see if you get lost.

b. For each unexplored hex entered:

1. Draw one Event card to determine terrain.

2. Draw a second Event card to determine the course of a river.

3. Draw a third Event card to determine if a native tribe resides in the hex. If a tribe is there, check the Native Strength Table for the size of its villages.

c. For each hex entered or (if no move is made) occupied at the end of your move which contains a native tribe:

1. Trade or continue your move ignoring them, if tribe is already friendly.

2. Immediately select a native policy toward them, if tribe is not friendly.

a. Consult Native Attitude Table to determine result of policy selected.

b. Implement the policy result immediately.

4. Consult the Hunting Table for results of hunting. Adjust rations and water if needed. **All sick are cared for** after hunting using the Recovery Table. All desertions are made and noted.

5. Draw one Event card for possible bonus received.

8.4 Explorers who wish to enter, remain in, or leave Europe use a different Sequence of Play as explained in *Outfitting New Expeditions* (26.0).

9.0 MOVEMENT

9.1 General Rules

9.11 How far an explorer and his expedition can move depends upon which of three activity levels is selected and the mode of travel (mounted, canoe or foot).

9.12 At the start of his turn, a player determines his movement allowance for that turn by announcing one of the three activity levels available on the Activity Level Chart found on mapboard. He cross-indexes his selection with the expeditions' mode of travel.

For example, an explorer travelling by canoe announces that he is moving cautiously this turn. His movement allowance is 2 m.p.

9.13 The movement allowance is given in movement points (m.p.). An explorer expends one or more movement points to enter a hex depending upon the terrain and whether it has been explored or not as explained in 9.15 to 9.26.

9.14 An explorer may expend none, some or all of the movement points available in his movement allowance. He may never expend more movement points in a turn than available in his movement allowance.

9.15 For each published hex or known hex that the explorer enters, he expends 1 m.p.

9.16 For each unexplored hex or unknown hex that the explorer enters, he expends 2 m.p.

9.17 Explorers can enter half hexes along edges of mapboard.

9.2 Canoe Expeditions

9.21 A canoe expedition which enters or attempts to enter a hex containing swamps expends 4 m.p. whether published, explored or unexplored. This penalty is not enforced if the canoes are traveling along the coast.

9.22 A canoe expedition which has 8 or more bearers for each canoe can move up to its full movement allowance.

9.23 A canoe expedition which can only muster 4 to 7 bearers per canoe loses 1 m.p. from its movement allowance.

9.24 A canoe expedition which can only muster 2 or 3 bearers per canoe loses 2 m.p. from its movement allowance.

9.25 A canoe expedition which can only muster 1 bearer per canoe loses 3 m.p. from its movement allowance.

9.26 A canoe expedition which cannot muster even one bearer per canoe may only drift one hex per turn downstream on a river.

9.27 Coming upon a cataract, a canoe expedition must portage around it to continue on the river.

9.271 A canoe weighs an equivalent of 40 items.

9.272 Each portage trip around a cataract expends 1 m.p.

For example, canoe expedition of 2 canoes, 80 items and 8 bearers would expend 2 m.p. to portage around a cataract because the bearers can only carry one canoe and 40 items at a time. If there were 16 bearers, it would only cost 1 m.p.

9.28 If a canoe expedition encounters a particular cataract in an unpublished hex for the first time, while travelling downstream, there is a chance of one or more canoes going over. Roll one die and subtract three to determine the number of canoes and occupants which are lost by going over the falls.

9.3 Every time an explorer enters an unpublished hex which he has not previously entered, the player should place a counter of his color in the hex. This is done even if other explorers have visited there. Remember the value of the discovery of a hex goes to the explorer who first publishes it in Europe not the explorer who first maps it.

9.4 Movement Restrictions

9.41 If an explorer does not have enough movement points to enter a particular hex, he cannot enter that hex.

9.42 All movement points not used in a turn are lost. Movement points cannot be accumulated from turn to turn.

9.43 An explorer and his expedition may be prohibited from entering hexes containing certain types of terrain depending upon the mode of travel. This is detailed in the Movement Restrictions Chart on the mapboard.

9.44 An explorer who enters an unexplored hex and then discovers when mapping that he cannot enter must return to the hex he previously occupied or change his mode of travel (see 9.5) to eliminate the conflict.

9.45 Upon discovering the terrain of an unexplored hex, an explorer always has the option to voluntarily return to the hex he previously occupied.

9.46 In all cases, when an attempt to enter the hex is followed by a retreat, the movement points used to enter the hex are expended.

9.5 An explorer may change his mode of travel at any time during his turn.

9.51 When a change in mode of travel is made, the explorer immediately adapts the movement allowance of the slower of the two modes.

For example, a mounted expedition which is moving recklessly changes to foot. Its movement allowance is reduced from 6 m.p. to 4 m.p. A foot expedition which changes to mounted keeps its original movement allowance.

9.52 If, at the time of the mode change, the number of movement points already expended equals or exceeds the movement allowance of the slower travel mode, the explorer stops where he is and can move no further in the turn.

9.6 A player may alter the make-up of his expedition at any time. He may discharge bearers, guides and askaris. He may release animals. He may discard or cache any and all items and canoes without penalty.

For example, an explorer has lost three of his twenty-four bearers in a canoe expedition. He has three canoes but is now unable to man each with eight bearers. Rather than move at a slower rate and lose time portaging around cataracts, he decides to cache one canoe and proceed with the remaining two. He also chooses to discharge 3 bearers to keep the portage costs within the Transport Capability of 600 items. He could have cached 45 items with the canoe instead of discharging the bearers but felt he could more easily part with the bearers.

9.7 Although there seems, in terms of movement, no reason for ever selecting an activity level other than reckless, the safer the activity selected, the more likely you will have good hunting and protection against native ambush. The greater the speed, the bigger the risks.

Special: There is one exception to 9.7. An explorer loses 1 victory point (v.p.) for each sick person he discharges.

10.0 MAPPING

10.1 Each time an explorer enters an unexplored hex, its terrain, any rivers, spectacular discoveries and natives must be located and mapped.

10.2 Mapping Terrain

10.21 The terrain of an unexplored hex is always determined first. There are six types of basic terrain, each of which is represented by a colored symbol (see Terrain Key on mapboard). These are desert, jungle, lake, swamp, veldt (grassland) and mountain. Jungle can also be combined with swamp or mountain; otherwise the basic terrain types are exclusive and cannot be mixed in the same hex.

10.22 It is very likely that the terrain of the hex to be mapped will be the same as one of the adjacent hexes. Draw the top card on the Event deck and check the two numbers listed by MAP: Terrain.

10.23 Take the first of the two numbers and consult the directional compass on the mapboard to determine direction. If the hex adjacent to the hex being mapped in the direction indicated by the compass is not blank, then the basic terrain in the hex being mapped will be the same.

10.24 If the adjacent hex is blank, repeat 10.23 with the second number. If there is just one number, proceed directly to 10.25.

10.25 If the second adjacent hex is blank, then the basic terrain in the hex being mapped will be the terrain listed after the numbers on the Event card.

10.26 Take a crayon and mark in the terrain symbol in the hex.

10.27 Desert and jungle hexes can never be adjacent to one another. If the terrain being mapped would cause this to occur, the terrain must change to veldt.

10.28 No more than three lake hexes may be adjacent to one another. If mapping lake terrain

would cause a four hex lake to form, ignore the result and repeat mapping terrain procedure starting at 10.22 until another type of terrain is selected.

10.29 PARTIAL EXPLORATION

10.291 As stated in Movement 9.4, an explorer may retreat from a hex after discovering its terrain. This must be done immediately before any other discoveries are made.

10.292 Only mark in half of the terrain symbol to indicate that the hex has only been partially explored.

10.293 The explorer never gets any credit for partial exploration. He cannot publish partially explored hexes. He does put a blank counter on the hex to indicate that the partial discovery will be erased if he should die.

10.294 If after another explorer or the same explorer enters the partially explored hex at a later time, he can complete the exploration, filling in the rest of the terrain in the hex. The blank marker indicating the partial exploration is then removed.

10.3 MAPPING RIVERS

10.31 There are some important features of rivers that need to be covered before getting into the procedure of mapping rivers.

10.311 All water flows from the source of a river. All water flows to the mouth of a river. Hex 35 north of Khartoum is considered the mouth of the Nile.

10.312 If the hex being mapped has a river leading into it from an adjacent hex, it has to be determined whether water is flowing from the river into the hex; or flowing out of the hex (from as yet unmapped river) into the river.

10.313 If the river in the adjacent hex can be traced by any path to a mouth, the water is flowing out of the hex being mapped.

10.314 If the river in the adjacent hex can be traced only to a river source, the water is flowing into the hex being mapped.

10.315 If the river in the adjacent hex can be traced neither to a mouth or source, its direction will already be determined as explained in (10.3254).

10.316 When mapped, a river must be drawn from one hexside to another (see preprinted rivers on mapboard). It stops in the center of the hex only if it is to begin in that hex. In this case, a blue dot representing a river source is placed at the end of the river.

10.317 Eventually all rivers must begin and end somewhere. When following a river upstream, it must eventually end in a source; either a river source or a lake or a swamp. When following a river downstream, it must eventually connect to a mouth, or a lake or a swamp. A river cannot end at a hexside.

10.318 A river can only be drawn to those hexsides which border adjacent hexes containing passable terrain (i.e., the adjacent hex to which it will point must be able to continue the river). Only swamp, lake, a river connected to the same hexside, a partially explored or blank hex can continue the river.

10.32 River Mapping Procedure

10.321 Check first if one of the following situations occur. If one does, follow its instructions and do not proceed further in the mapping of the river.

10.3211 If the hex being mapped contains swamp or lake, there is no need to map a river in the hex. Swamp and lake can always form part of a river

system although they don't have to. A river can always join a swamp or lake from any adjacent hex. Water can flow into, through, or out of any number of swamp and/or lake hexes.

10.3212 If two or more rivers flow out of the hex being mapped, it must be a lake, swamp, or jungle/swamp hex. Roll one die; 1-3 lake, 4-5 swamp or 6 jungle/swamp. Erase any other basic terrain in the hex. A river cannot be mapped here because it cannot exit at two mouths.

10.3213 If one or more rivers flow into the hex being mapped and one flows out of the same hex, all of the rivers are connected.

10.322 When none of the special cases arise, the first step in mapping rivers is to determine whether situation A or situation B applies.

10.3221 Situation A occurs if there is at least one adjacent hex containing a river leading to the hex being mapped.

10.3222 Situation B occurs if situation A doesn't apply.

10.323 Draw the top card of the Event deck and consult the appropriate situation under MAP:River.

10.324 If situation A is selected there are three possible results.

10.3241 River Continues—The river continues to one hexside of the hex being mapped. Check only the first of the two numbers by MAP: Terrain. If the river can enter the adjacent hex indicated by the number, draw the river to that hexside. If the river can't enter the adjacent hexside, treat as River Ends (see cases 10.332 and 10.333 for exceptions).

10.3242 River Ends—The river ends in the hex being mapped if the river is flowing out of hex. Treat as River Continues if river is flowing into the hex or if in desert (a river can't end in desert). Draw river to center of hex and mark with river source dot.

10.3243 River Forks—The river will fork into two branches in the hex being mapped and each branch will lead to a different hexside.

10.32431 Follow same procedure used in River Continues except that each number by MAP: Terrain will determine the course of each branch.

10.32432 If one of the two adjacent hexes is impassable or if there is only one number, the two branches simply rejoin into one branch (they have run around either side of a large island) which points to the adjacent hex.

10.32433 If both hexes are impassable and the river is flowing out of the hex, the river ends.

10.32434 If both hexes are impassable and the river is flowing into the hex, change to River Continues, draw a new event card, and repeat 10.3241 until an adjacent hex to which the river can point is determined.

10.325 If Situation B is selected, there are four possible results.

10.3251 No River—No river is mapped in hex.

10.3252 River Begins—Draw in river source with river leading from source to the adjacent hex selected by first number. If adjacent hex is impassable, there is no river in the hex.

10.3253 River Begins Or Extends From Adjacent Swamp Or Lake.

10.32531 If there are no hexes adjacent to the hex being mapped which contain swamps or lake, treat as River Begins (10.3251).

10.32532 If there is one adjacent hex which contains lake or swamps, a river exits from that hex

into the hex being mapped. Map the river in the same way as River Continues. (10.3242).

10.32533 If there is more than one swamp or lake adjacent, one must be determined randomly. Label each hex with a die number. Any excess numbers are treated as roll again. Roll a die until one hex is selected.

10.3254 River Crosses—Check both numbers by Map: Terrain. If both adjacent hexes indicated by the numbers are passable, a river will cross the hex from one hexside to the other.

10.32541 If there is only one number or, if only one adjacent hex is passable, treat as River Begins.

10.32542 If neither adjacent hex is passable, no river is mapped in the hex.

10.32543 If mapped, the river always flows from the adjacent hex indicated by the first number to the adjacent hex indicated by the second number. Draw a little arrow as a reminder of the direction of flow.

10.33 River Restrictions

10.331 A river must always attempt to flow from a source to a mouth. It only ends at a lake or swamp if unable to reach a mouth.

10.332 A river which is not connected to a river mouth cannot end if there is still a possibility that it can eventually connect to a river mouth by any route of passable hexes. If mapping procedure states that the river is to end, it is ignored and the procedure continued until the river is mapped. This holds true also if the current end of the river contains swamp or lake and all other adjacent hexes to the swamp or lake are impassable.

10.333 If one or more rivers flow into the hex being mapped and there is no adjacent hex with passable terrain (see 10.318), the hex must be lake (even if it has not fulfilled its drainage basin requirement, see 10.335). This is considered a great salt lake and replaces any other terrain mapped there.

10.334 A river already connected to a mouth can always end unless it hasn't met its Draining Basin Requirement.

10.335 Drainage Basin Requirement

10.3351 All rivers, lakes, swamps (including jungle/swamp) which can trace a water route to any one of the nine river mouths is part of the same river system identified by the mouth.

For example, the Orange and Vaal rivers are part of the same river system as both flow to the same mouth.

10.3352 There is a certain minimum length which each of the nine river systems must attain. This is printed at the mouth of each system in white.

10.3353 The drainage basin requires that there be at least as many hexes in a river system as indicated by its minimum river length.

For example, the minimum river length of the Nile is 35. Already published (pre-printed) on the mapboard are 13 hexes of the river system (including the two Sudd Swamps hexes). At least 22 more hexes must be part of the river system before the river is allowed to end.

10.3354 If the mapping procedure instructs a river to end and that hex is the only route by which the entire system can continue (i.e., there are no other tributaries or exits from lake or swamp of that river system), the instructions must be ignored and the procedure continued until the river is mapped.

10.3355 If there is no passable terrain into which a river system can continue, it has no choice but to end even if it hasn't fulfilled its drainage basin requirement.

10.336 A river system can never be constructed in such a way that the flow of water can be traced back to itself (water flowing in a circle). There are several ways this could happen. One way this would occur is if a river flowing from the hex being mapped at one hexside flows back into the hex at another hexside. The terrain in the hex must be changed to swamp (die roll 1-5) or jungle/swamp (die roll 6).

10.337 A river connected only to a swamp or lake (not yet connected to a river source or mouth) is assumed to be flowing into the lake or swamp as long as a route of passable hexes can be traced from the lake or swamp to a hex from which it can connect to a river mouth. If it cannot do so, then the lake or swamp is considered the river's source.

10.4 Discovering Natives in Hex

10.41 Draw an Event card and check the Discover Native Section. Only if the terrain indicated on the card is the same as the hex being mapped, will a native tribe be discovered residing there. Each time an explorer enters an unpublished hex, he must check for natives even if it has already been explored and no natives have been found.

10.42 Count the shortest route in hexes from the closest port to the hex being mapped. Cross-index this number with a die roll on the Native Strength Table printed on the map. The result is the size of the villages of the tribe in the hex (either small, medium, or large).

10.43 Place a native tribe marker in the hex. Each player should mark on the Player Aid Sheet the I.D. number and strength of the tribe.

10.5 Spectacular and Additional Discoveries

10.51 If the hex mapped is desert without river, check under River: B, to see whether there is oasis. If there is oasis, mark it in hex.

10.52 If the hex mapped contains river, check under River: B for cataract terrain. If the hex contains the terrain indicated, a cataract is marked on the river by the hexside where the river flows out of the hex (contrary to where they are pre-printed on the Congo and Blue Nile).

10.53 If the hex mapped does contain a cataract, draw another Event card and check Spectacular Discoveries. If there is a waterfall (a particularly high cataract), mark in its height on the map and in the Discovery column on your Player Aid Sheet.

10.54 If the hex mapped contains mountains, draw another Event card and check Spectacular Discoveries. If there is a high mountain, mark in its height on the map and in the Discovery column on your Player Aid Sheet.

10.55 If the hex contains both mountain and cataract, draw two Event cards one at a time. Check the first card for high mountains and the second card for waterfall.

10.56 If the hex contains lake draw an Event card and check Spectacular Discovery for extra square mileage that the lake contains. Mark this square mileage in your discovery column. If the lake hex is connected to one or two other lake hexes, ignore the previous extra square mileage. Use only the extra square mileage for the last lake hex discovered in that lake.

11.0 DISASTERS

11.1 Before any movement is begun, there is a possibility that a disaster may befall the expedition.

11.2 Draw an Event card. Check the location of the disaster and who or what is affected. If the ex-

pedition does not have the people or items mentioned or does not occupy the terrain mentioned, ignore the disaster. Otherwise, the disaster occurs immediately. Note that not all cards are disasters in the normal sense of the word. Some are rewards and some, like the elephant's graveyard, force the expedition to move to a certain hex.

11.3 If the disaster or any other catastrophe causes loss of bearer or canoe, what is carried is also lost (unless specifically stated otherwise). Each bearer or canoe is considered to carry an equal proportion of each item or person in the expedition. Special bonus discoveries are never lost unless the player prefers to lose them. They can be exchanged for items on an equal weight basis.

For example, 85 rations, 47 gifts, 15 muskets and animal pelts weighing 6 items are being carried by 18 bearers of a foot expedition. Four bearers are lost due to disaster. Four eighteenthths of each item is lost (rounded down). Along with the bearers, 18 rations, 10 gifts and 3 muskets disappear. The player may exchange any or all pelts for an equivalent weight of rations, gifts and/or muskets.

11.4 Some disasters may be prevented or ameliorated by the explorer specialty as stated in the disaster.

11.41 Even if given immediate opportunity to cure victims affected by disaster, a doctor may always aid them again during the Hunting Phase.

11.42 If a disaster can be avoided by shooting an animal as stated in the disaster, each askari and the explorer (if armed) gets one shot unless specifically stated otherwise. For each shot taken, one die is rolled. An animal is killed on a die roll of 6. Zoologists kill on a die roll of 5 or 6.

11.43 None of the unfriendly tribes or bands encountered as a result of Disaster or Bonus (20.0) are permanent. No marker is placed on the board to indicate their presence. They disappear immediately after the phase is over.

11.44 Since a lake is assumed to cover the entire hex at least, the lake shore extends to all adjacent land hexes. Because of the extension, lake disasters can affect adjacent hexes as well as the lake hex itself.

11.45 For each person killed by disaster, roll two dice. Explorer is killed instead on a roll of twelve. If person named by disaster not in expedition, explorer is killed on an eleven or twelve two dice roll.

12.0 LOST

12.1 Each time an explorer attempts to enter an unpublished hex that he has never before visited, it must be determined whether he and his expedition become lost.

12.2 An explorer who becomes lost cannot move for the rest of the turn except to retreat from natives and has one guide desert him as a result of failure.

12.3 Check the terrain of the hex being exited by the expedition in the Terrain Key on the mapboard. Alongside under the Lost Column is the lost number for that terrain.

12.4 Roll one die. If the result is equal or less than the Lost number, the explorer is lost for the turn.

12.5 An expedition following a river downstream (in the direction the water is flowing) cannot get lost no matter what the terrain. An expedition following a river upstream (away from the direction the water is flowing) has a Lost number of 2 no matter what the terrain.

12.6 Lost Modifications

12.61 If a guide is in the expedition, subtract one from the die roll.

12.62 If the expedition is at cautious activity, subtract one from die roll. This applies even

though not stated in the Movement Restrictions Table.

12.63 If the expedition is at reckless activity, add one to the die roll.

12.64 All die roll modifications are cumulative.

13.0 INTERACTION WITH NATIVES

13.1 Each time an explorer enters or spends his entire move in a hex which contains a native tribe or discovers a native tribe, he may have to adopt a policy with that tribe.

13.2 If the tribe is already friendly to him, the explorer may ignore the tribe completely continuing on his way or he may trade with them.

13.3 If the tribe is not friendly, the explorer must select one of six policies listed on the mapboard.

13.31 Certain policies may impose restrictions upon the explorer. These are explained in the description following the policy.

13.32 The result of the policy is determined by cross-indexing the policy number and turn's activity level with a two dice roll on the Native Attitude Table printed on the mapboard. Explanations of the results are provided underneath. Their instructions must be observed.

13.4 An explorer who is charged or ambushed by natives must resolve the attack on the appropriate Native Attack Table.

13.41 The result of the attack is determined by cross-indexing the total number of healthy askaris (plus explorer if armed) and the tribal size with a two dice roll. Explanations of results are provided underneath. Their instructions must be observed.

13.42 Note—Although the Native Policy 2 description fails to state it, an explorer who selects policy 2 must retreat if the result of attack is H.

13.5 An explorer who retreats as a result of policy 2 does not regain the movement points used to enter the natives' hex. If he had just mapped the hex, it is considered a partial exploration with two differences. The course of any river, cataract and natives discovered and oasis remains. All spectacular discoveries are lost. The explorer may not publish the hex unless he is able to return and stay. If the hex is fully explored at a later time, new spectacular discoveries are determined all over again.

13.6 In any interaction with a native tribe, an explorer is dealing with just one village of an unlimited number of villages of identical size in the hex. As a result, the strength of the natives is never reduced no matter how often involved in battle. It is assumed that each battle is fought against a new village. When a tribe becomes friendly, all of the villages become friendly.

14.0 NATIVE NEGOTIATION AND TRADE

14.1 An explorer who has selected either policy 3, 5 or 6 and receives a neutral (N) result on the Native Attitude Table must negotiate with the tribe.

14.2 The explorer determines how many gifts he wishes to present to the chief in token of his friendship. The fewer the gifts the more likely the chief will be unhappy with the offering.

14.3 Check the number of gifts given with the sum of two dice rolls on the Negotiation Table for the result of the offering. An explanation of the results is found underneath.

14.4 A tribe that becomes friendly is friendly to that explorer only. Other explorers must interact with the tribe independently to become friendly with that tribe (see 13.0). Once a tribe is friendly

to an explorer it remains friendly to him for as long as he remains alive.

14.5 An explorer may give every item he has to guarantee a successful negotiation. He does not include people, personal muskets, or animals. He must give the chief everything else he has. If he has nothing to give, he automatically has a successful negotiation.

14.6 If the tribe is friendly, mark the fact on the Player Aid Sheet. The explorer may trade with a friendly tribe once each turn he occupies their hex. An explorer does not expend movement points in any interaction with natives.

14.7 A Native Trade Table is presented on the Player Aid Sheet to provide the rates of exchange.

14.8 Gifts must be part of all trades. To obtain additional gifts for trade, an explorer may first trade food or muskets for gifts.

14.81 An explorer may trade for any number of items in the same turn.

14.82 An explorer may trade for any one type of item only once per tribe per turn.

14.83 Each time an explorer trades with a friendly tribe, a jealous witch doctor attempts to poison him. The explorer dies on a die roll of one.

14.84 Camels can be gotten from a desert tribe only if a route of desert hexes can be traced from the desert hex occupied to Khartoum.

14.9 There is a limit in trade between each tribe and explorer.

14.91 A small tribe can never accept more than 35 gifts in trade from the same explorer.

14.92 A medium tribe can never accept more than 50 gifts in trade from the same explorer.

14.93 A large tribe can never accept more than 65 gifts in trade from the same explorer.

14.94 Record of gifts traded to each tribe should be maintained on the Player Aid Sheet.

14.95 Once a tribe has received its maximum allotment of gifts from the same explorer it can no longer trade with him. The chief and natives no longer value the gifts that explorer is offering.

15.0 CONSEQUENCES OF DEFEAT

15.1 If the result of native attack is D (defeated), the explorer has been defeated by the Native tribe. He may or may not be able to escape with part or all of his expedition.

15.2 The Consequences of Defeat Table determines the result of the defeat.

15.21 Certain results allow the explorer to escape with one or more members. He may choose which members will escape with him.

15.22 A member is any one person, animal or canoe.

15.23 If the member is a bearer on foot expedition or canoe on a canoe expedition, the items carried are included. See 11.3 to determine what is carried.

15.3 An explorer who is captured may attempt to escape at the end of each turn starting with the first turn after capture.

15.31 The escape attempts continue until the explorer escapes, dies or is retired.

15.32 Use the Consequences of Defeat table to resolve escape attempts. In this use, the term member is changed to bearer only (without load). The bearers are natives the explorer has convinced to help him.

16.0 RESULTS OF VICTORY

16.1 If the result of Native Attack is W (Win or Victory), the explorer has defeated the native village. Some askaris may have been killed in the fighting and the explorer may have captured prisoners and discovered the location of the village.

16.2 The number of askaris killed is determined on Table A of the Results of Victory Table.

16.3 In the unusual case that the loss exceeds the number of askaris in the expedition, the victory changes immediately to defeat. Proceed immediately to Consequences of Defeat (see 15.0)

16.4 If after extracting losses, the explorer still has one or more askaris, proceed to Table B to determine whether natives are captured and their village discovered.

16.41 Captured natives are either released or used as bearers. Missionaries, doctors and ethnologists must release all prisoners.

16.42 An explorer who discovers the native village has two options.

16.421 Keep the prisoners for bearers and/or loot the village. Missionaries, doctors and ethnologists cannot loot villages.

16.422 Release the prisoners and don't loot. The explorer receives 1 v.p. for selecting this option upon return to Europe. Keep record of this on the Player Aid Sheet.

16.43 LOOTING PROCEDURE

16.431 The explorer uses the Looting Table (16.433) once for each looting die roll he is awarded. The Looting Table determines what the explorer finds while looting.

16.432 Roll one die if small tribe, two dice if medium tribe or three dice if large tribe. Double the sum. The product is the number of looting die rolls available to the explorer.

16.433 Looting Table

Die Roll	
1-4	find 1 to 4 rations of food
5	find 1 gift
6	find a camel (if in desert) or canoe (if by river system)

17.0 CACHE

17.1 At any time, an explorer may cache (bury or hide) any items he no longer wishes to keep with his expedition.

17.2 Animals and people may not be cached.

17.3 Record of items cached are kept in the Player Aid Sheet in a numbered box. A cache marker of the same number is placed in the hex to mark its location.

17.4 Muskets and bonus items can also be cached. No space has been provided for them on the Player Aid Sheet so they must be handwritten.

17.5 An unlimited number of caches can be constructed by an explorer. In the unlikely event that more than eight of an explorer's caches are simultaneously on the mapboard, extra counters and entries will have to be constructed by the player himself.

17.6 When the explorer returns to one of his caches to regain his stores, there is a chance that he has lost its location or it has been destroyed. On a die roll of one, the cache has disappeared. For all other results the cache has been recovered.

17.7 Caches are permanent. A cache is only removed by the process of reclaiming it.

17.8 Explorers can attempt to find other explorers' caches but only if the cache is in a published hex. They must roll a die, also, to see if the cache has disappeared.

18.0 HUNTING

18.1 Each person in the expedition will consume one ration of food per turn. The explorer may substitute fresh rations for non-perishable rations.

18.2 Fresh rations not consumed in the turn obtained are lost. They cannot be preserved and added to the ration supply.

18.3 Consult the Hunting Table for the number of fresh rations collected in the turn.

18.31 The explorer, if armed, is included with the askaris.

18.32 If the hex occupied has two types of terrain, use the most advantageous.

18.33 A change must be noted on the Hunting Table. Activity level 1 and 2 is the same as cautious activity. Activity level 4 is the same as reckless activity.

18.4 Those people in the expedition not fed by fresh rations must be fed with non-perishable rations. Anyone not fed will desert the expedition due to starvation.

18.5 Animals can be shot to provide 10 rations of fresh food each.

18.6 If the explorer is starving, he becomes sick instead.

18.7 An explorer by himself can hunt without a musket but with a disadvantageous modification of 2 to the die roll.

18.8 An expedition will never have to consume food if in Cape Colony or in the hex with a friendly tribe. Food is provided for them in these places.

19.0 SICKNESS

19.1 After hunting is completed, sick members of the expedition are cared for.

19.2 For each sick person, consult the Recovery Table to determine if he recovers. A doctor, who himself is not sick, subtracts one from each die made.

19.3 Sick people cannot walk and must be carried. As stated previously, each person weighs 15 items. Sick people cannot perform any of their duties.

19.4 Sick people can be discharged but at a loss of 1 v.p. for each discharge.

19.5 Any people or animals in the desert without water will desert (like starvation). The explorer without water dies.

19.6 Assume there is a doctor in every hex in cape colony and in every port.

20.0 BONUS DISCOVERIES

20.1 At the end of his turn, an explorer has the opportunity to make special discoveries based upon his specialty.

20.2 A bonus discovery can only be made if the explorer occupies a hex which has been mapped that turn or is with a native tribe he has never encountered in a previous turn.

20.3 Draw an Event card and check the BONUS by the explorer's specialty. All of the specialties have been abbreviated.

B—Botanist
D—Doctor
E—Ethnologist/
anthropologist
Ex—Explorer
G—Geologist
J—Journalist
M—Missionary
Z—Zoologist

20.4 If all conditions listed in the bonus are met, the bonus is awarded. The explorer receives whatever benefits (if any) are included.

20.5 If there are no victory point awards mentioned in the bonus, the explorer automatically receives a number of victory points equal to the roll of one die.

20.6 A record of the bonus discoveries is maintained in the Player Aid Sheet.

20.7 Unusual Bonuses

20.71 Each tusk collected must be returned to Europe to gain its victory point value. Each tusk weighs 7 items.

20.72 Each animal or plant must be brought to Europe to be published. Each weighs 2 items. The smaller specimens are brought back alive. The larger specimens are brought back as pelts or as seed.

20.73 These bonus discoveries are never lost due to disaster unless there are not enough bearers or canoes left to carry them. A player may voluntarily choose to substitute any of these discoveries for the items lost with the carrier.

20.74 The same animal, plant or tribal name may never be published twice. Once published, any more discoveries of the same animal, plant or tribe name is ignored.

20.75 If there are no muskets in the expedition, no animal bonus may be collected.

21.0 RETURN TO EUROPE

21.1 It will most likely require several expeditions before a player will be able to accumulate enough published victory points to win. Players from time to time will have to return their explorer to Europe to publish discoveries made while in Africa and to gather donations to outfit new expeditions.

21.2 A player may retire his explorer at any time for any reason (e.g. the explorer is sitting out too many turns as a captive). The result of retirement is the same as the explorer's death.

21.3 If an explorer dies or is retired the following things happen.

21.31 All unpublished discoveries and victory point awards are lost.

21.32 All unpublished mapped hexes visited only by that explorer are erased and the marker removed. His discoveries are considered just rumors.

21.33 The player may start a new explorer and begin drawing for donations at the beginning of the next turn.

21.4 The turn after an explorer enters a port, he may return to Europe. It takes one full turn to travel to Europe.

21.5 An explorer who travels to Europe must disband whatever is left of his expedition. He must start over again fresh.

22.0 PUBLISHING

22.1 While in Europe, an explorer may publish any and all discoveries, bonuses and any other awards due him that he has yet to publish. Only published discoveries, bonuses and awards count toward victory. Once published, victory points are never lost.

22.2 An explorer may not wish to publish all of the discoveries made by mapping. This gives him an advantage as his later expeditions can move freely through these hexes whereas other explorers must still treat them as unpublished and unexplored. He must take care though that another explorer doesn't publish them first.

22.3 An explorer who is first to map a hex, make a spectacular discovery or discover a plant, animal or the name of a tribe is not necessarily the one to be awarded the victory points for the discoveries. The first explorer to publish them gets their victory points.

22.4 Once published, the types of discoveries described above in 22.3 cannot be published again. All other bonuses and awards can be published freely.

For example, only one explorer can publish the terrain a particular hex contains, but every explorer can get victory points for becoming friendly with the same tribe.

22.5 Victory point losses are deducted immediately from the victory points garnered so far by the current expedition. If there are no victory points garnered from the current expedition, they are deducted from the published total (never reduced to less than 0).

22.6 A Victory Point Chart on the Player Aid Sheet provides a list of all victory point amounts (not listed elsewhere) awarded to each specialty when published. In cases where the terrain is jungle/swamp or jungle/mountain, use the most advantageous of the two to determine victory points.

22.7 When determining spectacular discoveries (i.e., the discoveries rated first, second, third, etc. in size or height), it is done only at the moment when their publication gives a player the win. Until then, they cannot be published.

22.8 When determining the size of lakes, first check the number of hexes each lake contains (from one to three hexes maximum). If there is a tie, check the extra square mileage as a tie breaker.

22.9 Only those explorers who discovered the last of the lake hexes of the same lake can claim the lake for spectacular discovery.

For example, only those explorers who explored the third hex to be mapped of a three hex lake have a chance to publish it as a spectacular discovery. The explorers who explored the first two hexes to be mapped can score only for the lake terrain of the hex.

23.0 SPECIAL DISCOVERIES

23.1 There are eight counters on the mapboard. Any explorer who enters and does not retreat out of the hex may look at the discovery on the counter. Blank markers are false trails.

23.2 If not already published, the explorer may publish all the special discoveries he has found.

23.3 Special discoveries may have great value depending upon the explorer specialty. Their values are listed in the Victory Point chart.

24.0 JOURNALISTIC DISCOVERIES

24.1 A journalist has opportunities for acquiring victory points not available to any other specialty.

24.2 For every battle in which an explorer defeats a native tribe, the journalist receives 1 v.p. if in Africa.

24.3 For every battle in which an explorer is defeated by a native tribe, the journalist receives 2 v.p. if in Africa. The added value to defeat results from its greater news value.

24.4 The journalist receives these bonuses only once for each tribe that his expedition personally battles. Put a check in the defeated column by the tribe on the Player Aid Sheet as a reminder that

the journalist can no longer receive victory points for personal battle with that tribe. This is done to prevent the journalist from attacking a tribe turn after turn to gain victory points.

24.5 If two or more journalists are in Africa at the same time, the first back to Europe to publish these battles gets their value. The others are out of luck.

24.6 The journalist receives 3 v.p. for interviewing an explorer whose current expedition is now or has been four or more hexes from a port.

24.61 The journalist must be in the same hex as the explorer and in Africa.

24.62 The journalist is allowed only one interview per explorer per game.

24.63 The journalist cannot interview himself.

25.0 LONGEST RIVERS AND EPIC JOURNEYS

25.1 Not included in the Victory Point Chart are victory awards for finding the longest river and making epic journeys.

25.2 Longest River Discoveries

25.21 Like spectacular discovery awards, longest river discoveries are published only when their publication can give a player the win.

25.22 The winning player gets 16 v.p. for publishing the hex farthest from the mouth of the largest river system.

25.23 The winning player gets 8 v.p. for publishing the hex farthest from the mouth of the second largest river system.

25.24 The winning player gets 4 v.p. for publishing the hex farthest from the mouth of the third largest river system.

25.25 The river system does not have to be completely mapped.

25.26 When determining the farthest hex, count the shortest possible route from hex to mouth. The Nile is special of all other rivers because its true mouth is not on the mapboard. Always add 25 hexes to its river system to reflect its off board length.

25.3 Epic Journeys

25.31 Each explorer who is the first to travel from one specific port directly to another specific port from the group listed in 25.33 receives a bonus number of victory points in addition to those regularly earned through exploration. Another port cannot be entered during the journey.

25.32 The value of the epic journey is equal to the number of hexes published at the same time by the explorer along the shortest traveled route from port to port.

25.33 Epic Journey Destinations

25.331 Between Khartoum and any of the Cape Colony ports (Capetown, Port Elizabeth or Durban) and vice versa.

25.332 Between Khartoum and any of the east coast ports north of Durban and vice versa.

25.333 Between Khartoum and any of the west coast ports north of Capetown and vice versa.

25.334 Between any west coast port north of (but not including) Capetown and any east coast port north of (but not including) Durban.

26.0 OUTFITTING NEW EXPEDITIONS

26.1 Unlike the start of the game where each player starts with \$1,000, an explorer returning to Europe or a new explorer must recruit money by donations for a new expedition.

26.2 At the start of each turn in Europe, a player first decides whether his explorer has enough donations (printed on the bottom of the Event cards) to start a new expedition. If he does, he announces that the explorer is traveling to Africa and spends the turn outfitting the expedition as explained in Outfitting Your Expedition (5.0).

The next turn the explorer can leave his destination port in Africa with his expedition.

26.3 If the player decides that his explorer does not have enough donations to sail to Africa, he discards all free tickets that he has. If he has over five donations remaining, he reduces his donations to five.

26.4 Upon reducing his hand, the player may draw one donation.

26.5 The player may draw one additional donation for each v.p. published that turn. A player with an explorer in Europe is not required to publish all at once, but can publish in any turn or over several turns.

26.6 Free tickets are a special type of donation. A free ticket allows an explorer to sail to the port named for free. Without a free ticket, an explorer must pay \$500 to sail to a port of his choice. A free

ticket need not be used if the player does not wish to go to the port named.

26.7 Players cannot trade, buy or sell donations.

26.8 Each Event card contains one donation (No Donation is considered an unfortunate type of donation). All donations are placed face up in view. There is no secrecy in the donations received.



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GAME II

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27.0 INTRODUCTION TO GAME II

As stated in 1.0, Introduction, **Game II** approaches the exploration of Africa from a different direction. More emphasis is placed on the adventure of discovery than upon its rewards.

This approach to gaming is very similar to the role playing style of gaming which currently has been making large inroads in the adult game hobby. If you enjoy the challenge of penetrating and surviving in the wilds of Africa more than winning or losing, **Game II** is for you.

The major changes in **Game II** center around the use of dice rather than the Event Deck to resolve the situations that occur. Dice provide a totally random environment not quite available with the Event Deck.

In almost all aspects of play, **Game II** is the same as **Game I**. Changes basically involve altering certain procedures to incorporate the use of dice. Only those changes specifically covered in the following rules alter **Game I**. All **Game I** rules and procedures not covered still apply to **Game II**.

28.0 SET-UP FOR PLAY

28.1 Incorporate the following changes to set-up procedure.

28.2 Explorers (except journalist, see 40.6), do not receive \$1,000 up front nor can they name their port of entry. They must follow the procedure presented in 24.0, Outfitting New Expeditions, to collect money and free tickets to get to Africa.

28.3 At the start of the game only, each explorer starts with five donations already in hand. These are dealt out at a time to each player.

29.0 JOINT EXPEDITIONS

29.1 Two or more players may join forces at any time in a single joint expedition.

29.2 When a joint expedition is formed in Europe, the participating players pool their donations. They cannot use free tickets as a single entity. A free ticket can be used by one explorer only.

29.3 A joint expedition moves once per turn during the last participating player's turn.

29.4 Explorers may join forces together in Africa at any time they occupy the same hex.

29.5 A joint expedition defeated by natives, will split up into individual explorers. Each explorer will resolve the Consequences of Defeat (35.0) for himself.

29.6 Explorers may voluntarily split from a joint expedition at anytime.

29.7 Whenever a split occurs, division of expedition can be made in any way by agreement. If the participating players cannot agree on the division, each explorer rolls one die for each person, animal and item in the expedition and the high roller gets it.

29.8 Discoveries made by joint expeditions may not be shared. The first explorer to publish them gets their victory points.

30.0 VICTORY CONDITIONS

A reasonable time limit is set (generally between 20 and 40 turns) at the end of which the player with the most points is the winner. Additional games can continue until all of Africa is completely mapped and a final overall winner is determined; or the game can be played through to the complete mapping of Africa at one sitting although this will require many hours of play. Note again the emphasis should not be placed on winning or losing but in the enjoyment of the adventure, itself.

31.0 LOST

31.1 Add these cases to those present in **Game I**.

31.2 An expedition will not become lost in the hex in which a guide is hired.

31.3 If the explorer is sick, add one to the Lost die roll.

32.0 MAPPING

32.1 The mapping procedure used in **Game II** is the same as in **Game I** but with this difference. A die or dice rolls are substituted for the probabilities inherent in the draw of the Event card. The Event card deck is consulted only when determining the type of river to be in the hex and lake extra mileage.

32.2 Mapping Terrain and Rivers.

32.21 When determining the terrain or direction of the river do not use the numbers or type of terrain printed by MAP: Terrain on the Event card. Instead, roll one die when determining the location of an adjacent hex.

32.22 When mapping terrain, always roll a second die if the first die roll indicates a blank adjacent hex. If the second roll also indicates a blank hex, roll one die for a third time and check the result with the same number in the Terrain Key. By the number is the type of terrain to be mapped (veldt is 1, lake is 2, mountain is 3, etc).

32.23 If the type of terrain had to be selected from the Terrain Key and it is either jungle, swamp or mountain, roll a fourth die and consult the Terrain Key. If the new type of terrain selected can be combined into jungle/swamp or jungle/mountain, this will be the terrain mapped.

32.3 Spectacular Discoveries

32.31 To check for cataract, roll one die and consult the table in 32.32.

32.32 CATARACT TABLE

Die roll	Find Cataract if in
1	jungle, veldt, desert
2	desert, mountains
3	Mountains
4	Mountains
5	no cataract
6	no cataract

32.33 If a cataract is found, its height (in feet) is determined by taking the product of four dice. Only if the result is 40 ft. or greater is it a spectacular discovery.

32.34 The height of any mountains found in the hex is determined as follows. Take the product of three dice and add 100. Multiply the sum by 100. The final product is the height of the highest peak in feet. Only if the result is 15,000 ft. or greater is it a spectacular discovery.

32.35 An oasis occurs in a desert hex without a river on an odd die roll. Until the desert hex is published, other explorers who venture into the hex will have to find the oasis on an odd die roll. Once published, the location of the oasis is known to all.

33.0 DISCOVERING NATIVES

33.1 Just as in mapping, the dice are used to determine the presence of natives in the hex being mapped. Roll two dice and consult the table in 33.2

33.2 NATIVE DISCOVERY TABLE

Dice Sum	Discover Natives if in
2	lake*, veldt, swamp, jungle
3	lake*, veldt, swamp, jungle
4	veldt, swamp, jungle
5	mountains
6	mountains
7	by river or oasis**
8-12	no natives

* —In or adjacent to lake hex.

**—Natives appear whether you have found oasis or not.

33.3 The size of the tribe is equal to the product of three dice.

33.4 The highest die roll can be modified. If the shortest distance in hexes to the nearest port is less than the highest of the three dice rolls, the distance is substituted (this simulates the coastal depopulation caused by the slave trade).

For example, a tribe is discovered five hexes from the port of Brass. Three dice are rolled resulting in two sixes and a four. If the tribe had been six or more hexes from all ports, its size would be the product of the three dice, $4 \times 6 \times 6 = 144$; but because the distance is less than the highest roll, five is substituted. The actual size is $4 \times 5 \times 6 = 120$.

34.0 INTERACTION WITH NATIVES

34.1 When selecting a policy toward unfriendly natives, do not select policy 6. The choices are limited to the first five only.

34.2 To determine the attitude of the unfriendly natives ignore the Table on the map. Count the

shortest distance in hexes to nearest port and add the number to the policy number selected. This sum can be altered by one or more modifiers listed below.

34.21 If the explorer has no askaris, no muskets and has selected policy 4 or 5, add 3. If he has muskets reduce to add 2.

34.22 If one or more of these 3 sub-cases apply, add 1.

34.221 If the explorer selected policy 3 or 5 and has a guide hired in the adjacent hex.

34.222 If the explorer has negotiated with the tribe before.

34.223 If the tribe is in a published hex.

34.23 Add current native attitude (see 39.0).

34.3 Take the final modified result and compare it with the sum of three dice. If the dice sum is greater, then the natives are hostile, otherwise they are neutral.

34.4 Hostile natives will either hide, ambush or charge. Neutral natives either do nothing or negotiate as explained in 38.0.

34.41 Multiply the number of askaris plus the explorer by the shortest distance to nearest port. Divide the product by the policy number selected. If the final result is greater than the number of natives in the tribe, they hide and do nothing. If it is equal to or less than the number of natives, they will attack, either charging or by ambush.

34.42 Take the highest of two dice rolls. The roll may be modified by either of the two following situations.

34.421 If the expedition is mounted and not in desert add one.

34.422 If the expedition is not mounted and in desert subtract one.

34.43 If the modified die roll is less than the policy number selected, the natives ambush the expedition; otherwise, they charge.

34.5 COMBAT PROCEDURE

34.51 No mapboard tables are used.

34.52 The only difference between ambush and charge is that, in charge, the askaris plus the explorer, if armed, get an initial first fire. In an ambush and after the first fire against a charge, each side beginning with the natives alternate hand to hand attacks (steps 34.54 and 34.55) until one side or the other is wiped out or is defeated.

34.53 In first fire, one native is killed for each askari and armed explorer in the expedition. Multiply one die roll by the number killed. If the product is greater than the number of surviving natives, the natives are defeated; proceed directly to Results of Victory. If not, proceed to hand to hand combat.

34.54 If the expedition is surprised or if the charging natives survived the round of fire, the warriors attack. Divide the number of attacking warriors by the roll of one die, dropping fractions. The result is the number of askaris (only) killed. Multiply the casualties incurred in current round with a die roll. If the product is greater than the original number of askaris at the start of the battle, they will break and run. If the askaris break or they are all killed proceed directly to Consequences of Defeat.

34.55 If the askaris hold their ground, divide the number of remaining askaris and explorer by one die roll, drop any fraction, and add one. The result is the number of native casualties. Multiply native casualties received this round by the roll of one die. If the product is greater than the number of remaining warriors, the natives have been defeated. Proceed directly to Results of Victory.

35.0 CONSEQUENCES OF DEFEAT

35.1 Do not use Consequences of Defeat Table on mapboard but the table presented in 35.2

35.2 CONSEQUENCES OF DEFEAT TABLE

Die Roll	Result
1 or less	Explorer held prisoner
2	Explorer killed
3	Explorer escapes alone without food or weapons
4	Explorer escapes with musket and nine rations
5	Explorer Escapes with musket, nine rations and one roll on Table A
6	Explorer escapes with musket, nine rations and two rolls on Table A

35.3 TABLE A

Die Roll	Result
1	Guide
2	Askari
3	Bearer*
4	Camel*
5	Horse*
6	Canoe*

*check to see what is carried on Table B.

If item rolled is not available in expedition, roll again.

35.4 TABLE B

Die Roll	Result
1 to 3	Ten Rations (food and/or water)
4 to 5	Ten gifts
6	Ten muskets

35.5 If the explorer is captured, he must roll one die again (subtracting two) at the end of every subsequent turn on the Consequences of Defeat Table until he escapes, is "retired", or is killed. Sometimes, because of specialty, a captured explorer gets a person, animal or canoe in the escape. These represent a native he has convinced to follow him or something he is able to take from the natives without their knowledge.

36.0 RESULTS OF VICTORY

36.1 Do not use the Results of Victory Table but the procedure presented in this section.

36.2 Roll one die and subtract it from the number of surviving askaris. The result is the number of prisoners taken. Values equal to or less than 0 are treated as no prisoners taken.

36.3 If the die roll is six, the askaris will not take any prisoners but must loot the village if found (missionary, doctor or ethnologist not withstanding).

36.4 Add the number of the policy selected to the number of prisoners and compare it to the sum of two dice. If the dice sum is greater, the village is not discovered. If equal or less, the village is found.

36.5 All other Results of Victory procedures are the same as in **Game I**.

37.0 LOOTING

37.1 Use the Looting Table in 16.433.

37.2 The number of looting die rolls available is equal to the number of original natives encountered.

38.0 NATIVE NEGOTIATION AND TRADE

38.1 Do not use the Negotiation Table on mapboard.

38.2 Take the higher of two dice rolls and multiply it by the number of gifts offered. If the product is less than the number of natives in the tribe, the chief is insulted and considers whether to attack the expedition. Return to case 34.41. If the result is "hide", the chief does not feel strong enough and will attempt to poison the explorer (see 41.0). Otherwise, the natives will charge or ambush as indicated.

38.3 The maximum number of people, animals or items that can ever be purchased from one tribe by any one explorer depends upon the number of

natives in the tribe. Each native can trade one animal, one canoe, ten items or he can hire himself out.

39.0 NATIVE ATTITUDE

39.1 This is new. Each tribe has an attitude towards all explorers. This attitude is expressed as a number. The higher the number the friendlier the attitude.

39.2 The attitude of every tribe starts at 0. It can change each time the tribe interacts with an explorer as described below.

39.21 When an explorer is defeated by the tribe subtract one from its attitude.

39.22 When the tribe decides to charge or ambush an expedition subtract one from its attitude.

39.23 When an explorer is killed by the tribe subtract one from its attitude.

39.24 When an explorer takes prisoners but releases all of them add three to its attitude (This applies only to the explorer who released the prisoners).

39.3 All changes to native attitude are cumulative. A tribe's attitude can be negative.

39.4 Certain specialties can also affect the attitude of the tribe (see 40.0, Specialties).

39.5 Once friendly, a tribe remains friendly to an explorer no matter what its attitude is to the other explorers unless it reaches or passes -5. The tribe is then no longer friendly to anyone; but the explorers who were former friends get a personal +4 increase to the tribe's attitude in all future interactions with it.

40.0 EXPLORER SPECIALTIES

40.1 The botanist specialty is no longer used. It is combined with the zoologist specialty. The bonuses presented on the Event cards are no longer used. Bonus awards are acquired as described in this section.

40.2 Explorers may still have only one specialty.

40.3 As in **Game I**, specialties are permanent. An explorer cannot drop or change his specialty.

40.4 Zoology/Botany and Geology

40.41 A zoologist or geologist must remain one full turn in every unpublished hex that he enters for the first time. He is spending the time searching for specimens. The result of the search is resolved by choosing one of the two dice and consulting the appropriate table in 40.42.

40.42 ZOOLOGY/BOTANY

Die Roll	Find plant or animal specimen in
1	Lake, by river, at oasis
2	veldt, swamp, jungle
3	veldt, swamp, jungle
4	jungle, mountain
5	mountain
6	desert

GEOLOGY

Die Roll	Find mineral specimen in
1	desert, swamp, jungle
2	desert, mountain
3	desert, mountain
4	mountain
5	no discovery
6	by a river

40.43 An explorer is allowed only one discovery per hex. He gets one search per turn.

40.44 If the first attempt fails, the explorer may remain in the hex to search or he may leave. He is only required to stay one turn.

40.45 All specimens must be carried back to Europe to be published. Each specimen weighs two items and has a value of 1 v.p.

40.46 If able to collect a specimen, roll two dice to determine any additional value it may have.

Die Sum	Value
2-8	0 VP
9	1 VP
10	2 VP
11	3 VP
12	4 VP

40.5 Missionary and Doctor

40.51 A missionary or doctor must spend one full turn attempting to evangelize or treat each new tribe with whom he becomes friendly. Several successive missionaries and doctors can evangelize or treat the same tribe, since not all are from the same church or treating the same ills. Each attempt is resolved by rolling two dice, selecting one and consulting the appropriate table in 40.52.

40.53 Captured missionaries and doctors may attempt to evangelize or treat unfriendly tribes at the end of the first full turn of capture. Any

change in attitude is added or subtracted from that turn's and all subsequent escape die rolls from that tribe.

40.54 A doctor or missionary may attempt to treat or evangelize each tribe only once per game.

40.6 JOURNALIST

40.61 A journalist receives a fixed income of \$1,000 when in Europe.

40.62 He also may start at any port for free. He does not receive any donation.

40.7 ETHNOLOGIST

40.71 An ethnologist must spend one full turn with each new tribe with whom he has become friendly. He rolls two dice and becomes sick on a result of 12.

40.72 For each tribe with whom he has made friends, the ethnologist may add +1 to his policy number each time he uses one.

40.73 If dissatisfied with his die rolls when negotiating or trading with the natives, the ethnologist gets to roll one additional die per each tribe friendly to him per turn to try to improve his result.

41.0 POISON ATTEMPTS

41.1 For each attempt at poisoning the explorer, the player rolls two die, selects one roll, and consults the Poison table in 41.2.

41.2 POISON TABLE

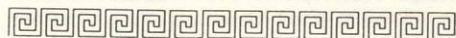
Die Roll	Result
1-2	Explorer is poisoned and dies
3	Explorer is poisoned but recovers
4-6	Attempt fails

40.52 MISSIONARY TABLE

Die Roll	Result
1	Natives jeer and taunt, no effect on attitude
2	Natives ignore missionary. Attitude +1 and 1 v.p.
3	Natives listen respectfully. Attitude +2 and 1 v.p.
4	Natives applaud. Attitude +3 and 2 v.p. but jealous chief and witch doctor each try to poison missionary.
5	Witch doctor asks to be baptized. Attitude +4 and 2 v.p. but chief attempts to poison missionary
6	Chief asks to be baptized. Attitude +5 and 3 v.p.

DOCTOR TABLE

Die Roll	Result
1	Doctor contracts strange disease and dies. No effect on native attitude.
2	Doctor becomes sick. No effect on native attitude
3	Doctor fails to halt epidemic. Attitude -1 and chief attempts to poison him.
4 & 5	Doctor successfully treats minor cases. Attitude +1 and 1 v.p. but witch doctor attempts to poison him.
6	Doctor successfully treats several major cases. Attitude +2 and 2 v.p. but witch doctor tries twice to poison him.



ANIMAL AND PLANT DESCRIPTIONS

Presented herein is a list of lesser known animals and plants included in the game.

Animals

Addax (*Addax nasomaculatus*): A single species of large antelope found in desert. They get sufficient moisture from the plants they eat.

African Giant Swallowtail (*Papilio antimachus*): One of largest butterflies in the world. It has a wingspan of between 10 and 11 in. across. Butterflies of these dimensions are nearly impossible to catch with a net because they frequent the tops of high trees and fly very rapidly. They have to be shot with guns loaded with dust or water.

Black Mamba (*Dendroaspis polylepis*): Principally a tree snake. It has an estimated maximum speed of 15 mph for short distances although it has been recorded travelling at only 7 mph. They are very aggressive and very poisonous.

Bongo (*Boocercus eurycercus isaaci*): A single species of large antelope restricted to dense humid forests with thick undercover at altitudes of between 2000 and 3000 meters on mountainsides.

Cichlid fish (*Labeotrophus frellborni*): One of great many species of lake fish. It is a very popular aquarium fish and has an unusual habit of carrying its fertilized eggs in its mouth until hatched. Baby cichlids in danger will dart back into mother's mouth.

Congo Peacock (*Afropavo congensis*): This bird was not discovered until 1936. It is the only pheasant known in Africa.

Dik-Dik (*Madoqua phillipsi*): One of six species of small antelopes. It survives in desert getting its moisture requirement from the plants it eats. The name Dik-Dik comes from the sound that it makes.

Elephant Shrew (*Petrodromus sultan*): A large shrew with a long snout that lives in forests. When fleeing from danger, they jump straight up and down and look somewhat like furry rubber balls.

Fishing Eagle (*Haliaeetus vocifera*): Very similar to the bald eagle in both habit and appearance.

Gerunuk (*Litocranius walleri*): A very graceful antelope with long neck and legs. It has unusual habit of browsing while standing on its hind legs.

Goliath beetle (*Goliathus goliatus*): The heaviest beetle in the world. It weighs up to 3.53 oz. and can measure up to 4.72 in. in length.

Jentink's Duiker (*Cephalophus jentinki*): A medium size antelope with short legs similar in appearance to deer. When alarmed, it will dart with great speed into nearby vegetation (Duiker means diving buck). This is the rarest of all antelopes.

Klipspringer (*Oreotragus oreotragus*): A small antelope which inhabits rocky hills and mountains. It is very sure footed and fleet on rocky terrain.

Kob or Waterbuck (*Kobus lechwe*): One of six species of large antelopes restricted to flood plains and adjacent watery areas.

Kori Bustard (*Ardeotis kori*): A large bird with a similar appearance to cranes and egrets but with a heavier neck. They are the largest of all flying birds.

Lord Derby Eland (*Taurotragus derbianus*): One of two species of eland. It is very large and although not fast is an excellent jumper.

Okapi (*Okapia johnstoni*): Single species which inhabits equatorial rain forests of Congo. It looks like a cross between a giraffe and a zebra. This strange animal was not discovered until 1900 although fairly common in its range.

Oribi (*Ourebia ourebia*): A single species of small antelope living in dry shrubby areas. It can travel at considerable speeds.

Oryx or Gemsbok (*Oryx beisa*): one of four species of large antelope with very strikingly marked head.

Pygmy Chimpanzee (Chimpanzee troglodyte): A small, unusual form of chimpanzee.

Rock Hyrax (*heterohyrax syriacus*): One of a half dozen species that prefer rocky mountain areas. Similar in appearance to guinea pig. It is smallest of all hooved mammals.

Royal Antelope (*Neotragus Batesi*): One of twenty-five species of very small antelope. This is the smallest antelope known, about two feet in length.

Safari ants: Unlike ordinary ants, these ants do not live in burrows but in a constant moving safari which attacks anything in its path.

Shoebill (*Balaeniceps rex*): A large stork with a large heavy bill used for digging lung fish and other animals out of mud.

Termite mounds: Built by many different species of termites. Termite mounds house the entire colony in a controlled micro-climate. The surface is iron hard as a defense against predators. It can reach up to and exceed 42 ft. in height and be used for over twenty years.

Topi (*Damaliscus lunatus*): One of six species of antelope. It is said to be fleetest of African antelopes.

Walia Ibx (*Capra hircus*): One of five species of goat which inhabits high mountain country just below the snow line.

Water Chevrotain (*Hyemoschus aquaticus*): Also known as mouse deer although more closely related to camels and pigs than to deer. Only slightly larger than Royal Antelope.

Yellow-casqued Hornbill (*Ceratogymna elata*): A large bird with a large yellow down curving bill with a casque over it. The casque looks like the beginning of a second bill. They produce a large variety of noises probably making much of the jungle sounds heard in jungle movies.

Plants

Most of the plants mentioned are popular flowering and house plants which have been introduced to homes and gardens around the world.

House and Garden Plants

Acidenthera spp: They bear dainty white flowers with violet star in center on tall leafy stems. They resemble gladioli.

African Violet (*Saintpaulia ionantha*): A very popular house plant. They grow on jungle floor in conditions of constant heat, deep shade and continually moist atmosphere. They have sprays of deep violet blue flowers.

Asparagus fern (*Asparagus plumosus*): A popular fern with feathery, finely divided leaves.

Bird of Paradise flower (*Strelitzia reginae*): A spectacular flower with a green beak like a bird bearing a cluster of yellow and blue flowers. It is popular in botanical gardens and greenhouses.

Clivia nobilis (Kaffir lily): A beautiful perennial. The flower stalk carries a spreading cluster of handsome orange-red trumpet shaped blossoms with golden centers.

Delphinium macrocentron: A popular flowering plant.

Galtonia candicans (giant hyacinth): Showy plant with large numbers of pendant white bell-shaped flowers.

Gazania spp: Also known as South African daisy and jewel flower.

Gladiolus lilacens (brown afrikander): One of many species of gladioli which originated in South Africa.

Ixia viridiflora: Contains many star shaped flowers.

Nerine sarniensis: A dainty plant with graceful red flowers.

Pelargonium spp: These are the true garden geraniums.

Streptocarpus rexii (cape primrose): numerous blue 1 in. flowers.

Unusual plants

Baobab tree: A large strange tree often seen in pictures of the veldt. It looks as if it has been buried upside down because its swollen trunk and branches give the appearance of a root system.

Dracaena schizantha (dragon plant): Other species were very popular in the middle ages for their blood red sap which was used as medicine. It is popular as a varnish for violins. The plant has conspicuous green leaves with white centers.

Drosera capensis (sundew): A small plant with hairy leaves tipped in mucilaginous material used to catch and devour insects.

Euphorbia spp: Many species known as "Crown of Thorns", they bear vivid red flowers on sharp spiked twigs.

Frangipani tree: An uncommon tree found in the veldt.

Giant tree lobelias: A very large flowering plant of about the size of a small tree.

Stangeria paradoxa: Dr. Stanger's strange discovery. It is a small underground cycad which looks very much like a fern.

Stone plant (*Mesembryanthemum turbiniforme*): A very small succulent which looks very much like small green stones. The strange shape not only aids in water retention but is excellent camouflage.

Stapelia spp: A large group of African succulents, many have very large flowers which attract insects with a foul decaying odor.

Welwitschia mirabilis: A "living fossil". It is unlike all other plants and has no surviving near relations. Each plant consists of two huge leaves growing flat over the sand in opposite directions. The plant may live 1000 years or more.

White Arum Lily: A small plant that grows on jungle floor, it bears a conspicuous and beautiful white leaf that encircles the true bright gold flower spike. It traps insects for pollination then lets them escape.

Economic Plants

Acanthosicyos horrida: A plant valued for its large gourds.

Commiphora saxicola: One of several species of tree which produces myrrh, an incense valued by many cultures. Myrrh was one of three gifts offered by the three kings to the baby Jesus.

Coffee tree: Originated in Africa though now grown all over the world.

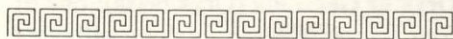
Ebony: Smaller than mahogany. It is valued for its jet black, lustrous heartwood.

Oil palm: A small tree. It yields a valuable edible oil from its seed used in everything from cooking oil to soaps and margarines.

Okume: Another tree valued for its wood.

Sisal: An African import. It is used to make hemp.

Sapele (African mahogany): Immense tree gaining heights up to 150 ft. Wood is hard and strong with alternating red and pink stripes. It is a popular furniture wood.



THREE SAMPLE EXPEDITIONS FOR \$1,000

The following expeditions have been provided as a guide for inexperienced players. As players become more conversant with the game, they will develop their own ideas of the proper composition of an expedition. Note that the \$1000 does not include the extra fee of \$500 that might have to be paid to reach Africa.

THE CANOE EXPEDITION

	Portage Cost	Transport Capability
2 canoes @ \$50 each	—\$ 100	600
16 bearers @ \$10 each	—\$ 160	
1 guide @ \$50 each	—\$ 50	
6 askaris @ \$50 each	—\$ 300	360*
4 muskets @ \$40 each	—\$ 40	4
50 gifts @ \$2 each	—\$ 100	50
125 rations @ \$2 each	—\$ 250	125
	<u>\$1000</u>	<u>600</u>

THE MOUNTED EXPEDITION

	Portage Cost	Transport Capability
11 horses @ \$50 each	—\$ 550	40**
4 askaris @ \$50 each	—\$ 200	60***
1 guide @ \$50 each	—\$ 50	
2 bearers @ \$10 each	—\$ 20	
1 musket @ \$10 each	—\$ 10	1
20 gifts @ \$2 each	—\$ 40	20
65 rations @ \$2 each	—\$ 130	65
	<u>\$1000</u>	<u>100</u>

THE FOOT EXPEDITION

	Portage Cost	Transport Capability
1 guide @ \$50 each	—\$ 50	
9 askaris @ \$50 each	—\$ 450	
17 bearers @ \$10 each	—\$ 170	170
1 musket @ \$10 each	—\$ 10	1
20 gifts @ \$2 each	—\$ 40	20
140 rations @ \$2 each	—\$ 280	140
	<u>\$1000</u>	<u>170</u>

*—Portage cost includes all 24 members of expedition

**—Transport capability of the 8 ride mounts

***—Transport capability of the 3 pack mounts

33.32 CATARACT TABLE

Die roll	Find Cataract if in
1	jungle, veldt, desert
2	desert, mountains
3	Mountains
4	Mountains
5	no cataract
6	no cataract

33.2 NATIVE DISCOVERY TABLE

Dice Sum	Discover Natives if in
2	lake*, veldt, swamp, jungle
3	lake*, veldt, swamp, jungle
4	veldt, swamp, jungle
5	mountains
6	mountains
7	by river or oasis**
8-12	no natives

* —In or adjacent to lake hex.

**—Natives appear whether you have found oasis or not.

35.2 CONSEQUENCES OF DEFEAT TABLE

Die Roll	Result
1 or less	Explorer held prisoner
2	Explorer killed
3	Explorer escapes alone without food or weapons
4	Explorer escapes with musket and nine rations
5	Explorer Escapes with musket, nine rations and one roll on Table A
6	Explorer escapes with musket, nine rations and two rolls on Table A

35.3 TABLE A

Die Roll	Result
1	Guide
2	Askari
3	Bearer*
4	Camel*
5	Horse*
6	Canoe*

*check to see what is carried on Table B.

If item rolled is not available in expedition, roll again.

35.4 TABLE B

Die Roll	Result
1 to 3	Ten Rations (food and/or water)
4 to 5	Ten gifts
6	Ten muskets

DESIGN AND PRODUCTION

Original Research and Design: Discovery Games, Ross Maker and Dave Wesely

Additional Design and Game Development: Mick Uhl

Graphics and Components: Discovery Games, Dale Sheaffer and Monarch Services

Production Coordinator: Thomas N. Shaw

Playtesting: Arnold Blumberg, Bruce Milligan, Bob Coggins, Richard Hamblen, Guy Mark and Mark Cohen

Printing: Monarch Services, Baltimore, Md.

Composition: Colonial Composition, Baltimore, MD.

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40.52 MISSIONARY TABLE

Die Roll	Result
1	Natives jeer and taunt, no effect on attitude
2	Natives ignore missionary. Attitude +1 and 1 v.p.
3	Natives listen respectfully. Attitude +2 and 1 v.p.
4	Natives applaud. Attitude +3 and 2 v.p. but jealous chief and witch doctor each try to poison missionary.
5	Witch doctor asks to be baptized. Attitude +4 and 2 v.p. but chief attempts to poison missionary
6	Chief asks to be baptized. Attitude +5 and 3 v.p.

DOCTOR TABLE

Die Roll	Result
1	Doctor contracts strange disease and dies. No effect on native attitude.
2	Doctor becomes sick. No effect on native attitude
3	Doctor fails to halt epidemic. Attitude -1 and chief attempts to poison him.
4 & 5	Doctor successfully treats minor cases. Attitude +1 and 1 v.p. but witch doctor attempts to poison him.
6	Doctor successfully treats several major cases. Attitude +2 and 2 v.p. but witch doctor tries twice to poison him.

40.42 ZOOLOGY/BOTANY

Die Roll	Find plant or animal specimen in
1	Lake, by river, at oasis
2	veldt, swamp, jungle
3	veldt, swamp, jungle
4	jungle, mountain
5	mountain
6	desert

GEOLOGY

Die Roll	Find mineral specimen in
1	desert, swamp, jungle
2	desert, mountain
3	desert, mountain
4	mountain
5	no discovery
6	by a river

41.2 POISON TABLE

Die Roll	Result
1-2	Explorer is poisoned and dies
3	Explorer is poisoned but recovers
4-6	Attempt fails

QUESTIONS:

We will answer questions pertaining to the play of this game free of charge but *only* when accompanied by a return envelope bearing first class postage. Questions referring to grid coordinates will *not* be answered—you must present us with a diagram of the situation. Questions pertaining to the design or history of the game will not be answered outside the pages of the *GENERAL* magazine.

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