Notes:

In the interest of map readability and game-play, several small countries are not labeled or included in the game, although they are outlined on the map. Ferries are shown connecting countries which might not actually be connected by ferry. These are elements of the game and should not be considered accurate representations of Africa at any given time.

Omitted Countries

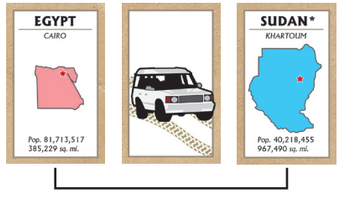
There are no tiles for the following countries and they are not identified on the game board: Burundi, Djbouti, Equatorial Guinea, Gambia, Guinea-Bissau, Lesotho, Malawi, South Sudan, Swaziland, and Western Sahara.

Ferries -------

Broken black lines indicate ferries. There are ferry connections between Madagascar and Mozambique, and Madagascar and Tanzania. For the purpose of this game, these countries should be considered connected, similar to countries that border each other.

Automobiles

It is possible to travel by automobile from one country to a bordering country provided there is a third country that borders both. In this example, the automobile is driving from Egypt to Sudan, by way of Libya which borders both.



The information on each country tile is current as of 2009. Source: Encarta. Map not to scale.

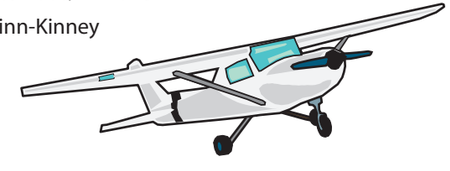
Game Designers: Alan R. Moon, Aaron Weissblum

Game Play Design Team: Ellen Winter, Mark Alan Osterhaus, Al Waller

Illustration & Graphic Design: John Kovalic, Cathleen Quinn-Kinney

Product Development: Tom Strom, Matt Mariani





OUT OF THE BOX®
Inspiring Fun!

Out of the Box Publishing Inc.
4435 Duraform Lane
Windsor, WI 53598

800.540.2304 Phone
800.637.4201 Fax
info@otb-games.com

www.otb-games.com

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Stock # 1010 PN006

10 DAYS in AFRICA®

- 2–4 Players
- Ages 8 to Adult
- 20–30 Minutes per Game

What's in the Box

- **45 Country Tiles**

  Each country is displayed in one of five colors (blue, green, orange, pink, or yellow).

  There is one tile per country, except for Chad, Mali, Niger, Sudan, and the Democratic Republic of the Congo, for which there are two.

- **15 Transportation Tiles**

  There are ten Airplane Tiles, two per color.

  There are five Automobile Tiles, all a neutral color.

- **4 sets of Wooden Tile Holders**

  There are two holders per set. *(Days 1-5 and days 6-10)*

- **Game Board**
- **Rules**

The Object of 10 DAYS IN AFRICA

In ***10 Days® in Africa***, players use country and transportation tiles to chart a course across Africa. The first player to complete a ten day journey, where each day connects to the next day, is the winner!

Setting up

1. Open and place the game board in the center of the table.
2. Place one set of tile holders in front of each player so that DAYS 1–10 are displayed in order, facing that player.
3. Place all country and transportation tiles face down next to the board and mix thoroughly.

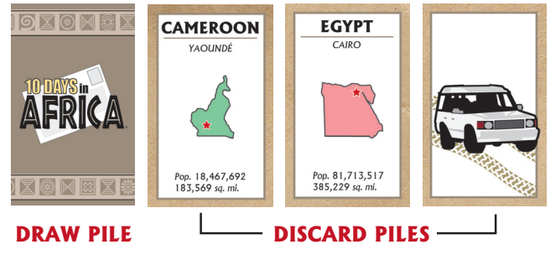
Getting Started

1. Players fill their tile holders without taking turns. Each player draws a tile, looks at it, and places it into any open location, DAYS 1–10. Players continue to draw, and place, one tile at a time, until all players have placed ten tiles in their tile holders.

   Once placed, a tile may not be moved within the tile holder. However, a tile may be replaced or swapped with another tile during a player's turn. See A Player's Turn.

   Tile holders should be positioned so that the placed tiles will not be in view of other players.

2. Stack the remaining tiles, face down, to form a draw pile. The three top tiles are then placed face up next to the draw pile to form three discard piles.
3. Select a player to take the first turn. Turns will continue clockwise.



A Player's Turn

A player may either draw a new tile or swap two tiles within his or her trip.

- **Draw a Tile—**Select the top tile from one of the three discard piles or the top tile from the draw pile.

  If the player depletes the draw pile, all tiles in the three discard piles, EXCEPT the top tile on each pile, are shuffled together to form a new draw pile.

  Place the Tile—Replace any one of the ten tiles in the tile holder with the drawn tile, OR discard the tile, face up, onto one of the three discard piles. If the player replaced a tile in the tile holder, the replaced tile is discarded, face up, on one of the three discard piles.

  If a player selects the last tile from a discard pile, the tile must be replaced with the newly discarded tile. As a result, players will always be able to select from three discard piles, as well as the draw pile.

- ***Swap Two Tiles**—Switch the position of any two tiles in the tile holder. No tiles are drawn or discarded on this turn.*

Winning the Game

If at the end of a player's turn, that player has a completed ten day journey, he or she wins ***10 Days in Africa!***

The winner must show that each day is connected to the next day in his or her tile holder.



Completing a 10 Day Journey

There are no restrictions as to where a drawn tile may be placed in the tile holder during a player's turn. However, to win the game, a player must be the first to complete a ten day journey. A ten day journey is considered complete when, starting with DAY 1, each day is connected to the next day in the tile holder. The completed journey must also meet the following criteria:

- *Completed journeys must start with a country tile and end with a country tile.*
- *Five countries have two tiles each, indicated by the * symbol. Two tiles from the same country may be included in a completed journey as long as they are not next to each other.*
- *It is not necessary to include either an airplane or an automobile tile to complete a ten day journey.*
- *Transportation tiles, next to each other, do not form a connection.*

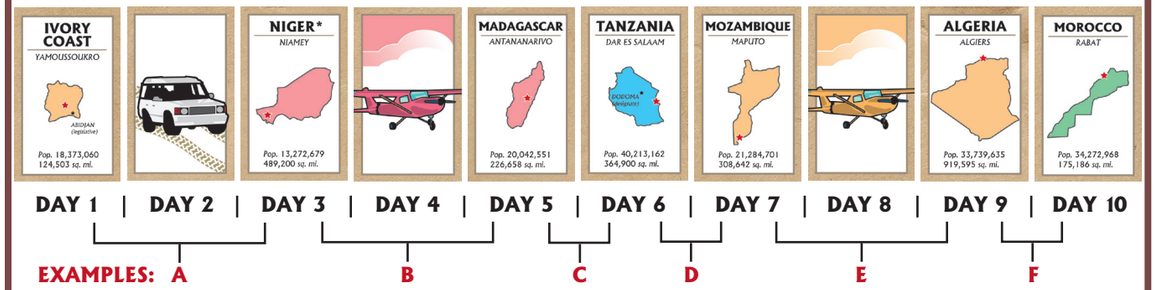
Making Connections

Connecting by Foot: Players may travel by foot from one country to a bordering country. The bordering country tiles are connected to each other when they are positioned side-by-side in the tile holder. A broken black line indicates a connection by ferry (therefore by foot). Two country tiles are considered connected if there is a broken black line connecting the two countries on the map, or if they are located next to each other. *See examples C, D, and F below.*

Connecting by Automobile: Players may use an automobile to travel from one country to another country by driving through a third country which borders both of those countries. When the automobile tile is positioned between the two country tiles, these three tiles are connected to each other. *See example A below.* In this example, the automobile is driving from the Ivory Coast through a third country (either Mali or Burkina Faso) to reach Niger.

Connecting by Airplane: Players may use an airplane to fly from one country to another country of the same color. When the airplane tile is positioned between the two country tiles, *and* is the same color as both country tiles, these three tiles are connected to each other. *See examples B and E below.*

A COMPLETED 10 DAY JOURNEY WHERE EACH DAY CONNECTS TO THE NEXT DAY



For Younger Players

10 Days in Africa can be modified to make it easier for younger players. Here are two ways of adjusting the game to get younger players started.

- **Open Hands**—For the first few games, players lay their tiles face up on the table so that everyone can see which tiles the other players have and can discuss why people are making the decisions they make. Players may lay their tile holders behind their cards to keep track of which day is which.
- **5 Days in Africa**—For a shorter and more simple game, only use one tile holder (Days 1-5) per player. When players have mastered five days, then move on to ten!

For Advanced Players

For players who want a bit more challenging game, try playing without the "swap rule." All other rules are the same, but on a player's turn, that player may only draw a tile (from a face up pile or the face down draw pile) and may not swap two tiles.