Important: Make sure you take any **joker** or **assistant** cards you played **back into your hand!** Any joker or assistant cards accidentally discarded may of course be reclaimed by their owners at any time.

Multiple explorers may share the same space. You can move in any direction you wish – including forwards and backwards – as long as you play the corresponding card for each move.

Change Travel Card Color

You can pay 5 silver coins to the bank in order to change the color of a travel or assistant card. It can then replace any travel card. You are allowed to change the color of multiple cards on your turn as long as you can pay for them.

Joining Expeditions



You are allowed to join the expeditions currently lying face-up on the expedition spaces. Each expedition card shows a starting location at the top as well as a target location below it. Money and victory point rewards for finishing the expedition are shown at the bottom of the card.

Should your explorer pawn be on the starting location of a current expedition **at any point during your movement action (even before moving)**, then you are allowed to join that expedition. Place one of your company markers onto the appropriate expedition card.

Important: If there are multiple expeditions with the same starting location, then you are allowed to join all of those expeditions at once.

You can join each expedition only once. Multiple company markers of different colors can be on the same expedition card (for instance, stacked on top of each other). Since you only have 4 company markers, you can only join at most 4 of the 5 current expeditions. You may not move a company marker after it has been placed.

A **joining bonus** in the form of coins or a travel card is printed on the game board above each of the current expeditions. **Each player** who joins an expedition immediately receives the corresponding bonus. Travel cards or coins obtained in this way can be used **immediately**.



Joining Bonus:
2 silver coins



Ending An Expedition

Should your explorer pawn, at any time during your movement, be on the target location of a current expedition that you joined previously, then you are allowed to end that expedition.

Important: If there are multiple expeditions that you joined with the same target location, then you are allowed to end all of those expeditions at once.

As a reward, immediately take the indicated number of silver coins from the bank. Additionally, take the expedition card and place it beneath your company card. It will be worth the indicated number of victory points at the end of the game. All other players who joined the expedition receive nothing. Return the company markers to their owners; they can be used to join other expeditions.





Reward:
3 silver coins +
expedition card

Ending An Adventure

Adventures can only be ended by the player who owns the appropriate adventure card. Should your explorer pawn be on the target location of an adventure card located in front of yourself during your movement, then you are allowed to end that adventure.

Important: If you own multiple adventure cards with the same target location, then you are allowed to end all of those adventures at once.

If the adventure card shows an artifact, then you immediately take the indicated number of silver coins from the bank. Additionally, take the adventure card and place it beneath your company card. It will be worth the indicated number of victory points at the end of the game. It may also be worth bonus points at the end of the game.

If the adventure card shows an assistant, then you immediately take an assistant card of the corresponding color from the supply and add it to your hand. Finally, take the adventure card and place it beneath your company card. It may be worth negative points at the end of the game. You may immediately use the assistant card to continue moving your explorer.

Important: You are allowed to join multiple expeditions, end multiple expeditions and end multiple adventures over the course of your movement. You can choose the order in which you carry this out at any one location.





take
magenta
assistant card

End of a Turn

After carrying out your action your turn is over. Before the next player's turn, however, you must check the following:

Check Card Limits

If, at the end of your turn, you have more than 5 cards in hand, then you must choose excess cards to discard. Add any discarded travel cards to the discard pile.

Note: Discarding assistant or joker cards is allowed but not recommended. If you do so, remove the affected cards from the game.

If, at the end of your turn, you have more than 3 unfinished adventure cards in front of yourself, then you must choose excess adventure cards to discard. These cards are removed from the game.

Important: Card limits are only checked at the end of your turn. You are allowed to have more than 5 cards in hand or more than 3 unfinished adventure cards in front of yourself during your turn.

Replenish Expedition Cards

If, at the end of your turn, there are fewer than 5 active expeditions, then you must add new expedition cards, filling empty spaces from left to right.

It is now the turn of the next player in clockwise order.

GAME END

If there are not enough expedition cards left to fill the empty expedition card spaces, then the end of the game is triggered. Play the current round through to completion so that each player has an equal number of turns. The game ends after the turn of the player to the start player's right.

Scoring

Victory points beneath company cards

Each player adds the **victory points** provided by the **cards beneath their company cards**:

- Each expedition card is worth the victory points printed on it.
- Each adventure card with an artifact on it is worth the victory points printed on it.

Additional victory points (summary on the game board)

Additionally, each player gains victory points for **collections of artifacts** beneath their company cards:

- Every **2 identical artifacts** are worth 6 victory points.
- Every **3 identical artifacts** are worth 12 victory points.
- Every **2 different artifacts** are worth 2 victory points.
- Every **4 different artifacts** are worth 10 victory points.

Important: Each artifact can only be part of one collection.

Afterward, players check to see if they receive **negative points** for **assistant adventure cards beneath** their company cards:

- Players with 2 assistant cards lose 5 victory points.
- Players with 3 or more assistant cards lose 10 victory points.

Additionally, there are **extra victory points** for:

- Every 10 silver coins (= 2 gold coins) are worth 1 victory point.
- Every 2 travel cards (not joker or assistant cards!) in hand are worth 1 victory point.
- Every unfinished artifact adventure card is worth 1 victory point.

Note: Unfinished assistant adventure cards are not worth any points but also do not count for negative points.

The player with the most victory points is the winner. In the event of a tie, the winner is the tied player with the most silver coins. If there is still a tie, then there are multiple winners.

ADDITIONAL HINTS AND TACTICAL TIPS

- You are always allowed to look at the cards beneath your company card.
- Coins are not intended to be limited. Should you run out, use other materials to make up the difference.
- If you want to buy adventure cards, make sure you have enough money to turn the pages and look for the card you want.
- It is important to use your actions effectively. If you have lots of money, for example, you can buy 2 or 3 adventure cards in one turn instead of using several turns to acquire them.
- Negative points for assistant cards seem like a hindrance at first, but investing in them can be very useful because they improve your movement.
- It is worth paying attention when another player is turning pages in a book. Doing so can let you know where the cards you want are located in the book.
- It can be worthwhile to 'steal' certain artifact cards away from the other players to prevent them from scoring a lot of additional victory points.
- Changing travel or assistant card colors is very expensive and should only be done when it is absolutely necessary.
- If, at the start of your turn, your explorer is on the starting location of an expedition you have not joined yet, then you can choose the 'move explorer' action and immediately join the expedition without having to move your explorer.

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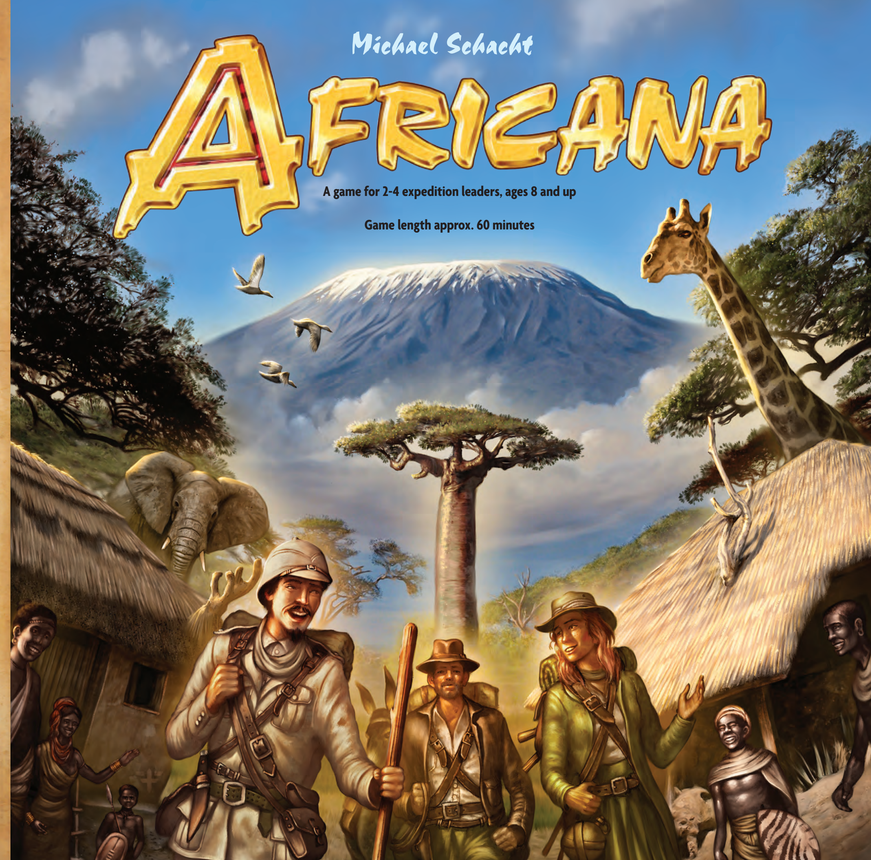
Michael Schacht

AFRICANA

A game for 2-4 expedition leaders, ages 8 and up

Game length approx. 60 minutes



GAME COMPONENTS

1 game board with a map of Africa

2 books



30 adventure cards
(15 with white border, 15 with brown border)



34 expedition cards
(with A, B and C backs)



10 assistant cards in 5 colors
(magenta, turquoise, gray, orange, violet)



60 travel cards in 5 colors
(magenta, turquoise, gray, orange, violet)



40 coins (25 silver, 15 gold)



4 company cards in the 4 player colors
(white-Italy, blue-France,
yellow-Germany, red-England)



4 explorer pawns in the 4 player colors
(white, blue, yellow, red)



16 company markers in the 4 player colors
(white, blue, yellow, red)



4 joker cards



game rules



GAME OVERVIEW

Africa at the end of the 19th century: The great European nations wish to reveal the final secrets of this little-explored continent. Players complete multiple expeditions under contract to the African exploration companies. Only those who cleverly use the travel routes and complete many expeditions will be able to finance the costly search for valuable artifacts.



GAME SETUP

Place the **game board** in the middle of the table so that it is easily accessible to all players. The red **equator** line splits the map of Africa into southern and northern halves. There are **11 brown-colored locations** in the northern half and **11 white-colored locations** in the southern half. This color-coding is also present on the corresponding cards. Locations are connected by lines called **travel routes**.

Place a book onto each of the two marked spaces – one in the North and one in the South. Sort the **adventure cards** according to the color of their borders and shuffle them separately. Place the white-bordered cards onto one side of the book in the North. Place the brown-bordered cards onto one side of the book in the South.



Assistant cards



Draw pile
travel cards

Space for discarded
travel cards



Bank

Each player receives (example for white-Italy):



1 company
card

1 explorer pawn
on its starting space

4 company
markers

starting money
for the company

1 joker and
1 travel card

Place the **expedition cards** as follows below the map of Africa:

Sort the expedition cards according to the letters on their backs – A, B, C – and shuffle them separately.

Depending on the number of players, randomly remove from the game the following number of cards from the C pile without looking at them:

With 4 players: 4 cards
With 3 players: 7 cards
With 2 players: 10 cards

Now combine the three piles into a single **expedition pile**: Place the C pile onto the space in the lower left hand corner of the game board. Put the B pile on top of it and then the A pile on top of them both. Finally, draw 5 cards from the expedition pile (i.e. cards with A on their backs) and place them, left to right, onto the 5 **expedition spaces**. Each space is associated with a **joining bonus**, indicated by the icon above it.

Place the **assistant cards** in a face-up display next to the game board.

Shuffle the **travel cards** and place them in a face-down draw pile next to the game board. Leave some **space** next to it for a **discard pile**.

Place the gold and silver coins in a common supply next to the game board – this is the **bank**. **5 silver coins are worth 1 gold coin** and may be exchanged for one another at any time.

Each player represents an exploration company from one of the following countries:

Number	Country	Color	Starting Location	Starting Money
1.	Italy	White	Napoli	2
2.	France	Blue	Cape Town	2
3.	Germany	Yellow	Lagos	3
4.	England	Red	Jidda	4

Choose a start player and give that player the number 1 **company card**, Italy. The other players, in clockwise order, receive the remaining company cards in ascending order. All players place their company card in front of themselves and additionally receive the **explorer pawn** and 4 **company markers** in their colors. Players place their explorer pawns onto the **starting locations** indicated by their company card (and identified on the board by a colored-circle) and take the appropriate amount of starting money from the bank. Each player receives 1 **joker card** along with one face-down **travel card from the draw pile** – these cards are added to the players' hands (kept secret during the game).

Note: With fewer than 4 players, any unused company cards, markers and explorer pawns are returned to the box.

GAMEPLAY

The game is played in clockwise order, starting with the start player. On your turn, you must choose exactly one of the following three actions:

A) Draw travel cards or

B) Buy adventure cards or

C) Move explorer

At the end of your turn, you must check your **card limits** and **replenish the expedition cards** if necessary.

The individual actions are:

A) Draw travel cards

Travel cards allow the players to travel through Africa. Each travel card shows one of the 5 colored symbols:



If you choose the "Draw travel cards" action, **draw 2 travel cards** from the draw pile and add them to your hand. Should the draw pile run out, then shuffle the discard pile, face-down, and place it as a new draw pile.

B) Buy adventure cards

Adventure cards can provide you with either useful assistant cards or valuable artifact cards. Each adventure card shows the target location along its top. White-bordered adventure cards are found in the book in the North and have Southern target locations. Brown-bordered adventure cards are found in the book in the South and have Northern target locations.



Finishing an **artifact adventure** provides money and victory point rewards as indicated on the bottom of the adventure card. There are four of each artifact in the game: two in each book. Artifacts can also be worth additional victory points at the end of the game.



Finishing an **assistant adventure** results in your gaining the corresponding assistant card. There are two assistants for each symbol in the game: one in each book. Adventure cards with assistants on them can bring negative points at the end of the game. With their help, however, you can gain valuable assistants over the course of the game.

You can buy adventure cards from one of the two books for 5 silver coins (= 1 gold coin) each. If your explorer pawn is located North of the equator, then you can only buy cards from the Northern book. If your explorer pawn is located South of the equator, then you can only buy cards from the Southern book.

You can only buy the topmost card showing on either half of the book. To search for specific adventure cards, you can turn the book's pages. **Turning the first page is free. Each additional page turned costs you 1 silver coin, paid to the bank.**

When you want to buy one of the topmost cards in a book, pay **5 silver coins** to the bank



and take the card, placing it in front of yourself. You can buy as many cards as you wish, as long as you can pay for them – but you don't have to buy any cards!

You are allowed to turn as many pages in either direction as you want, as long as you can pay for it. You are allowed to turn pages and buy cards in any order you like, but you must announce whether you are buying or turning **before** lifting the card.

Note: The front and back of each adventure card is identical.

C) Move explorer

Movement

You can move your explorer pawn from the location it is currently on to another location connected to it by a travel route. To do this, you must play a matching travel card. The symbol (and color) next to the location you wish to move to indicates which travel card you must play. If there are two symbols next to the location, then you can **choose** which of the corresponding travel cards to play.



You can move as many spaces as you like, provided you play the required travel cards. You do not need to move, however!

You can use your joker card instead of a travel card – it replaces one travel card of your choice. If you gain assistant cards over the course of the game, then you can use them instead of the corresponding colored travel cards. Leave any cards played on the table until you have completed all of your movement for this action. Then, put all of the **travel** cards you played into the discard pile, face up. Joker and assistant cards are returned to your hand.

