

Africa by Markus Salo

Africa is a card game inspired by Lloyd Krassner's Dark Continent. It is mainly designed for Thoth and solo (role) play but two/three player games also possible.

The Game

There are three common decks in the game, one province deck, one event deck and this rules deck. Each player starts with one province and 10 credits.

The province cards are played face up on the table and units and markers are placed on them. When a player discovers a new province, he draws a province card from the deck and puts it face up on the table.

The player gets income from every province he owns. The income and army upkeep costs are displayed on players status card which is face up besides players hand on the table. The income points cannot be saved from turn to turn. All unused points are lost at the end of turn.

The sequence:

1. Events: Draw one event card for every province
2. Income: count income
3. Battle: buy, move, disband units, solve battles. In two or three player games, player can attack opponent holding provinces, too.
4. Explore: send an Explorer to find new land.

Battles

Both armies roll one Battle Roll on 1d6. To this value they add strength points, combat value and terrain bonus. The defenders (the unit already in the province) also add the defense value of the province. The losing army is discarded. The winning army loses half the amount of strength points the losing side had before battle.

Units

There are three kinds of army units player has: Native, Colonial, and European Armies. The player is dealt 4 unit cards. Each turn he can discard one card and draw a new one. When he decides to play a card, he has to pay the cost and then the upkeep for every turn the unit is in a province. Unit cards can be disbanded back to hand without cost.

There are two kinds of rebel units in the rebel unit deck: Native and Colonial. In a case of rebellion, all income, settlements and towns in the province is lost. The rebel unit card is placed on the province card and the province stays in rebellion until rebel army or armies are destroyed.

Discovering and Conquering New Provinces

In order to get a new province, the player needs an explorer to discover the new province and an army to occupy it. There is always one rebel native army in an unconquered province.

Markers

There are three kinds of markers player can buy: settlements that increase province production by one credit, towns that increase province production by two credits and forts that increase province defense value by one.

The Goal

The Goal of the game is to control all provinces in the province deck.