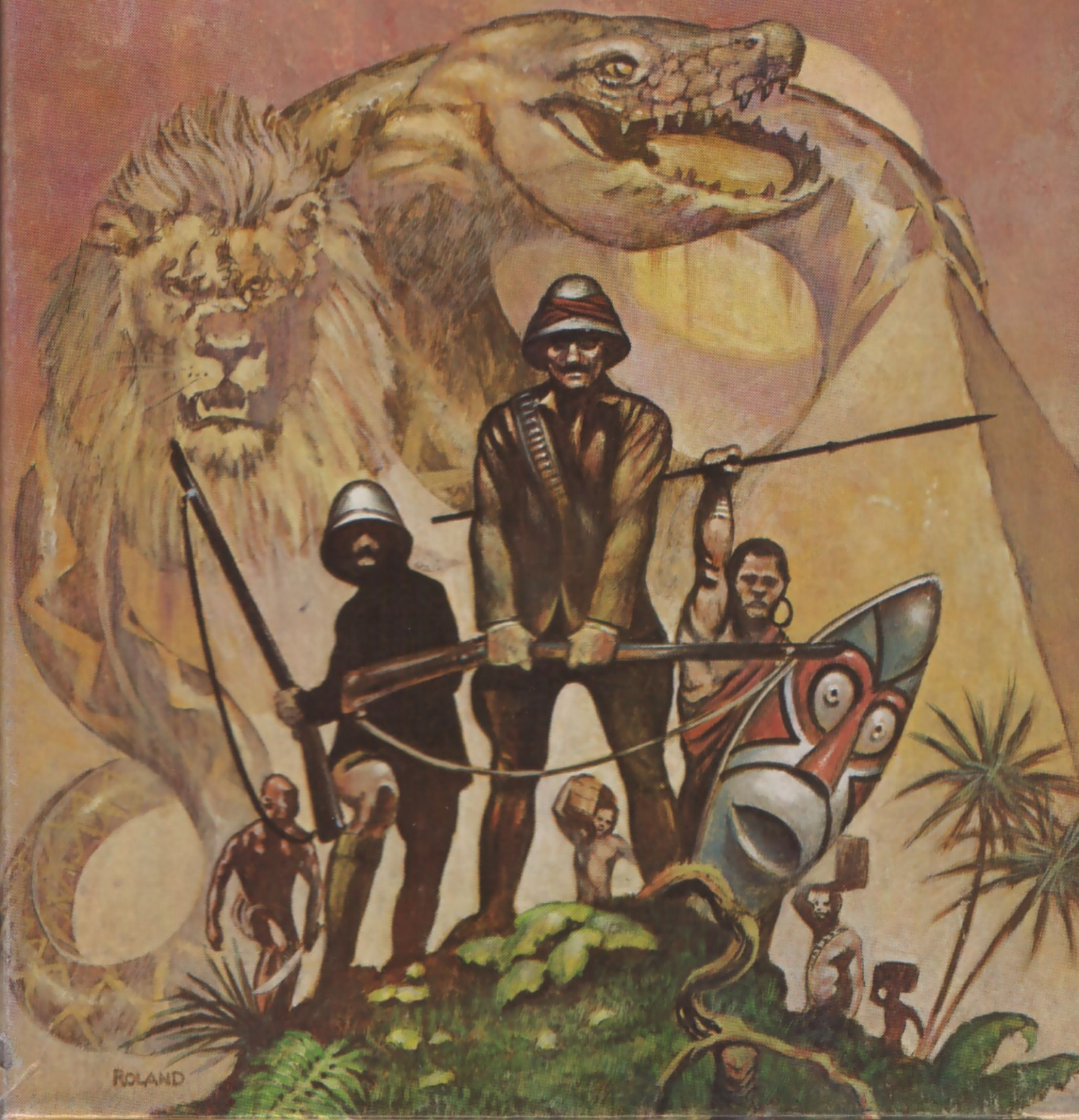


SOURCE OF THE NILE

AVALLON HILL'S TRADEMARK NAME FOR ITS AFRICAN EXPLORATION GAME



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

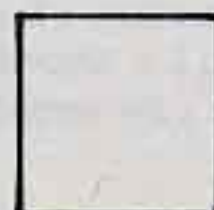
one explorer



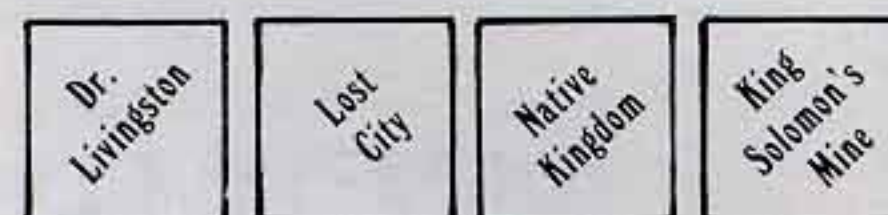
eight caches



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 eightieths 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	G—Geologist
D—Doctor	J—Journalist
E—Ethnologist/ anthropologist	M—Missionary
Ex—Explorer	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 or 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.

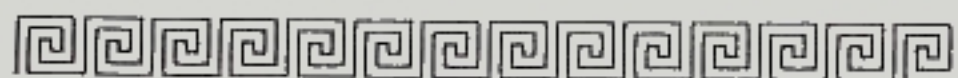
26.5 The player may draw one additional donation for each 4 v.p. published that turn. A player with an explorer in Europe is not required to publish all at once, but can publish in any turn or over several turns.

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

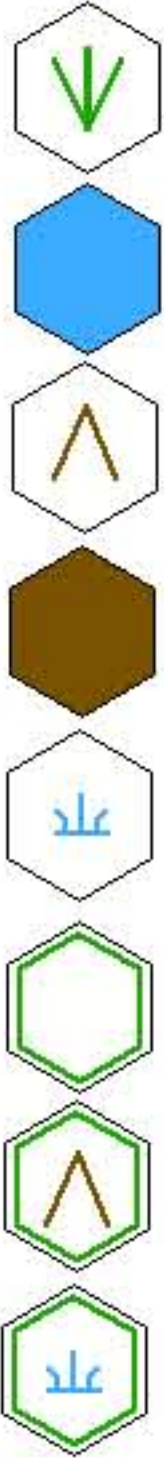
ticket need not be used if the player does not wish to go to the port named.

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.



LOST



Die Roll	mountain							7	8
	desert 1	lake 2	oasis 3	swamp 4	valdt 5	jungle 6			
1	0	0	0	0	0	1	1	1	2
2	0	0	0	0	1	1	2	2	2
3	0	0	0	1	1	2	2	2	3
4	0	0	1	1	2	2	3	3	3
5	0	1	1	2	2	3	3	3	3
6	1	1	2	2	3	3	3	3	3

NATIVE STRENGTH TABLE

RECOVERY TABLEACTIVITY LEVEL

**It costs 1 m.p. to enter an explored or published hex.
It costs 2 m.p. to enter an unexplored hex.
Reckless activity adds 1 to lost die roll.**

MOVEMENT RESTRICTIONS

Foot - Cannot enter lake.
Horse - Cannot enter hex containing swamp or lake.
Camel - Cannot enter hex containing jungle, swamp or lake.
Canoe - Cannot enter jungle/swamp. Must move along rivers or coast. May move into and through swamp and lakes if connected to river or coast.
It requires 4 m.p. to enter swamp.

Sum	Result
10	10
20	20
30	30
40	40
50	50
60	60
70	70
80	80
90	90
100	100

Members include animals, guide, bearers (with load) and askari.

NATIVE ATTITUDE TABLE

NATIVE ATTACK TABLE

Charge

Ambush

S,M,L - Small, Medium, Large

NEGOTIATION TABLE

of gifts offered to chief

VICTORY POINT SCHEDULE

EXPEDITION RATES OF EXCHANGE

NATIVE TRADE

x = roll of one die; a roll of 6 means roll again
y = sum of two dice
The rate of exchange changes each turn you attempt to trade with a friendly tribe.
Camels can only be bought in desert hexes.
Canoes can only be bought in a hex with water present.

Source of the Nile Player Record Sheet

Player Color _____

Explorer
Occupation _____

Victory Points	
Askari	
Guides	
Bearers	
Pack Mounts	
Ride Mounts	
Canoes	

Transport Capacity	
Rations	
Gifts	
Muskets	
Bonus Items	
People (Canoe)	
Portage Cost	

Source of the Nile Player Record Sheet

Player Color _____

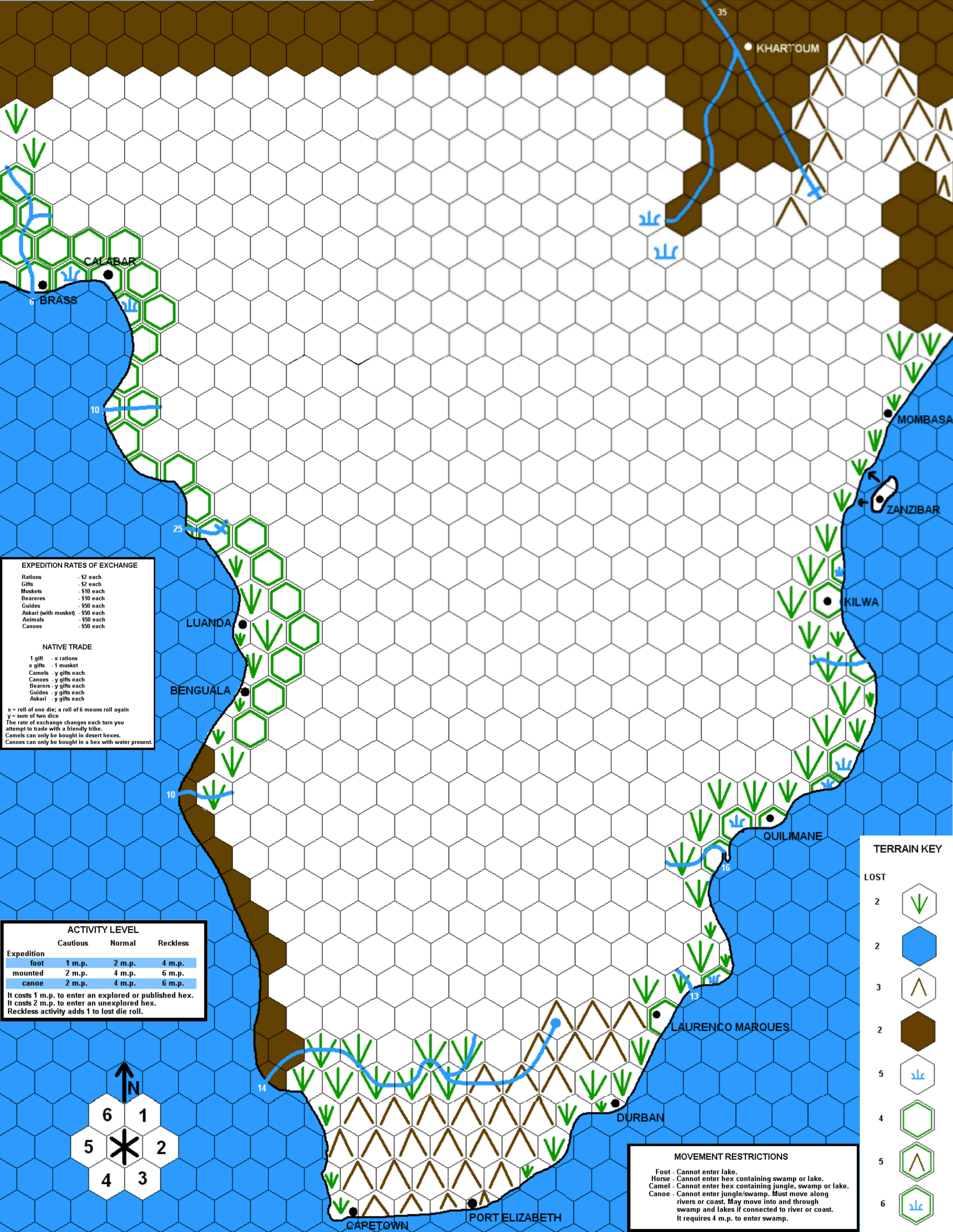
Explorer
Occupation _____

Victory Points	
Askari	
Guides	
Bearers	
Pack Mounts	
Ride Mounts	
Canoes	

Transport Capacity	
Rations	
Gifts	
Muskets	
Bonus Items	
People (Canoe)	
Portage Cost	

Source of the Nile Counters

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EXPEDITION RATES OF EXCHANGE

Rations	-\$2 each
Gifts	-\$2 each
Muskets	-\$10 each
Bearers	-\$10 each
Guides	-\$50 each
Askari (with musket)	-\$50 each
Animals	-\$50 each
Canoes	-\$50 each

NATIVE TRADE

1 gift	- x rations
x gifts	- 1 musket
Camels	- y gifts each
Canoes	- y gifts each
Bearers	- y gifts each
Guides	- y gifts each
Askari	- y gifts each

x = roll of one die; a roll of 6 means roll again
y = sum of two dice

The rate of exchange changes each turn you attempt to trade with a friendly tribe.
Camels can only be bought in desert hexes.
Canoes can only be bought in a hex with water present.

ACTIVITY LEVEL

	Cautious	Normal	Reckless
Expedition			
foot	1 m.p.	2 m.p.	4 m.p.
mounted	2 m.p.	4 m.p.	6 m.p.
canoe	2 m.p.	4 m.p.	6 m.p.

It costs 1 m.p. to enter an explored or published hex.
It costs 2 m.p. to enter an unexplored hex.
Reckless activity adds 1 to lost die roll.

TERRAIN KEY

LOST

2	
2	
3	
2	
5	
4	
5	
6	

MOVEMENT RESTRICTIONS

Foot - Cannot enter lake.
Horse - Cannot enter hex containing swamp or lake.
Camel - Cannot enter hex containing jungle, swamp or lake.
Canoe - Cannot enter jungle/swamp. Must move along rivers or coast. May move into and through swamp and lakes if connected to river or coast.
It requires 4 m.p. to enter swamp.

DISASTER: You accidentally follow animal trail instead of main trail. Roll one die and consult Direction Guide to determine which hex is the next hex you must enter (does not apply to canoe expedition).

MAP: Terrain: 2,3—swamp
River: A—continues
B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—250 ft., Lake—+72

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover *Clivia nobilis* if in JUNGLE.

D: You save friendly chief from food poisoning. He gives you 20 gifts.

E: Tribe in hex are Ruanda.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.

G: Discover unusual geological formation if in DESERT.

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: Convert friendly tribe. Chief gives you as many bearers as you want free of charge.

Z: Discover forest elephant shrew if in JUNGLE.
DONATION: \$300

1

DISASTER: Your guide says that the next hex to the west (dir. 5) contains the Elephant's Graveyard, where endless amounts of ivory lie about in piles. Your expedition must move to that hex, if able.

MAP: Terrain: 5,1—veldt
River: A—continues
B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—78 ft., Lake—+36

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover *Dracaena schizantha* if in DESERT.

D: You gain friendly chief's favor by eliminating epidemic spreading through village. He will give you five askaris free of charge.

E: Tribe in hex are Ibo.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Run into small (12) band of slave traders if within 6 hexes of port. Treat like a native tribe.

M: —

Z: Discover kob if in SWAMP.

DONATION: \$100

2

DISASTER: A Bearer straying from your camp in the Veldt is ambushed by a pride of lions. No chance to save him.

MAP: Terrain: 6,5—lake
River: A—continues
B—no river

Cataract if in jungle —Oasis

SPECTACULAR DISCOVERY: Waterfall—89 ft., Lake—+96

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover *Streptocarpus rexii* if in VELDT or MOUNTAIN.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Batwa pygmies (only if in JUNGLE).

EX: Discover diamonds if by RIVER.

G: Discover unusual geological formation if in MOUNTAIN.

J: Discover silver if in MOUNTAIN.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover pygmy chimpanzee if in JUNGLE.

DONATION: \$300

3

DISASTER: Your Bearers say that the Swamp is inhabited by evil spirits. You can only force as many of them to go on as you have askaris. Missionary can convince all other bearers to continue on a die roll of 1, 2 or 3.

MAP: Terrain: 5,6—jungle
River: A—continues
B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Mountain—21,500 ft., Lake—+56

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover *Stangeria paradoxa* if in VELDT.

D: You stop impending battle between friendly tribe and neighboring tribe. You cannot move next turn.

E: Tribe in hex are Bamileke.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in MOUNTAIN.

J: Run into small (12) band of slave traders if within 3 hexes of port. Treat like a native tribe.

M: Convert friendly chief.

Z: Discover bongo if in JUNGLE and MOUNTAIN.

DONATION: \$200

4

DISASTER: A small (12) band of Desert raiders demand that you pay them a toll of x gifts (x = sum of two dice) to let you pass. If you refuse to pay, they will attack (charge).

MAP: Terrain: 2,5—lake
River: A—continues
B—river begins or extends from adjacent swamp or lake

Cataract if in jungle

SPECTACULAR DISCOVERY: Waterfall—63 ft., Lake—+94

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover rare species of *Pelargonium* if in MOUNTAIN or DESERT.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Zulu.

EX: Discover diamonds if by RIVER.

G: Discover unusual geological formation if in DESERT.

J: Tribe discovered are Batwa pygmies (only if in JUNGLE).

M: Friendly chief decides to support your mission. He will give to you 5 askaris free of charge.

Z: Discover goliath beetle if in VELDT or DESERT.

DONATION: \$300

5

DISASTER: A troop of chimpanzees raid your camp in the Mountains and devour twenty Rations. Save two rations for each chimp shot.

MAP: Terrain: 4,5—desert
River: A—continues
B—no river

Cataract if in desert or jungle —Oasis

SPECTACULAR DISCOVERY: Waterfall—160 ft., Lake—+38

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover stand of *limba* if in JUNGLE.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Bahutu.

EX: Discover platinum if in MOUNTAIN.

G: Discover petroleum deposit.

J: Discover water chevrotin if in JUNGLE.

M: Convert friendly chief.

Z: Discover rock hyrax if in MOUNTAIN.

FREE TICKET to Luanda

6

DISASTER: Your Bearers say that the Swamp is inhabited by evil spirits. You can only force as many of them to go on as you have askaris. Missionary can convince all other bearers to continue on a die roll of 1, 2 or 3.

MAP: Terrain: 3,4—jungle
River: A—continues
B—river begins or extends from adjacent swamp or lake

Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Waterfall—700 ft., Lake—+73

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover rare orchid if in JUNGLE.

D: You stop impending battle between friendly tribe and neighboring tribe. You cannot move next turn.

E: Tribe in hex are Embu.

EX: Bag a trophy elephant if ANYWHERE but in mountain.

G: Discover diamonds if in MOUNTAIN.

J: Witness tremendous herd of springbuck crossing VELDT.

M: Convince friendly chief to stop executions.

Z: Discover safari ants if in JUNGLE.

FREE TICKET to Capetown

7

DISASTER: An enormous python seizes one of your Horses as you move through the Jungle and kills it.

MAP: Terrain: 5,4—mountain
River: A—ends
B—no river

Cataract if in veldt —Oasis

SPECTACULAR DISCOVERY: Waterfall—86 ft., Lake—+47

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover *Welwitschia mirabilis* if in DESERT.

D: —

E: Tribe in hex are Balhya.

EX: —

G: Discover unusual geological formation if in JUNGLE.

J: Tribe discovered are Bushmen.

M: Convert friendly tribe. Chief gives you as many bearers as you want free of charge.

Z: Discover goliath beetle if in VELDT or DESERT.

NO DONATION

8

DISASTER: Locusts destroy all the grass in the **Veldt** hex you are in. You are forced to feed each **Animal** four rations immediately.

MAP: Terrain: 6,3—lake
River: A—continues
B—river begins
Cataract if in veldt —Oasis

SPECTACULAR DISCOVERY: Waterfall—72 ft., Lake—+108

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover Gazania if in **VELDT** or **MOUNTAIN**.
D: You find friendly tribal home remedy to be a new miracle cure.

E: Discover relics indicating site of lost civilization.

EX: Bag a trophy lion if in **VELDT**.

G: Discover coal if in **JUNGLE**, **MOUNTAIN** or **VELDT**.

J: Tribe discovered are Watusi.

M: Convert friendly chief.

Z: Discover Congo peafowl if in or adjacent to **JUNGLE**.

FREE TICKET to Port Elizabeth

9

DISASTER: A rhino surprises your expedition on the **Veldt**. Lose one **Man** (your choice) each time he charges. He will charge up to six times if not killed. Every askari and the explorer may fire each time he charges. It requires six hits to kill him.

MAP: Terrain: 4,2—veldt
River: A—continues
B—river crosses
Cataract if in veldt —Oasis

SPECTACULAR DISCOVERY: Waterfall—90 ft., Lake—+89

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover white arum lily if in **JUNGLE**.

D: —

E: Tribe in hex are Sotho.

EX: Bag a trophy lion if in **VELDT**.

G: Discover silver if in **MOUNTAIN**.

J: Tribe discovered are Batwa pygmies (only if in **JUNGLE**).

M: —

Z: Discover water chevrotain if by a **RIVER** in a **JUNGLE**.

FREE TICKET to Khartoum

10

DISASTER: Expedition comes upon a voodoo sign on the **Jungle** trail. Four **Bearers** bolt leaving their packs. A missionary can convince each to stay on a die roll of 1, 2 or 3.

MAP: Terrain: 6—jungle
River: A—continues
B—river begins or extends from adjacent swamp or lake
Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—47 ft., Lake—+26

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover Gazania if in **VELDT** or **MOUNTAIN**.
D: You cure friendly chief's son of debilitating disease. Chief gives you 30 gifts.

E: Tribe in hex are Maleonde.

EX: Discover large herd of elephants ANYWHERE but in swamp or lake. The victory points earned are also the number of tusks collected. You must spend the entire next turn collecting the tusks.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: Convert friendly chief.

Z: Discover Jentink's duiker if in **JUNGLE**.

DONATION: \$50

11

DISASTER: You stumble upon two abandoned native war canoes hidden among the reeds on the **Lake** shore. You may use these as regular canoes. This applies also if adjacent to Lake.

MAP: Terrain: 4—lake
River: A—continues
B—no river
Cataract if in veldt —Oasis

SPECTACULAR DISCOVERY: Mountain—17,400 ft., Lake—+78

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover *Drosera capensis* if in **SWAMP**.

D: You cure friendly chief's son of debilitating disease. Chief gives you 30 gifts.

E: Tribe in hex are Bamileke.

EX: Discover large number of fur-bearing animals if in **MOUNTAIN** or **VELDT**. You may not move next turn.

G: Discover unusual geological formation if in **VELDT**.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: Tribe is convinced you are a God. If not friendly they will automatically become friendly and will give you 40 gifts.

Z: Discover blue fairy flycatcher if in **JUNGLE**.

DONATION: \$100

12

DISASTER: A dozen baboons attack your expedition in the **Mountains**. You and all of your askaris get a chance to shoot them. For every two baboons that survive, one **Man** (your choice) is killed.

MAP: Terrain: 5,2—desert
River: A—continues
B—river begins
Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Mountain—25,750 ft., Lake—+37

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover Sisal if in **VELDT**.

D: Discover healthy spot for hospital if in or adjacent to **MOUNTAIN** but not in swamp.

E: Tribe in hex are Balhya.

EX: —

G: Discover unusual geological formation if in **DESERT**.

J: Discover gold if in **MOUNTAIN** or by **RIVER**.

M: —

Z: Discover Lord Derby eland if in **VELDT** or **DESERT**.

DONATION: \$200

13

DISASTER: One **Askari** becomes ill after eating some roots he found in the **Swamp**. Botanist will avoid this disaster. Doctor saves him on a die roll of 1.

MAP: Terrain: 4,1—jungle/mountain
River: A—continues
B—river crosses
Cataract if in desert or veldt —Oasis

SPECTACULAR DISCOVERY: Waterfall—83 ft., Lake—+20

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover stand of ebony if in **JUNGLE**.

D: Discover healthy spot for hospital if in or adjacent to **MOUNTAIN** but not in swamp.

E: Tribe in hex are Xhosa.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.

G: Discover silver if in **MOUNTAIN**.

J: Tribe discovered are Bahutu.

M: —

Z: Discover large addax if in **DESERT**.

NO DONATION

14

DISASTER: Your **Guide** is bitten by a large snake in the reeds at the edge of the **Lake** and will die immediately unless saved by a doctor (on a die roll of 1). This also applies if adjacent to a lake.

MAP: Terrain: 6,1—desert
River: A—ends
B—river begins or extends from adjacent swamp or lake
Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Waterfall—85 ft., Lake—+85

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover stand of mahogany if in **JUNGLE**.

D: Discover healthy spot for hospital if in or adjacent to **MOUNTAIN** but not in swamp.

E: Tribe in hex are Makololo.

EX: Bag a trophy rhino if in **VELDT**.

G: Discover iron if in **MOUNTAIN** or by **RIVER**.

J: Tribe discovered are pygmies (only if in **JUNGLE**).

M: Friendly chief decides to support your mission. He will give to you 5 askaris free of charge.

Z: Discover mountain toad if in **MOUNTAIN**.

FREE TICKET to Brass

15

DISASTER: Five of your **Men** (your choice) become sick from the cold while camped high on the **Mountain** slopes. Doctor saves each on a die roll of 1.

MAP: Terrain: 2,4—veldt
River: A—forks
B—river begins or extends from adjacent swamp or lake
Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Mountain—23,800 ft., Lake—+45

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover *Welwitschia mirabilis* if in **DESERT**.

D: —

E: Tribe in hex are Sukuma.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.

G: Discover unusual geological formation if in **JUNGLE**.

J: Hear rumors from friendly tribe of a white man who lives and talks with the animals deep in the interior.

M: Discover healthy spot for mission. You must be in or adjacent to **MOUNTAIN** but not in swamp.

Z: Discover royal antelope in **JUNGLE**.

DONATION: \$400

16

DISASTER: An avalanche sweeps down the **Mountain** and destroys half the expedition. A geologist will avoid this disaster.

MAP: Terrain; 6,5—mountain
River; A—ends
B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—79 ft.,
Lake—+83

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover stone plant if in DESERT.

D: —

E: Discover fossils if in MOUNTAIN or DESERT.

EX: Bag a trophy lion if in VELDT.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: —

Z: Discover klipspringer if in MOUNTAIN.

DONATION: \$200

24

DISASTER: An avalanche sweeps down the **Mountain** and destroys half the expedition. A geologist will avoid this disaster.

MAP: Terrain; 6,5—mountain
River; A—ends
B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—79 ft.,
Lake—+83

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover stone plant if in DESERT.

D: —

E: Discover fossils if in MOUNTAIN or DESERT.

EX: Bag a trophy lion if in VELDT.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: —

Z: Discover klipspringer if in MOUNTAIN.

DONATION: \$200

24

DISASTER: An avalanche sweeps down the **Mountain** and destroys half the expedition. A geologist will avoid this disaster.

MAP: Terrain; 6,5—mountain
River; A—ends
B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—79 ft.,
Lake—+83

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover stone plant if in DESERT.

D: —

E: Discover fossils if in MOUNTAIN or DESERT.

EX: Bag a trophy lion if in VELDT.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: —

Z: Discover klipspringer if in MOUNTAIN.

DONATION: \$200

24

DISASTER: An avalanche sweeps down the **Mountain** and destroys half the expedition. A geologist will avoid this disaster.

MAP: Terrain; 6,5—mountain
River; A—ends
B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—79 ft.,
Lake—+83

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover stone plant if in DESERT.

D: —

E: Discover fossils if in MOUNTAIN or DESERT.

EX: Bag a trophy lion if in VELDT.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: —

Z: Discover klipspringer if in MOUNTAIN.

DONATION: \$200

24

DISASTER: An avalanche sweeps down the **Mountain** and destroys half the expedition. A geologist will avoid this disaster.

MAP: Terrain; 6,5—mountain
River; A—ends
B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—79 ft.,
Lake—+83

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover stone plant if in DESERT.

D: —

E: Discover fossils if in MOUNTAIN or DESERT.

EX: Bag a trophy lion if in VELDT.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: —

Z: Discover klipspringer if in MOUNTAIN.

DONATION: \$200

24

DISASTER: An avalanche sweeps down the **Mountain** and destroys half the expedition. A geologist will avoid this disaster.

MAP: Terrain; 6,5—mountain
River; A—ends
B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—79 ft.,
Lake—+83

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover stone plant if in DESERT.

D: —

E: Discover fossils if in MOUNTAIN or DESERT.

EX: Bag a trophy lion if in VELDT.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: —

Z: Discover klipspringer if in MOUNTAIN.

DONATION: \$200

24

DISASTER: An avalanche sweeps down the **Mountain** and destroys half the expedition. A geologist will avoid this disaster.

MAP: Terrain; 6,5—mountain
River; A—ends
B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—79 ft.,
Lake—+83

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover stone plant if in DESERT.

D: —

E: Discover fossils if in MOUNTAIN or DESERT.

EX: Bag a trophy lion if in VELDT.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: —

Z: Discover klipspringer if in MOUNTAIN.

DONATION: \$200

24

DISASTER: An avalanche sweeps down the **Mountain** and destroys half the expedition. A geologist will avoid this disaster.

MAP: Terrain; 6,5—mountain
River; A—ends
B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—79 ft.,
Lake—+83

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover stone plant if in DESERT.

D: —

E: Discover fossils if in MOUNTAIN or DESERT.

EX: Bag a trophy lion if in VELDT.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: —

Z: Discover klipspringer if in MOUNTAIN.

DONATION: \$200

24

DISASTER: All of your **Men** and half of your **Animals** are sick after being bitten by tsetse flies on the **Veldt**.

MAP: Terrain; 6,3—mountain
River; A—forks
B—no river

Cataract if in mountain—Oasis

SPECTACULAR DISCOVERY: Waterfall—80 ft., Lake—+84

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover rare species of hyacinth if in **MOUNTAIN**.

D: You gain friendly chief's favor by eliminating epidemic spreading through village. He will give you five askaris free of charge.

E: Tribe in hex are Kiyuyu.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in **JUNGLE**.

J: Tribe discovered are Zulus.

M: Discover healthy spot for mission. You must be in or adjacent to **MOUNTAIN** but not in swamp.

Z: Discover giant hippo if in **SWAMP**, by a **RIVER** or in or adjacent to a **LAKE**.

DONATION: \$200

25

DISASTER: Half of the **Men** in the expedition become sick while camped in the **Swamp**. Doctor saves each on a die roll of 1.

MAP: Terrain; 6—swamp
River; A—forks
B—no river
Cataract if in veldt—Oasis

SPECTACULAR DISCOVERY: Mountain—18,300 ft., Lake—+105

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover *Commiphora saxicola* if in **DESERT**.
D: You successfully treat friendly tribe for malaria. Chief gives you as many bearers as you want free of charge.

E: Tribe in hex are Lonwe.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Tribe discovered are Bahutu.

M: —

Z: Discover cichlid fish if in or adjacent to **LAKE**.

DONATION: \$100

26

DISASTER: A flash flood sweeps down the narrow **Mountain** valley in which you are camped, drowning half the **Men** and **Animals**. Geologist will avoid this disaster.

MAP: Terrain; 6—veldt
River; A—forks
B—no river

Cataract if in desert

SPECTACULAR DISCOVERY: Waterfall—130 ft., Lake—+43

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover African violet if in **JUNGLE**.

D: You find friendly tribal home remedy to be a new miracle cure.

E: Tribe in hex are Ovambo.

EX: Bag a trophy elephant if **ANYWHERE** but in mountain.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Tribe discovered are Batwa pygmies (only if in **JUNGLE**).

M: Discover healthy spot for mission. You must be in or adjacent to **MOUNTAIN** but not in swamp.

Z: Discover giant giraffe if in **VELDT** or **MOUNTAIN**.

DONATION: \$100

27

DISASTER: A leopard attacks and kills your **Guide** as he leads you through the **Jungle**. There is no chance to save him.

MAP: Terrain; 4,3—jungle/swamp
River; A—forks
B—river crosses
Cataract if in jungle

SPECTACULAR DISCOVERY: Mountain—15,750 ft., Lake—+22

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover white arum lily if in **JUNGLE**.

D: —

E: Tribe in hex are Bakongo.

EX: Bag a trophy hippo if in **SWAMP**, by **RIVER** or in or adjacent to **LAKE**.

G: Discover unusual geological formation if in **DESERT**.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: Friendly chief decides to support your mission. He will give to you 5 askaris free of charge.

Z: Discover cichlid fish if in or adjacent to **LAKE**.

NO DONATION

28

DISASTER: One of the **Bearers** is stung by a centipede while hunting on the **Veldt**. He will die unless saved by a doctor (toss of 1 or 2).

MAP: Terrain; 3,5—desert
River; A—forks

B—river begins or extends from adjacent swamp or lake

Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Waterfall—350 ft., Lake—+63

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover *Galtonia candicans* if in **VELDT** or **MOUNTAIN**.

D: —

E: Tribe in hex are Kimbundu.

EX: Bag a trophy lion if in **VELDT**.

G: Discover unusual geological formation if in **JUNGLE**.

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: —

Z: Discover klipspringer if in **MOUNTAIN**.

DONATION: \$200

29

DISASTER: A **Bearer** strays from the **Jungle** path into the **Swamp** and disappears with all of his supplies into a pit of quicksand.

MAP: Terrain; 6,1—mountain
River; A—continues
B—no river

Cataract if in jungle

SPECTACULAR DISCOVERY: Mountain—21,600 ft., Lake—+81

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover large coffee grove if in **DESERT**.

D: You cure friendly chief's son of debilitating disease. Chief gives you 30 gifts.

E: Discover relics indicating site of lost civilization.

EX: Discover gold if in **MOUNTAIN** or by **RIVER**.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: Discover healthy spot for mission. You must be in or adjacent to **MOUNTAIN** but not in swamp.

Z: Discover walia ibex if in **MOUNTAIN**.

DONATION: \$200

30

DISASTER: Desert tribesmen slip into your camp to steal your **Animals**. One animal is saved for each raider shot.

MAP: Terrain; 1,6—lake
River; A—ends
B—river crosses

Cataract if in jungle —Oasis

SPECTACULAR DISCOVERY: Mountain—15,100 ft., Lake—+74

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover *Clivia nobilis* if in **JUNGLE**.

D: You gain friendly chief's favor by eliminating epidemic spreading through village. He will give you five askaris free of charge.

E: Tribe in hex are Zulu.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover iron if in **MOUNTAIN** or by **RIVER**.

J: Tribe discovered are Masai.

M: Discover healthy spot for mission. You must be in or adjacent to **MOUNTAIN** but not in swamp.

Z: Discover kob if in **SWAMP**.

DONATION: \$200

31

DISASTER: A crocodile eats one of your **Bearers** when he goes down to the **River** for a drink. No chance to save him.

MAP: Terrain; 3,6—lake
River; A—ends
B—river begins

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—61 ft., Lake—+95

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover Bird of Paradise flower if in **JUNGLE**.

D: —

E: Tribe in hex are Sandawe.

EX: Discover large number of fur-bearing animals if in **MOUNTAIN** or **VELDT**. You may not move next turn.

G: Discover iron if in **MOUNTAIN** or by **RIVER**.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: Stop war between friendly tribe and a neighboring tribe.

Z: Discover giant crocodile if in **SWAMP**, by **RIVER** or in or adjacent to **LAKE**.

FREE TICKET to Quilimane

32

DISASTER: A storm catches your expedition far out in the **Lake** (or **Sea**) and overturns half of your **Canoes**. Everything is lost.

MAP: Terrain; 6,2—jungle/mountain
River; A—ends
B—river crosses
Cataract if in veldt —Oasis

SPECTACULAR DISCOVERY: Mountain—24,500 ft., Lake—+60

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover African Violet if in **JUNGLE**.

D: Discover healthy spot for hospital if in or adjacent to **MOUNTAIN** but not in swamp.

E: Tribe in hex are Kwani.

EX: Bag a trophy hippo if in **SWAMP**, by **RIVER** or in or adjacent to **LAKE**.

G: Discover lead if in **MOUNTAIN** or by **RIVER**.

J: Tribe discovered are Hatsa.

M: —

Z: Discover giant hippo if in **SWAMP**, by a **RIVER** or in or adjacent to a **LAKE**.

FREE TICKET to Durban

33

DISASTER: There are bad omens. Your **Bearers** refuse to leave camp and will not move this turn unless convinced otherwise by a missionary. He persuades everybody to move on a die roll of 1, 2 or 3.

MAP: Terrain; 6,4—desert
River; A—ends
B—no river
Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Mountain—19,800 ft., Lake—+25

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover *Ixia viridiflora* if in **VELDT** or **MOUNTAIN**.

D: —

E: Tribe in hex are Baluba.

EX: Discover large number of fur-bearing animals if in **MOUNTAIN** or **VELDT**. You may not move next turn.

G: —

J: Run into small (12) band of slave traders if within 7 hexes of port. Treat like a native tribe.

M: —

Z: Discover bongo if in **JUNGLE** and **MOUNTAIN**.

FREE TICKET to Mombasa

34

DISASTER: A dozen baboons attack your expedition in the **Mountains**. You and all of your askaris get a chance to shoot them. For every two baboons that survive, one **Man** (your choice) is killed.

MAP: Terrain; 2—veldt
River; A—ends
B—river crosses
Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Waterfall—66 ft., Lake—+46

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover *Nerine sarniensis* if in **MOUNTAIN**.

D: You gain friendly chief's favor by eliminating epidemic spreading through village. He will give you five askaris free of charge.

E: Tribe in hex are Watusi.

EX: Discover gold if in **MOUNTAIN** or by **RIVER**.

G: Discover diamonds if in **MOUNTAIN**.

J: Tribe discovered are Zulus.

M: Convert friendly tribe. Chief gives you as many bearers as you want free of charge.

Z: Discover giant elephant if ANYWHERE but in lake or swamp.

FREE TICKET to Laurence Marques

35

DISASTER: Your **Guide** steps on a crocodile sleeping in the **Swamp**. The explorer only may attempt to shoot the croc and save the guide.

MAP: Terrain; 3,2—lake
River; A—ends
B—river crosses
Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Waterfall—200 ft., Lake—+106

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover *Sisal* if in **VELDT**.

D: You successfully treat friendly tribe for malaria. Chief gives you as many bearers as you want free of charge.

E: Tribe in hex are Ibo.

EX: Discover diamonds if by **RIVER**.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Hear rumors from friendly tribe of a white man who lives and talks with the animals deep in the interior.

M: Discover healthy spot for mission. You must be in or adjacent to **MOUNTAIN** but not in swamp.

Z: Discover yellow-casqued hornbill if in **JUNGLE**.

FREE TICKET to Luanda

36

DISASTER: A leopard attacks and kills your **Guide** as he leads you through the **Jungle**. There is no chance to save him.

MAP: Terrain; 3,4—veldt
River; A—forks
B—river begins
Cataract if in desert

SPECTACULAR DISCOVERY: Waterfall—71 ft., Lake—+101

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover giant Frangipani tree if in **VELDT**.

D: You successfully treat friendly tribe for malaria. Chief gives you as many bearers as you want free of charge.

E: Discover fossils if in **MOUNTAIN** or **DESERT**.

EX: Discover large herd of elephants ANYWHERE but in swamp or lake. The victory points earned are also the number of tusks collected. You must spend the entire next turn collecting the tusks.

G: Discover unusual geological formation if in **JUNGLE**.

J: Tribe discovered are Hottentots.

M: —

Z: Discover safari ants if in **JUNGLE**.

DONATION: \$50

37

DISASTER: Locusts destroy all the grass in the **Veldt** hex you are in. You are forced to feed each **Animal** four rations immediately.

MAP: Terrain; 3,5—jungle/swamp
River; A—forks
B—river crosses
Cataract if in veldt

SPECTACULAR DISCOVERY: Mountain—16,000 ft., Lake—+11

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover stand of mahogany if in **JUNGLE**.

D: —

E: Tribe in hex are Embu.

EX: Bag a trophy rhino if in **VELDT**.

G: Discover unusual geological formation if in **MOUNTAIN**.

J: Tribe discovered are Batwa pygmies (only if in **JUNGLE**).

M: Convince friendly chief to stop executions.

Z: Discover fishing eagle if in **LAKE** or **SWAMP**.

DONATION: \$100

38

DISASTER: A **Bearer** strays from the **Jungle** path into the **Swamp** and disappears with all of his supplies into a pit of quicksand.

MAP: Terrain; 5,2—veldt
River; A—forks
B—no river
Cataract if in veldt

SPECTACULAR DISCOVERY: Mountain—17,000 ft., Lake—+4

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover asparagus fern if in **JUNGLE**.

D: You stop impending battle between friendly tribe and neighboring tribe. You cannot move next turn.

E: Discover relics indicating site of lost civilization.

EX: Bag a trophy rhino if in **VELDT**.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Tribe discovered are Watusi.

M: —

Z: Discover shoebill stork if in **SWAMP** or in adjacent to **LAKE**.

NO DONATION

39

DISASTER: One of your **Bearers** is stung by a **Desert** scorpion and becomes very sick. Doctor saves him on a die roll of 1.

MAP: Terrain; 5,6—desert
River; A—forks
B—river begins or extends from adjacent swamp or lake
Cataract if in veldt

SPECTACULAR DISCOVERY: Waterfall—900 ft., Lake—+97

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover African violet if in **JUNGLE**.

D: You find friendly tribal home remedy to be a new miracle cure.

E: Hear rumors from friendly tribe of a white man who lives and talks with the animals deep in the interior.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.

G: Discover unusual geological formation if in **VELDT**.

J: Tribe discovered are Bahutu.

M: Convert friendly tribe. Chief gives you as many bearers as you want free of charge.

Z: Discover kori bustard if in **VELDT**.

DONATION: \$500

40

DISASTER: Half of the **Men** (your choice) in the expedition become sick while camped in the **Jungle**. Doctor saves each on a die roll of 1.
MAP: Terrain; 5,4—desert
 River; A—forks
 B—no river
 Cataract if in jungle
SPECTACULAR DISCOVERY: Waterfall—42 ft., Lake—+87
DISCOVER NATIVES: if in hex containing river or oasis
BONUS:
B: Discover rare species of Pelargonium if in MOUNTAIN or DESERT.
D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.
E: Tribe in hex are Ruanda.
EX: —
G: Discover gold if in MOUNTAIN or by RIVER.
J: Tribe discovered are Masai.
M: Convert friendly chief.
Z: Discover large addax if in DESERT.
DONATION: \$400

41

DISASTER: Two **Horses** lose their footing on the **Mountain** and fall to their death taking all of their supplies and one bearer with them.
MAP: Terrain; 5—swamp
 River; A—forks
 B—river begins or extends from adjacent swamp or lake
 Cataract if in jungle
SPECTACULAR DISCOVERY: Waterfall—49 ft., Lake—+100
DISCOVER NATIVES: if in or adjacent to lake
BONUS:
B: Discover a rare species of Stapelia if in DESERT.
D: —
E: Tribe in hex are Tawana.
EX: Friendly chief signs over all of his lands to your mother country.
G: Discover unusual geological formation if in VELDT.
J: Discover unusual geological formation if ANYWHERE but swamp or lake.
M: —
Z: Discover topi if in VELDT or MOUNTAIN.
DONATION: \$400

42

DISASTER: A **Bearer** goes fishing by the **Lake** and is never seen again. Applies also if adjacent to the lake.
MAP: Terrain; 2,3—jungle
 River; A—ends
 B—no river
 Cataract if in desert or mountain
SPECTACULAR DISCOVERY: Waterfall—46 ft., Lake—+99
DISCOVER NATIVES: if in swamp
BONUS:
B: Discover rare species of Arctotis if in VELDT or MOUNTAIN.
D: You gain friendly chief's favor by eliminating epidemic spreading through village. He will give you five askaris free of charge.
E: Tribe in hex are Chewa.
EX: —
G: Sign pact with friendly chief awarding all of his lands to your mother country.
J: Tribe discovered are Bushmen.
M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.
Z: Discover Jentink's duiker if in JUNGLE.
DONATION: \$200

43

DISASTER: Your **Guide** is knocked out of the **Canoe** by a low hanging tree branch while riding through the **Jungle** and drowns in the **River**.
MAP: Terrain; 1,6—veldt
 River; A—forks
 B—no river
 Cataract if in jungle —Oasis
SPECTACULAR DISCOVERY: Waterfall—140 ft., Lake—+3
DISCOVER NATIVES: if in hex containing mountain
BONUS:
B: Discover Euphorbia if in VELDT.
D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.
E: Tribe in hex are Wakomba.
EX: Bag a trophy lion if in VELDT.
G: Discover diamonds if in MOUNTAIN.
J: Tribe discovered are pygmies (only if in JUNGLE).
M: —
Z: Discover rock hyrax if in MOUNTAIN.
DONATION: \$100

44

DISASTER: A dishonest outfitter sells you a diseased **Animal** who suddenly dies.
MAP: Terrain; 1—mountain
 River; A—ends
 B—no river
 Cataract if in veldt —Oasis
SPECTACULAR DISCOVERY: Waterfall—81 ft., Lake—+55
DISCOVER NATIVES: if in hex containing mountain
BONUS:
B: Discover Galtonia candicans if in VELDT or MOUNTAIN.
D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.
E: Discover what appears to be remains of the missing link if in MOUNTAIN.
EX: Bag a trophy hippo if in SWAMP, by RIVER or in or adjacent to LAKE.
G: Discover unusual geological formation if in DESERT.
J: Sign pact with friendly chief awarding all of his lands to your mother country.
M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.
Z: Discover forest elephant shrew if in JUNGLE.
NO DONATION

45

DISASTER: You were cheated by a sharp outfitter. Twenty of your rations are inedible and must be discarded.
MAP: Terrain; 4,6—desert
 River; A—ends
 B—no river
 Cataract if in jungle —Oasis
SPECTACULAR DISCOVERY: Waterfall—41 ft., Lake—+107
DISCOVER NATIVES: if in hex containing mountain
BONUS:
B: Discover Drosera capensis if in SWAMP.
D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.
E: Tribe in hex are Tuo.
EX: Discover platinum if in MOUNTAIN.
G: Discover coal if in JUNGLE, MOUNTAIN or VELDT.
J: Discover water chevrotain if in JUNGLE.
M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.
Z: Discover giant giraffe if in VELDT or MOUNTAIN.
DONATION: \$100

46

DISASTER: Four **Askaris** and four **Bearers** are sick after eating some fruit they picked in the **Jungle**. Botanist will avoid this disaster. Doctor prevents sickness of each on a die roll of 1.
MAP: Terrain; 3,1—jungle
 River; A—forks
 B—no river
 Cataract if in mountain —Oasis
SPECTACULAR DISCOVERY: Waterfall—500 ft., Lake—+67
DISCOVER NATIVES: if in hex containing mountain
BONUS:
B: Discover Acidanthera if in VELDT.
D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.
E: Tribe in hex are Lonwe.
EX: Friendly chief signs over all of his lands to your mother country.
G: Discover unusual geological formation if in DESERT.
J: Tribe discovered are Masai.
M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.
Z: Discover Congo peafowl if in or adjacent to JUNGLE.
DONATION: \$200

47

DISASTER: Your guide says that the next hex to the west (dir. 5) contains the Elephants's Graveyard, where endless amounts of ivory lie about in piles. Your expedition must move to that hex, if able.
MAP: Terrain; 6,4—veldt
 River; A—ends
 B—river begins
 Cataract if in desert —Oasis
SPECTACULAR DISCOVERY: Mountain—15,500 ft., Lake—+57
DISCOVER NATIVES: if in hex containing jungle
BONUS:
B: Discover giant Baobab tree if in VELDT or DESERT.
D: You stop impending battle between friendly tribe and neighboring tribe. You cannot move next turn.
E: Tribe in hex are Ngumi.
EX: Discover gold if in MOUNTAIN or by RIVER.
G: Discover unusual geological formation if in MOUNTAIN.
J: Witness large tribal battle if with friendly tribe. You cannot move next turn.
M: Convert friendly tribe. Chief gives you as many bearers as you want free of charge.
Z: Discover oribi if in VELDT or DESERT.
DONATION: \$50

48

DISASTER: Half of the MEN (your choice) in the expedition become sick while camped in the Jungle. Doctor saves each on a die roll of 1.

MAP: Terrain; 5,3—lake

River; A—ends

B—river crosses

Cataract if in desert or mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—150 ft., Lake—+2

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover giant Baobab tree if in VELDT or DESERT.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Baluba.

EX: Bag a trophy hippo if in SWAMP, by RIVER or in or adjacent to LAKE.

G: Discover tin if in MOUNTAIN or by RIVER.

J: Witness tremendous herd of springbuck crossing VELDT.

M: Tribe is convinced you are a God. If not friendly they will automatically become friendly and will give you 40 gifts.

Z: Discover bongo if in JUNGLE and MOUNTAIN.

DONATION: \$400

49

DISASTER: One Askari becomes ill after eating some roots he found in the Swamp. Botanist will avoid this disaster. Doctor saves him on a die roll of 1.

MAP: Terrain; 3,1—swamp

River; A—forks

B—river begins or extends from adjacent swamp or lake

Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—225 ft., Lake—+8

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover Delphinium macrocentron if in MOUNTAIN.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Discover what appears to be remains of the missing link if in MOUNTAIN.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in JUNGLE.

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: Tribe is convinced you are a God. If not friendly they will automatically become friendly and will give you 40 gifts.

Z: Discover Jentink's duiker if in JUNGLE.

DONATION: \$200

50

DISASTER: You accidentally follow animal trail instead of main trail. Roll one die and consult Direction Guide to determine which hex is the next hex you must enter (does not apply to canoe expedition).

MAP: Terrain; 2,6—veldt

River; A—ends

B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—82 ft., Lake—+9

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover Delphinium macrocentron if in MOUNTAIN.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Bushmen.

EX: Discover silver if in MOUNTAIN.

G: Discover unusual geological formation if in JUNGLE.

J: Discover diamonds if in MOUNTAIN or by RIVER.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover giant python if in JUNGLE or MOUNTAIN.

FREE TICKET to Kilwa

51

DISASTER: Your guide believes that there are natives in the next blank hex to the east (dir. 2) who are very powerful and very friendly. He will desert you if you ever enter that hex.

MAP: Terrain; 4,1—lake

River; A—forks

B—river begins or extends from adjacent swamp or lake

Cataract if in desert

SPECTACULAR DISCOVERY: Waterfall—74 ft., Lake—+50

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover giant tree Lobelia if in MOUNTAIN.

D: You stop impending battle between friendly tribe and neighboring tribe. You cannot move next turn.

E: Tribe in hex are Kwani.

EX: —

G: Discover unusual geological formation if in VELDT.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover pygmy chimpanzee if in JUNGLE.

DONATION: \$100

52

DISASTER: There are bad omens. Your Bearers refuse to leave camp and will not move this turn unless convinced otherwise by a missionary. He persuades everybody to move on a die roll of 1, 2 or 3.

MAP: Terrain; 6,1—jungle

River; A—ends

B—river begins or extends from adjacent swamp or lake

Cataract if in jungle

SPECTACULAR DISCOVERY: Waterfall—45 ft., Lake—+70

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover stand of ebony if in JUNGLE.

D: You save friendly chief from food poisoning. He gives you 20 gifts.

E: Discover what appears to be remains of the missing link if in MOUNTAIN.

EX: Discover platinum if in MOUNTAIN.

G: Discover unusual geological formation if in DESERT.

J: Discover okapi if in JUNGLE.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover oryx if in DESERT.

FREE TICKET to Quilmane

53

DISASTER: Your Guide is bitten by a large snake in the reeds at the edge of the LAKE and will die immediately unless saved by a doctor (on a die roll of 1). This also applies if adjacent to a lake.

MAP: Terrain; 1,4—veldt

River; A—ends

B—no river

Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Waterfall—2100 ft., Lake—+23

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover Galtonia candicans if in VELDT or MOUNTAIN.

D: —

E: Tribe in hex are Fulani.

EX: Discover platinum if in MOUNTAIN.

G: Discover tin if in MOUNTAIN or by RIVER.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover mountain toad if in MOUNTAIN.

DONATION: \$100

54

DISASTER: A herd of hippos migrate through your camp to reach the LAKE, wrecking four Canoes. All of the supplies carried are wrecked but everyone escapes. Save one canoe and its supplies per hippo shot.

MAP: Terrain; 2,6—desert

River; A—ends

B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—57 ft., Lake—+15

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover rare species of hyacinth if in MOUNTAIN.

D: You cure friendly chief's son of debilitating disease. Chief gives you 30 gifts.

E: Tribe in hex are Maleonde.

EX: You make advantageous deal with friendly chief. He will give you one tusk per X +3 gifts offered. X = roll of one die.

G: Discover unusual geological formation if in MOUNTAIN.

J: Run into small (12) band of slave traders if within 5 hexes of port. Treat like a native tribe.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover large addax if in DESERT.

DONATION: \$100

55

DISASTER: All of your Men and half of your Animals are sick after being bitten by tsetse flies on the Veldt.

MAP: Terrain; 3—mountain

River; A—ends

B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—52 ft., Lake—+66

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover rare orchid if in JUNGLE.

D: You find friendly tribal home remedy to be a new miracle cure.

E: Discover relics indicating site of lost civilization.

EX: Friendly chief signs over all of his lands to your mother country.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: —

Z: Discover topi if in VELDT or MOUNTAIN.

DONATION: \$200

56

DISASTER: One of your **Bearers** is stung by a **Desert** scorpion and becomes very sick. Doctor saves him on a die roll of 1.

MAP: Terrain: 3,5—lake
River; A—forks

B—river begins or extends from adjacent swamp or lake
Cataract if in desert or veldt

SPECTACULAR DISCOVERY: Mountain—16,600 ft., Lake—+91

DISCOVER NATIVES: if in swamp

BONUS:

D: Discover *Gladiolus lilaceus* if in MOUNTAIN.

E: —

E: Tribe in hex are Sotho.

EX: Discover gold if in MOUNTAIN or by RIVER.

G: Discover petroleum deposit.

J: Discover gold if in MOUNTAIN or by RIVER.

M: Friendly chief decides to support your mission. He will give to you 5 askaris free of charge.

Z: Discover oryx if in DESERT.

DONATION: \$500

57

DISASTER: A sandstorm sweeps across the **Desert** and overwhelms your camp. Half the **Animals** are killed.

MAP: Terrain: 1,6—mountain
River; A—forks
B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Mountain—19,100 ft., Lake—+52

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover *Gladiolus lilaceus* if in MOUNTAIN.

D: You successfully treat friendly tribe for malaria. Chief gives you as many bearers as you want free of charge.

E: Tribe in hex are Watutsi.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $\times + 3$ gifts offered. $\times$ = roll of one die.

G: Discover unusual geological formation if in JUNGLE.

J: Run into small (12) band of slave traders if within 6 hexes of port. Treat like a native tribe.

M: Convince friendly chief to stop executions.

Z: Discover kori bustard if in VELDT.

DONATION: \$50

58

DISASTER: Your guide and one of your askaris fight over water in the **Desert** (no oasis) and the **Guide** is killed.

MAP: Terrain: 4—mountain
River; A—forks
B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—54 ft., Lake—+40

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover giant tree *Lobelia* if in MOUNTAIN.

D: You successfully treat friendly tribe for malaria. Chief gives you as many bearers as you want free of charge.

E: Tribe in hex are Ovimbundu.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in DESERT.

J: Run into small (12) band of slave traders if within 6 hexes of port. Treat like a native tribe.

M: Convince friendly chief to stop executions.

Z: Discover klipspringer if in MOUNTAIN.

NO DONATION

59

DISASTER: An **Askari** falls into the **River** and drowns.

MAP: Terrain: 4,2—mountain
River; A—forks
B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—53 ft., Lake—+92

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover *Streptocarpus rexii* if in VELDT or MOUNTAIN.

D: You successfully treat friendly tribe for malaria. Chief gives you as many bearers as you want free of charge.

E: Tribe in hex are Hatsa.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $\times + 3$ gifts offered. $\times$ = roll of one die.

G: Discover unusual geological formation if in MOUNTAIN.

J: Tribe discovered are Hottentots.

M: —

Z: Discover royal antelope in JUNGLE.

DONATION: \$100

60

DISASTER: Four **Bearers** become sick after drinking the water from the **Lake**.

MAP: Terrain: 4,6—veldt
River; A—continues
B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Mountain—16,300 ft., Lake—+98

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover *Acanthosicyos horrida* if in DESERT.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Mongo.

EX: —

G: Discover unusual geological formation if in MOUNTAIN.

J: Run into small (12) band of slave traders if within 5 hexes of port. Treat like a native tribe.

M: —

Z: Discover *walia ibex* if in MOUNTAIN.

DONATION: \$50

61

DISASTER: The **Oasis** in the **Desert** is poisoned. Roll one die for each **Man** and **Animal** in the expedition. A toss of 1 results in death. A toss of 2 or 3 results in sickness. A toss of 4, 5 or 6 results in recovery. A doctor who himself doesn't die or become sick can help the rest by adding 1 to the die rolls.

MAP: Terrain: 2,5—mountain
River; A—continues
B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—75 ft., Lake—+51

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover *Stangeria paradoxa* if in VELDT.

D: You find friendly tribal home remedy to be a new miracle cure.

E: Tribe in hex are Ovambo.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $\times + 3$ gifts offered. $\times$ = roll of one die.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: Friendly chief decides to support your mission. He will give to you 5 askaris free of charge.

Z: Discover desert chameleon if in DESERT.

NO DONATION

62

DISASTER: An avalanche sweeps down the **Mountain** and destroys half the expedition. A geologist will avoid this disaster.

MAP: Terrain: 3,2—mountain
River; A—continues
B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—76 ft., Lake—+75

DISCOVER NATIVES: if in or adjacent to lake

BONUS:

B: Discover Bird of paradise flower if in JUNGLE.

D: You save friendly chief from food poisoning. He gives you 20 gifts.

E: Tribe in hex are Nyanja.

EX: —

G: Discover unusual geological formation if in JUNGLE.

J: Run into small (12) band of slave traders if within 3 hexes of port. Treat like a native tribe.

M: Convert friendly tribe. Chief gives you as many bearers as you want free of charge.

Z: Discover giant crocodile if in SWAMP, by RIVER or in or adjacent to LAKE.

DONATION: \$100

63

DISASTER: One **Askari** is accidentally shot and killed by another while hunting in the **Jungle**.

MAP: Terrain: 3,6—mountain
River; A—continues
B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—77 ft., Lake—+21

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover *Gladiolus lilaceus* if in MOUNTAIN.

D: You gain friendly chief's favor by eliminating epidemic spreading through village. He will give you five askaris free of charge.

E: Tribe in hex are Chewa.

EX: —

G: Discover unusual geological formation if in VELDT.

J: Run into small (12) band of slave traders if within 4 hexes of port. Treat like a native tribe.

M: Tribe in convinced you are a God. If not friendly they will automatically become friendly and will give you 40 gifts.

Z: Discover yellow-casqued hornbill if in JUNGLE.

DONATION: \$100

64

DISASTER: A medium (40) tribe of cannibals attack your **Jungle** camp. Proceed directly to Native Charge Table. If captured, the explorer is immediately eaten. This tribe is not permanent and no marker is placed in the hex.

MAP: Terrain; 3,2—veldt
River; A—continues
B—no river
Cataract if in jungle —Oasis

SPECTACULAR DISCOVERY: Mountain—18,600 ft., Lake—+29

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover Euphorbia if in VELDT.
D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Bapounon.

EX: Discover silver if in MOUNTAIN.

G: Discover petroleum deposit.

J: Tribe discovered are Hottentots.

M: —

Z: Discover giant termite mounds ANYWHERE but in lake, swamp or desert.

DONATION: \$100

65

DISASTER: Four **Askaris** succumb to sunstroke in the **Desert**. They will die immediately unless saved by a doctor (on a die roll of 1 or 2 each).

MAP: Terrain; 5,1—jungle/swamp
River; A—continues
B—river begins or extends from adjacent swamp or lake
Cataract if in desert

SPECTACULAR DISCOVERY: Waterfall—87 ft., Lake—+49

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover rare orchid if in JUNGLE.

D: —

E: Tribe in hex are pygmies (only if in JUNGLE).

EX: Bag a trophy elephant if ANYWHERE but in mountain.

G: Discover copper if in JUNGLE or MOUNTAIN.

J: Discover gold if in MOUNTAIN or by RIVER.

M: Friendly chief decides to support your mission. He will give to you 5 askaris free of charge.

Z: Discover okapi if in JUNGLE.

FREE TICKET to Calabar

66

DISASTER: A **Bearer** straying from your camp in the **Veldt** is ambushed by a pride of lions. No chance to save him.

MAP: Terrain; 1,5—swamp
River; A—continues
B—river begins
Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Mountain—15,200 ft., Lake—+59

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover large coffee grove if in DESERT.

D: —

E: Discover fossils if in MOUNTAIN or DESERT.

EX: Bag a trophy elephant if ANYWHERE but in mountain.

G: —

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: Stop war between friendly tribe and a neighboring tribe.

Z: Discover giant crocodile if in SWAMP, by RIVER or in or adjacent to LAKE.

DONATION: \$50

67

DISASTER: One **Askari** is attacked by a buffalo on the **Veldt**. No more than two askaris and the explorer may attempt to shoot the buffalo to save him.

MAP: Terrain; 4—veldt
River; A—continues
B—no river
Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—1100 ft., Lake—+6

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover Gazania if in VELDT or MOUNTAIN.

D: You save friendly chief from food poisoning. He gives you 20 gifts.

E: Tribe in hex are pygmies (only if in JUNGLE).

EX: Discover diamonds if by RIVER.

G: Discover silver if in MOUNTAIN.

J: Tribe discovered are Zulus.

M: —

Z: Discover Congo peafowl if in or adjacent to JUNGLE.

DONATION: \$300

68

DISASTER: A crocodile eats one of your **Bearers** when he goes down to the **River** for a drink. No chance to save him.

MAP: Terrain; 5,3—veldt
River; A—continues
B—river begins
Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Waterfall—69 ft., Lake—+35

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover stand of mahogany if in JUNGLE.

D: You save friendly chief from food poisoning. He gives you 20 gifts.

E: Tribe in hex are Bahutu.

EX: Discover diamonds if by RIVER.

G: Discover unusual geological formation if in VELDT.

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: —

Z: Discover giant elephant if ANYWHERE but in lake or swamp.

DONATION: \$500

69

DISASTER: A herd of hippos migrate through your camp to reach the **Lake**, wrecking four **Canoes**. All of the supplies carried are wrecked but everyone escapes. Save one canoe and its supplies per hippo shot.

MAP: Terrain; 4,5—mountain
River; A—continues
B—no river
Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—55 ft., Lake—+24

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover Clivia nobilis if in JUNGLE.

D: You cure friendly chief's son of debilitating disease. Chief gives you 30 gifts.

E: Tribe in hex are Swazi.

EX: You make advantageous deal with friendly chief. He will give you one tusk per x + 3 gifts offered. x = roll of one die.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: Convince friendly chief to stop executions.

Z: Discover blue fairy flycatcher if in JUNGLE.

NO DONATION

70

DISASTER: Six **Bearers** and an **Askari** are sick after spending a night in the **Swamp**. Doctor may prevent sickness for each on a die roll of 1.

MAP: Terrain; 2,1—mountain
River; A—continues
B—no river
Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Mountain—19,200 ft., Lake—+71

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover giant tree Lobelia if in MOUNTAIN.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Masai.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in VELDT.

J: Tribe discovered are Hatsa.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover giant elephant if ANYWHERE but in lake or swamp.

DONATION: \$200

71

DISASTER: An enormous python seizes one of your **Horses** as you move through the **Jungle** kills it.

MAP: Terrain; 4,3—desert
River; A—continues
B—river begins or extends from adjacent swamp or lake
Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Waterfall—1700 ft., Lake—+27

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover giant Baobab tree if in VELDT or DESERT.

D: You gain friendly chief's favor by eliminating epidemic spreading through village. He will give you five askaris free of charge.

E: Tribe in hex are Fulani.

EX: —

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: Friendly chief decides to support your mission. He will give to you 5 askaris free of charge.

Z: Discover giant giraffe if in VELDT or MOUNTAIN.

DONATION: \$300

72

DISASTER: One of the **Bearers** is stung by a centipede while hunting on the **Veldt**. He will die unless saved by a doctor (toss of 1 or 2).

MAP: Terrain; 2,3—mountain
River; A—continues
B—no river
Cataract if in jungle

SPECTACULAR DISCOVERY: Mountain—17,800 ft., Lake—+1

DISCOVER NATIVES: if in hex containing jungle

BONUS:
B: Discover grove of oil palm if in JUNGLE.
D: You gain friendly chief's favor by eliminating epidemic spreading through village. He will give you five askaris free of charge.
E: Tribe in hex are Masai.
EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.
G: Sign pact with friendly chief awarding all of his lands to your mother country.
J: Hear rumors from friendly tribe of a white man who lives and talks with the animals deep in the interior.
M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.
Z: Discover giant python if in JUNGLE or MOUNTAIN.
DONATION: \$100

73

DISASTER: One **Askari** is accidentally shot and killed by another while hunting in the **Jungle**.

MAP: Terrain; 2,1—desert
River; A—continues
B—no river
Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—300 ft., Lake—+10

DISCOVER NATIVES: if in or adjacent to lake

BONUS:
B: Discover *Acanthosicyos horrida* if in DESERT.
D: You save friendly chief from food poisoning. He gives you 20 gifts.
E: Tribe in hex are Kiyuyu.
EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.
G: Sign pact with friendly chief awarding all of his lands to your mother country.
J: Sign pact with friendly chief awarding all of his lands to your mother country.
M: —
Z: Discover water chevrotain if by a RIVER in a JUNGLE.
DONATION: \$100

74

DISASTER: Your **Guide** is bitten by a black mamba in the **Veldt**. Nobody can save him.

MAP: Terrain; 5—jungle
River; A—continues
B—no river
Cataract if in desert

SPECTACULAR DISCOVERY: Mountain—18,100 ft., Lake—+39

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:
B: Discover grove of oil palm if in JUNGLE.
D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.
E: Tribe in hex are Hatsa.
EX: Friendly chief signs over all of his lands to your mother country.
G: Sign pact with friendly chief awarding all of his lands to your mother country.
J: Tribe discovered are pygmies (only if in JUNGLE).
M: —
Z: Discover oribi if in VELDT or DESERT.
DONATION: \$200

75

DISASTER: A dishonest outfitter sells you a diseased **Animal** who suddenly dies.

MAP: Terrain; 1,5—desert
River; A—continues
B—river begins or extends from adjacent swamp or lake
Cataract if in jungle

SPECTACULAR DISCOVERY: Mountain—17,200 ft., Lake—+64

DISCOVER NATIVES: if in hex containing jungle

BONUS:
B: Discover *Delphinium macrocentron* if in MOUNTAIN.
D: —
E: Discover what appears to be remains of the missing link if in MOUNTAIN.
EX: Discover silver if in MOUNTAIN.
G: Sign pact with friendly chief awarding all of his lands to your mother country.
J: —
M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.
Z: Discover blue fairy flycatcher if in JUNGLE.
DONATION: \$200

76

DISASTER: A sandstorm sweeps across the **Desert** and overwhelms your camp. Half the **Animals** are killed.

MAP: Terrain; 6,5—veldt
River; A—continues
B—river begins or extends from adjacent swamp or lake
Cataract if in veldt

SPECTACULAR DISCOVERY: Waterfall—120 ft., Lake—+76

DISCOVER NATIVES: if in hex containing jungle

BONUS:
B: Discover stand of limba if in JUNGLE.
D: You stop impending battle between friendly tribe and neighboring tribe. You cannot move next turn.
E: Tribe in hex are Bateke.
EX: Bag a trophy rhino if in VELDT.
G: Sign pact with friendly chief awarding all of his lands to your mother country.
J: Witness large tribal battle if with friendly tribe. You cannot move next turn.
M: —
Z: Discover Lord Derby eland if in VELDT or DESERT.
DONATION: \$100

77

DISASTER: A small (12) band of **Desert** raiders demand that you pay them a toll of x gifts (x = sum of two dice) to let you pass. If you refuse to pay, they will attack (charge).

MAP: Terrain; 5,3—lake
River; A—continues
B—no river
Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Mountain—27,000 ft., Lake—+5

DISCOVER NATIVES: if in hex containing mountain

BONUS:
B: Discover a rare species of *Stapelia* if in DESERT.
D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.
E: Tribe in hex are Hottentots.
EX: Discover large number of fur-bearing animals if in MOUNTAIN or VELDT. You may not move next turn.
G: Sign pact with friendly chief awarding all of his lands to your mother country.
J: Tribe discovered are pygmies (only if in JUNGLE).
M: Friendly chief decides to support your mission. He will give to you 5 askaris free of charge.
Z: Discover royal antelope in JUNGLE.
FREE TICKET to Zanzibar

78

DISASTER: Your camp on the **Veldt** is destroyed by a herd of stampeding elephants. Roll two dice, add 2, and consult the Consequences of Defeat Table.

MAP: Terrain; 6,3—jungle
River; A—continues
B—no river
Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—70 ft., Lake—+48

DISCOVER NATIVES: if in hex containing mountain

BONUS:
B: Discover stone plant if in DESERT.
D: You find friendly tribal home remedy to be a new miracle cure.
E: Discover fossils if in MOUNTAIN or DESERT.
EX: —
G: Discover unusual geological formation if in MOUNTAIN.
J: Tribe discovered are Zulus.
M: Convince friendly chief to stop executions.
Z: Discover giant python if in JUNGLE or MOUNTAIN.
FREE TICKET to Benguela

79

DISASTER: A troop of chimpanzees raid your camp in the **Mountains** and devour twenty **Rations**. Save two rations for each chimp shot.

MAP: Terrain; 1—jungle
River; A—continues
B—river begins or extends from adjacent swamp or lake
Cataract if in desert

SPECTACULAR DISCOVERY: Waterfall—60 ft., Lake—+62

DISCOVER NATIVES: if in hex containing jungle

BONUS:
B: Discover *Stangeria paradoxa* if in VELDT.
D: —
E: Tribe in hex are Banda.
EX: Discover large herd of elephants ANYWHERE but in swamp or lake. The victory points earned are also the number of tusks collected. You must spend the entire next turn collecting the tusks.
G: Discover copper if in JUNGLE or MOUNTAIN.
J: Tribe discovered are Hottentots.
M: Tribe is convinced you are a God. If not friendly they will automatically become friendly and will give you 40 gifts.
Z: Discover water chevrotain if by a RIVER in a JUNGLE.
FREE TICKET to Capetown

80

DISASTER: A storm catches your expedition far out in the **Lake** (or **Sea**) and overturns half of your **Canoes**. Everything is lost.

MAP: Terrain; 5—jungle/mountain
River; A—continues
B—river crosses
Cataract if in desert

SPECTACULAR DISCOVERY: Waterfall—65 ft., Lake—+65

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover stand of limba if in JUNGLE.

D: —

E: Tribe in hex are Batwa pygmies (only if in JUNGLE).

EX: Discover gold if in MOUNTAIN or by RIVER.

G: Discover platinum if in MOUNTAIN.

J: Run into small (12) band of slave traders if within 7 hexes of port. Treat like a native tribe.

M: —

Z: Discover yellow-casqued hornbill if in JUNGLE.

DONATION: \$200

81

DISASTER: Your camp on the **Veldt** is destroyed by a herd of stampeding elephants. Roll two dice, add 2, and consult the Consequences of Defeat Table.

MAP: Terrain 6,2—desert
River; A—forks
B—no river
Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—59 ft., Lake—+61

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover *Commiphora saxicola* if in DESERT.

D: You stop impending battle between friendly tribe and neighboring tribe. You cannot move next turn.

E: Tribe in hex are Bateke.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in DESERT.

J: Run into small (12) band of slave traders if within 6 hexes of port. Treat like a native tribe.

M: Convert friendly chief.

Z: Discover mountain toad if in MOUNTAIN.

DONATION: \$50

82

DISASTER: Five of your **Men** (your choice) become sick from the cold while camped high on the **Mountain** slopes. Doctor saves each on die roll of 1.

MAP: Terrain; 1,4—jungle/mountain
River; A—forks
B—no river
Cataract if in desert or veldt

SPECTACULAR DISCOVERY: Waterfall—62 ft., Lake—+68

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover asparagus fern if in JUNGLE.

D: —

E: Tribe in hex are Sukuma.

EX: Discover large herd of elephants ANYWHERE but in swamp or lake. The victory points earned are also the number of tusks collected. You must spend the entire next turn collecting the tusks.

G: Discover gold if in MOUNTAIN or by RIVER.

J: Discover silver if in MOUNTAIN.

M: Convert friendly tribe. Chief gives you as many bearers as you want free of charge.

Z: Discover gerenuk if in DESERT or VELDT.

FREE TICKET to Brass

83

DISASTER: One of your **Canoes** overturns on the **River**. All supplies on board are lost but the men and canoe are saved.

MAP: Terrain; 1,3—swamp
River; A—forks
B—river begins or extends from adjacent swamp or lake
Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—48 ft., Lake—+41

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover *Acidenthera* if in VELDT.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Hear rumors from friendly tribe of a white man who lives and talks with the animals deep in the interior.

EX: Friendly chief signs over all of his lands to your mother country.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: Convert friendly chief.

Z: Discover desert chameleon if in DESERT.

FREE TICKET to Calabar

84

DISASTER: Desert tribesmen slip into your camp to steal your **Animals**. One animal is saved for each raider shot.

MAP: Terrain; 5,4—swamp
River; A—forks
B—river begins
Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Waterfall—180 ft., Lake—+28

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover stand of okume if in JUNGLE.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Baya.

EX: Bag a trophy hippo if in SWAMP, by RIVER or in or adjacent to LAKE.

G: Discover gold if in MOUNTAIN or by RIVER.

J: Discover okapi if in JUNGLE.

M: Tribe is convinced you are a God. If not friendly they will automatically become friendly and will give you 40 gifts.

Z: Discover okapi if in JUNGLE.

FREE TICKET to Kilwa

85

DISASTER: A **Bearer** goes fishing by the **Lake** and is never seen again. Applies also if adjacent to the lake.

MAP: Terrain; 5,1—swamp
River; A—forks
B—no river
Cataract if in veldt

SPECTACULAR DISCOVERY: Mountain—20,250 ft., Lake—+13

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover *Streptocarpus rexii* if in VELDT or MOUNTAIN.

D: You cure friendly chief's son of debilitating disease. Chief gives you 30 gifts.

E: Tribe in hex are Kamba.

EX: Discover gold if in MOUNTAIN or by RIVER.

G: Discover tin if in MOUNTAIN or by RIVER.

J: Witness tremendous herd of springbuck crossing VELDT.

M: —

Z: Discover gerenuk if in DESERT or VELDT.

FREE TICKET to Port Elizabeth

86

DISASTER: Your guide believes that there are natives in the next blank hex to the east (dir. 2) who are very powerful and very unfriendly. He will desert you if you ever enter that hex.

MAP: Terrain; 3,6—veldt
River; A—forks
B—river begins or extends from adjacent swamp or lake
Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—68 ft., Lake—+90

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover *Commiphora saxicola* if in DESERT.

D: You successfully treat friendly tribe for malaria. Chief gives you as many bearers as you want free of charge.

E: Tribe in hex are Yomba.

EX: Bag a trophy lion if in VELDT.

G: Discover platinum if in MOUNTAIN.

J: Tribe discovered are Hatsa.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover striped swordtail butterfly if in JUNGLE.

DONATION: \$50

87

DISASTER: An **Askari** falls into the **Lake** and is attacked by four crocodiles. He is saved only if all four crocs are shot. Applies also if adjacent to lake.

MAP: Terrain; 5,6—mountain
River; A—ends
B—no river
Cataract if in jungle

SPECTACULAR DISCOVERY: Waterfall—100 ft., Lake—+7

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover a rare species of *Stapelia* if in DESERT.

D: You save friendly chief from food poisoning. He gives you 20 gifts.

E: Tribe in hex are Nyanja.

EX: Discover platinum if in MOUNTAIN.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Tribe discovered are Watusi.

M: —

Z: Discover forest elephant shrew if in JUNGLE.

DONATION: \$200

88

DISASTER: You find a previously unknown **Cache** beside the **River** containing a canoe, 10 gifts and a musket.

MAP: Terrain; 1,5—veldt
River; A—forks
B—no river
Cataract if in mountain

SPECTACULAR DISCOVERY: Mountain—26,400 ft., Lake—+30

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover stand of ebony if in JUNGLE.

D: You successfully treat friendly tribe for malaria. Chief gives you as many bearers as you want free of charge.

E: Tribe in hex are Swazi.

EX: Discover silver if in MOUNTAIN.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: Convince friendly chief to stop executions.

Z: Discover walia ibex if in MOUNTAIN.

DONATION: \$300

89

DISASTER: One of your **Canoes** overturns on the **River**. All supplies on board are lost but the men and canoe are saved.

MAP: Terrain; 3,4—swamp
River; A—ends
B—no river
Cataract if in mountain

SPECTACULAR DISCOVERY: Mountain—18,000 ft., Lake—+14

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover Nerine sarniensis if in MOUNTAIN.

D: —

E: Tribe in hex are Hottentots.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in VELDT.

J: Run into small (12) band of slave traders if within 4 hexes of port. Treat like a native tribe.

M: Stop war between friendly tribe and a neighboring tribe.

Z: Discover goliath beetle if in VELDT or DESERT.

DONATION: \$200

90

DISASTER: A **Canoe** is sunk in a **River** whirlpool. Everything and everyone on board as well as the canoe are lost. Geologist avoids the whirlpool.

MAP: Terrain; 2—jungle
River; A—ends
B—no river
Cataract if in mountain

SPECTACULAR DISCOVERY: Mountain—20,900 ft., Lake—+102

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover giant Frangipani tree if in VELDT.

D: You cure friendly chief's son of debilitating disease. Chief gives you 30 gifts.

E: Tribe in hex are Ngumi.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of die.

G: Discover unusual geological formation if in DESERT.

J: —

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover shoebill stork if in SWAMP or in or adjacent to LAKE.

DONATION: \$200

91

DISASTER: Half of the **Men** in the expedition become sick while camped in the **Swamp**. Doctor saves each on a die roll of 1.

MAP: Terrain; 4,5—swamp
River; A—ends
B—river begins
Cataract if in veldt

SPECTACULAR DISCOVERY: Waterfall—50 ft., Lake—+31

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover white arum lily if in JUNGLE.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Bushmen.

EX: Bag a trophy hippo if in SWAMP, by RIVER or in or adjacent to LAKE.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Discover silver if in MOUNTAIN.

M: Convert friendly chief.

Z: Discover dik-dik if in VELDT.

DONATION: \$400

92

DISASTER: One **Askari** is attacked by a buffalo on the **Veldt**. No more than two askaris and the explorer may attempt to shoot the buffalo to save him.

MAP: Terrain; 3—jungle/mountain
River; A—ends
B—river crosses
Cataract if in desert or jungle —Oasis

SPECTACULAR DISCOVERY: Mountain—16,900 ft., Lake—+82

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover stone plant if in DESERT.

D: —

E: Tribe in hex are Sandawe.

EX: Bag a trophy elephant if ANYWHERE but in mountain.

G: Discover unusual geological formation if in DESERT.

J: Discover diamonds if in MOUNTAIN or by RIVER.

M: Stop war between friendly tribe and neighboring tribe.

Z: Discover shoebill stork if in SWAMP or in or adjacent to LAKE.

DONATION: \$200

93

DISASTER: A **Canoe** is sunk in a **River** whirlpool. Everything and everyone on board as well as the canoe are lost. Geologist avoids the whirlpool.

MAP: Terrain; 4,1—jungle
River; A—ends
B—river crosses
Cataract if in jungle

SPECTACULAR DISCOVERY: Waterfall—275 ft., Lake—+53

DISCOVER NATIVES: if in hex containing river or oasis

BONUS:

B: Discover Ixia viridiflora if in VELDT or MOUNTAIN.

D: You cure friendly chief's son of debilitating disease. Chief gives you 30 gifts.

E: Tribe in hex are Ovimbundu.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in MOUNTAIN.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover giant hippo if in SWAMP, by a RIVER or in or adjacent to a LAKE.

DONATION: \$500

94

DISASTER: A rare thunderstorm causes a flash flood in the **Desert** wadi in which you are camped. Lose half your **Expedition** but find plenty of water. Geologist will avoid this disaster.

MAP: Terrain; 2—lake
River; A—ends
B—river begins or extends from adjacent swamp or lake

SPECTACULAR DISCOVERY: Waterfall—170 ft., Lake—+32

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover grove of oil palm if in JUNGLE.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Bapounon.

EX: Friendly chief sings over all of his lands to your mother country.

G: Discover unusual geological formation if in MOUNTAIN.

J: Discover diamonds if in MOUNTAIN or by RIVER.

M: Convert friendly tribe. Chief gives you as many bearers as you want free of charge.

Z: Discover okapi if in JUNGLE.

DONATION: \$50

95

DISASTER: A flash flood sweeps down the narrow **Mountain** valley in which you are camped, drowning half the **MEN** and **Animals**. Geologist will avoid this disaster.

MAP: Terrain; 5,2—mountain
River; A—ends
B—river begins or extends from adjacent swamp or lake

SPECTACULAR DISCOVERY: Mountain—22,300 ft., Lake—+69

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover rare species of hyacinth if in MOUNTAIN.

D: You find friendly tribal home remedy to be a new miracle cure.

E: Tribe in hex are Kimbundu.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.

G: Discover unusual geological formation if in VELDT.

J: Run into small (12) band of slave traders if within 4 hexes of port. Treat like a native tribe.

M: Friendly chief decides to support your mission. He will give you 5 askaris free of charge.

Z: Discover gerenuk if in DESERT or VELDT.

DONATION: \$100

96

DISASTER: A rare thunderstorm causes a flash flood in the **Desert** wadi in which you are camped. Lose half your **Expedition** but find plenty of water. Geologist will avoid this disaster.

MAP: Terrain; 1,3—jungle

River; A—ends

B—river begins

Cataract if in desert or mountain

SPECTACULAR DISCOVERY: Mountain—15,000 ft., Lake—+17

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover *Ixia viridiflora* if in **VELDT** or **MOUNTAIN**.

D: —

E: Tribe in hex are Baya.

EX: Discover silver if in **MOUNTAIN**.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: Discover unusual geological formation if ANYWHERE but in swamp or lake.

M: Tribe is convinced you are a God. If not friendly they will automatically become friendly and will give you 40 gifts.

Z: Discover oryx if in **DESERT**.

DONATION: \$200

97

DISASTER: Expedition comes upon a voodoo sign on the **Jungle** trail. Four **Bearers** bolt leaving their packs. A missionary can convince each to stay on a die roll of 1, 2 or 3.

MAP: Terrain; 4,6—swamp

River; A—ends

B—no river

Cataract if in mountain —Oasis

SPECTACULAR DISCOVERY: Mountain—16,200 ft., Lake—+79

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover *Acanthosicyos horrida* if in **DESERT**.

D: You save friendly chief from food poisoning. He gives you 20 gifts.

E: Hear rumors from friendly tribe of a white man who lives and talks with the animals deep in the interior.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in **JUNGLE**.

J: Run into small (12) band of slave traders if within 5 hexes of port. Treat like a native tribe.

M: —

Z: Discover giant termite mounds ANYWHERE but in lake, swamp or desert.

DONATION: \$200

98

DISASTER: An **Askari** falls into the **Lake** and is attacked by four crocodiles. He is saved only if all four crocs are shot. Applies also if adjacent to lake.

MAP: Terrain; 1,4—mountain

River; A—ends

B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—88 ft., Lake—+104

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover *Sisal* if in **VELDT**.

D: You gain friendly chief's favor by eliminating epidemic spreading through village. He will give you five askaris free of charge.

E: Discover relics indicating site of lost civilization.

EX: Bag a trophy elephant if ANYWHERE but in mountain.

G: Discover unusual geological formation if in **VELDT**.

J: Tribe discovered are *Hatsa*.

M: Discover healthy spot for mission. You must be in or adjacent to **MOUNTAIN** but not in swamp.

Z: Discover striped swordtail butterfly if in **JUNGLE**.

DONATION: \$100

99

DISASTER: You stumble upon two abandoned native war canoes hidden among the reeds on the **Lake** shore. You may use these as regular canoes. This applies also if adjacent to Lake.

MAP: Terrain; 6,4—jungle/swamp

River; A—ends

B—river begins or extends from

adjacent swamp or lake

Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—73 ft., Lake—+54

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover *Acidenthera* if in **VELDT**.

D: You find friendly tribal home remedy to be a new miracle cure.

E: Tribe in hex are *Banda*.

EX: Friendly chief signs over all of his lands to your mother country.

G: Discover unusual geological formation if in **MOUNTAIN**.

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: Convert friendly chief.

Z: Discover Lord Derby eland if in **VELDT** or **DESERT**.

DONATION: \$200

100

DISASTER: Four **Askaris** and four **Bearers** are sick after eating some fruit they picked in the **Jungle**. Botanist will avoid this disaster. Doctor prevents sickness of each on a die roll of 1.

MAP: Terrain; 4,3—jungle

River; A—ends

B—no river

Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—56 ft., Lake—+42

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover Bird of Paradise flower if in **JUNGLE**.

D: —

E: Discover relics indicating site of lost civilization.

EX: —

G: Discover unusual geological formation if in **JUNGLE**.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: Stop war between friendly tribe and a neighboring tribe.

Z: Discover topi if in **VELDT** or **MOUNTAIN**.

DONATION: \$50

101

DISASTER: The **Oasis** in the **Desert** is poisoned. Roll one die for each **Man** and **Animal** in the expedition. A toss of 1 results in death. A toss of 2 or 3 results in sickness. A toss of 4, 5 or 6 results in recovery. A doctor who himself doesn't die or become sick can help the rest by adding 1 to the die rolls.

MAP: Terrain; 3—desert

River; A—ends

B—river begins or extends from

adjacent swamp or lake

Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—190 ft., Lake—+77

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover stand of okume if in **JUNGLE**.

D: You cure friendly chief's son of debilitating disease. Chief gives you 30 gifts.

E: Discover what appears to be remains of the missing link if in **MOUNTAIN**.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.

G: Discover unusual geological formation if in **MOUNTAIN**.

J: Witness large tribal battle if with friendly tribe. You cannot move next turn.

M: Stop war between friendly tribe and a neighboring tribe.

Z: Discover oribi if in **VELDT** or **DESERT**.

DONATION: \$50

102

DISASTER: Your **Guide** steps on a crocodile sleeping in the **Swamp**. The explorer only may attempt to shoot the croc and save the guide.

MAP: Terrain; 1,2—veldt

River; A—continues

B—river begins

Cataract if in desert or jungle

SPECTACULAR DISCOVERY: Waterfall—84 ft., Lake—+34

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover asparagus fern if in **JUNGLE**.

D: —

E: Tribe in hex are *Yomba*.

EX: Discover large number of fur-bearing animals if in **MOUNTAIN** or **VELDT**. You may not move next turn.

G: —

J: Tribe discovered are *Masai*.

M: Discover healthy spot for mission. You must be in or adjacent to **MOUNTAIN** but not in swamp.

Z: Discover dik-dik if in **VELDT**.

NO DONATION

103

DISASTER: Your **Guide** is knocked out of the **Canoe** by a low hanging tree branch while riding through the **Jungle** and drowns in the **River**.

MAP: Terrain; 2,1—swamp

River; A—ends

B—no river

Cataract if in desert —Oasis

SPECTACULAR DISCOVERY: Waterfall—1300 ft., Lake—+86

DISCOVER NATIVES: if in swamp

BONUS:

B: Discover rare species of *Pelargonium* if in **MOUNTAIN** or **DESERT**.

D: You successfully treat friendly tribe for malaria. Chief gives you as many bearers as you want free of charge.

E: Discover fossils if in **MOUNTAIN** or **DESERT**.

EX: You make advantageous deal with friendly chief. He will give you one tusk per $x + 3$ gifts offered. x = roll of one die.

G: Discover unusual geological formation if in **VELDT**.

J: Sign pact with friendly chief awarding all of his lands to your mother country.

M: —

Z: Discover cichlid fish if in or adjacent to **LAKE**.

DONATION: \$100

104

DISASTER: An Askari falls into the River and drowns.

MAP: Terrain; 1,3—desert

River; A—continues

B—river begins or extends from adjacent swamp or lake

Cataract if in mountain

SPECTACULAR DISCOVERY: Waterfall—58 ft., Lake—+80

DISCOVER NATIVES: if in hex containing jungle

BONUS:

B: Discover giant Frangipani tree if in VELDT.

D: You stop impending battle between friendly tribe and neighboring tribe. You cannot move next turn.

E: Hear rumors from friendly tribe of a white man who lives and talks with the animals deep in the interior.

EX: Discover large number of fur-bearing animals if in MOUNTAIN or VELDT. You may not move next turn.

G: Discover unusual geological formation if in JUNGLE.

J: Tribe discovered are Bushmen.

M: Tribe is convinced you are a God. If not friendly they will automatically become friendly and will give you 40 gifts.

Z: Discover fishing eagle if in LAKE or SWAMP.

DONATION: \$500

105

DISASTER: Your guide and one of your askaris fight over water in the Desert (no oasis) and the Guide is killed.

MAP: Terrain; 1,2—desert

River; A—continues

B—no river

Cataract if in mountain—Oasis

SPECTACULAR DISCOVERY: Waterfall—51 ft., Lake—+44

DISCOVER NATIVES: if in veldt

BONUS:

B: Discover large coffee grove if in DESERT.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Tuo.

EX: Discover platinum if in MOUNTAIN.

G: Discover unusual geological formation if in VELDT.

J: Tribe discovered are Watusi.

M: Tribe is convinced you are God. If not friendly they will automatically become friendly and will give you 40 gifts.

Z: Discover kori bustard if in VELDT.

DONATION: \$50

106

DISASTER: A medium (40) tribe of cannibals attack your Jungle camp. Proceed directly to Native Charge Table. If captured, the explorer is immediately eaten. This tribe is not permanent and no marker is placed in the hex.

MAP: Terrain; 1,2—jungle/swamp

River; A—continues

B—river crosses

Cataract if in desert

SPECTACULAR DISCOVERY: Waterfall—43 ft., Lake—+19

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover rare species of Arctotis if in VELDT or MOUNTAIN.

D: Discover healthy spot for hospital if in or adjacent to MOUNTAIN but not in swamp.

E: Tribe in hex are Tawana.

EX: Discover large herd of elephants ANYWHERE but in swamp or lake. The victory points earned are also the number of tusks collected. You must spend the entire next turn collecting the tusks.

G: Discover coal if in JUNGLE, MOUNTAIN or VELDT.

J: Discover unusual geological formation if ANYWHERE but in swamp or lake.

M: Discover healthy spot for mission. You must be in or adjacent to MOUNTAIN but not in swamp.

Z: Discover safari ants if in JUNGLE.

DONATION: \$300

107

DISASTER: Two Horses lose their footing on the Mountain and fall to their death taking all of their supplies and one bearer with them.

MAP: Terrain; 4,2—swamp

River; A—continues

B—no river

Cataract if in mountain—Oasis

SPECTACULAR DISCOVERY: Mountain—19,700 ft., Lake—+103

DISCOVER NATIVES: if in hex containing mountain

BONUS:

B: Discover Euphorbia if in VELDT.

D: —

E: Tribe in hex are Bakongo.

EX: Friendly chief signs over all of his lands to your mother country.

G: Sign pact with friendly chief awarding all of his lands to your mother country.

J: —

M: Stop war between friendly tribe and a neighboring tribe.

Z: Discover fishing eagle if in LAKE or SWAMP.

DONATION: \$100

108

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Event

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Event

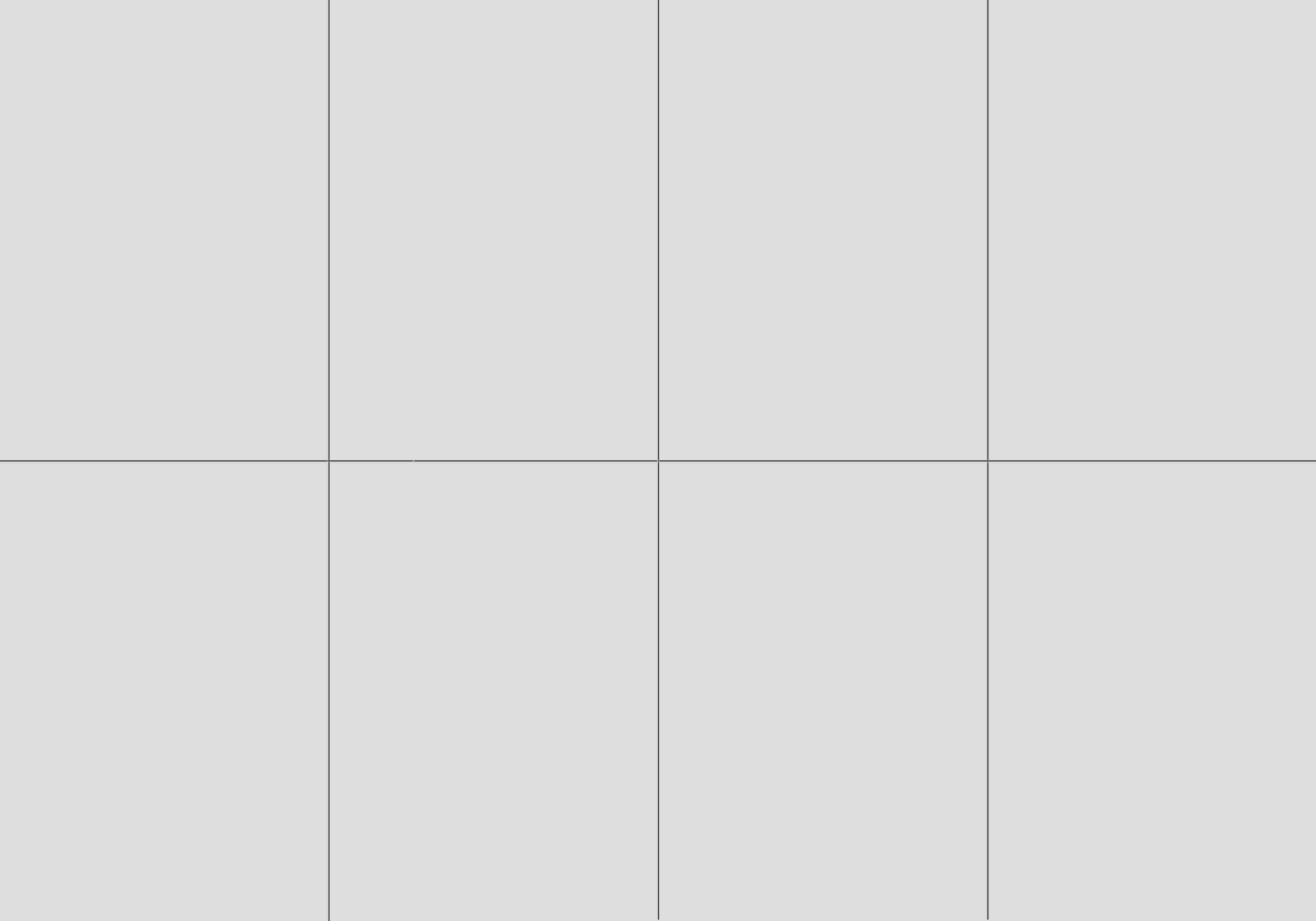
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Source of the Nile - Player Aid

People for Hire:

- + *Bearers:*
 - Carry up to 10 items or its equivalent in weight
 - Paddle canoes
 - Lead up to three pack animals
- + *Guides:*
 - Help prevent getting lost
- + *Askari:*
 - Hunt for fresh food
 - Fight in battles

Animals:

- + *Two Species:*
 - Horses
 - Camels
- + *Two Types:*
 - Pack mount
 - Carry up to 20 items or its equivalent in weight
 - Ride mount
 - Carry up to 5 items or its equivalent in weight
 - (Rider weighs 15 items)
- + *Notes:*
 - Mounted expeditions move faster than ones that are on foot, but all members must be mounted to get this bonus
 - Animals cannot travel in canoes
 - Mounted Bearers cannot carry anything, but can lead animals
 - Horses can be purchased only at: Durban, Port Elizabeth, or Capetown
 - Horses cannot enter swamps or lakes
 - Camels can be purchased only at: Khartoum or friendly desert tribes
 - Camels cannot enter jungle, swamp, or lake
 - Camels may be able to enter a desert hex without requiring water
 - Animals not being ridden or led are lost forever

Canoes:

- + Carry 300 items or its equivalent in weight
- + Weigh 40 items
- + Only travel along rivers, lakes, swamps, and the coast
- + Only Bearers may paddle or carry canoes
- + Move faster than foot expedition if every member is in a canoe

Items:

- + *Rations:*
 - Two Types:
 1. Fresh: Acquired by hunting and foraging
 - Must be eaten on the turn they are collected or else they spoil
 2. Non-Perishable: Purchased at ports or received from friendly natives
 - Never spoil
 - Each member consumes one ration of food each turn or is starving
 - Animals feed themselves with one exception: Horses who end a move in a desert hex need 4 rations or they die
 - Animals may be shot to provide 10 rations
 - Horses cannot eat this meat
 - Can be used to acquire gifts from friendly tribes to further trade

+ **Gifts:**

- Used to convince a chief and his tribe to become friendly
- Used as currency to barter with friendly tribes

+ **Water:**

- Never purchased
- Available everywhere except desert hexes without a river or oasis
- Only needed when entering a desert hex and not following a river (even if hex is known to be an oasis)
In this case expedition needs enough water to satisfy all members and animals being taken into the desert
- Collected for free at any non-desert, oasis, or river hex
- Humans consume 3 units of water per turn in the desert
- Horses consume 8 units of water per turn in the desert
- Camels consume 8 units of water per turn in the desert or they can consume 16 units every second turn in the desert

+ **Muskets**

- One musket per Askari is required
- One musket for the Explorer if they are to hunt and fight
- All Askaris hired at port are assumed to have a musket by default (Do not need to be provided with one)
- Can be used to barter for gifts

Explorer Abilities:

- + Can perform the duties of a Bearer
- + Can hunt and fight as an Askari if in possession of a musket
- + If an Explorer does Bearer work, 1 Askari per turn will desert the expedition until the Explorer gains their respect again
Killing a dangerous animal or gaining victory over an unfriendly tribe will gain respect
- + Two Explorers cannot combine efforts

Sequence of Play:

- + Select an activity level for the turn
- + Draw one Event Card for possible disaster if not in port or Cape Colony
- + Move your expedition
 - a. If entering an unknown hex check to see if lost
 - b. For unknown hex:
 1. Draw Event Card for terrain
 2. Draw Event Card for course of a River
 3. Draw Event Card for native tribe
check Strength Table for size
 - c. When ending in a hex containing a native tribe
 1. Trade or continue if tribe is friendly
 2. Select policy if tribe is not friendly
 - a. Consult Attitude Table to determine result of policy
 - b. Implement policy result
- + Consult Hunting Table
 - Adjust rations/water if needed
 - All sick are cared for after hunting using the Recovery Table
 - All desertions are made and noted
- + Draw Event Card for possible bonus

/Source of the Nile/

Sequence of Play to the Avalon Hill board game

One player performs all phases:

AFRICA:

1. ***Select an Activity Level* (Cautious, Normal or Reckless)
**
2. *Draw Disaster Card* (unless in port or Cape Colony)
**
3. *Move a Hex:*
1. If a new hex and not traveling downstream:
 - * Roll greater than number of hex exited to avoid being Lost:
 - o Expedition traveling upstream has a number of "2" instead.
 - o Add 1 to the die roll if a Guide is present.
 - o If Cautious, add 1 to the die roll.
 - o If Reckless, subtract 1 from the die roll.
 - * If Lost:
 - o Cannot move any further this turn.
 - o One guide deserts.
 2. Determine Hex Characteristics:
 1. If no terrain, draw a *Terrain* card and a *River* card.
 2. If no natives, draw *Natives* card; determine size of village.
 3. If terrain is new:
 - * If Desert with no River, check River: B for an Oasis; mark.
 - * If River and River: B says Cataract:
 - o Mark where river leaves hex.
 - o Draw Spectacular Discovery.
 - o If Waterfall indicated, note height on map and on sheet.
 - * If Mountains, draw Spectacular Discovery. Note any High Mountain.
 - * If Lake, draw Spectacular Discovery. Note square mileage on sheet. Only last hex of lake counts.
 3. Encounter the Natives:
 1. If already Friendly, trade with or ignore, otherwise
 2. Select Native Policy and resolve on Native Attitude Table.
- **
4. *Consult Hunting Table.*
 1. Adjust rations and water.
 2. Consult Recovery Table for Sick members.
 3. Adjust for desertions.
- **
5. *If terrain or natives are new, draw BONUS Card:*
- * Check against explorer's specialty.
 - * If listed conditions are met, note victory points.
 - * If number of points not listed, roll die to determine amount.
 - * Animal bonuses are not available if the expedition has no muskets.
 - * Special cases:
 - o Animals and plants must be transported -- each weighs 2 units.
 - o Tusks must be transported to Europe -- weigh 7 units.
 - o These items are not lost to disasters.
 - o The same animal or plant can only be published once.

Easily Missed Rules:

1. Rations from natives are actually not perishable.
2. Animals may be shot to provide 10 rations.

Turn Summary.txt

3. Once an explorer has lost the respect of the askaris by acting as a bearer, can only regain it by killing an animal or defeating natives.
4. Desert and jungle can never be adjacent; change to veldt instead.
5. Each time people die in disaster, roll dice. On a "12", explorer dies instead. If named person is not present, happens on "11" or "12".
6. Each time trading with natives, roll die. On a "1", explorer dies, poisoned by a witch doctor.
7. Missionaries, doctors and ethnologists must release captives and may not loot.
8. Recovered caches have disappeared on a roll of "1".
9. Unowned caches can only be found if hex is published.
10. The journalist receives VP if in Africa when any explorer fights a tribe. 2 VP if tribe wins 1 VP if explorer wins. For battles in which the journalist himself is fighting, only once per tribe and 1 vp for loss if it is his own battle. Like plants and animals, only the first to publish a battle gets the points. Journalist interviews of other explorers must be from explorers who have been 4 or more hexes into the interior. Only one interview per opponent.

EUROPE:

1. ***If launching new expedition:***
 1. Spend turn outfitting it. (Without a free ticket, transport cost is \$500.)
 2. The next turn starts with the destination port in Africa.
- **
2. *If not launching a new expedition:***
 1. Discard all free tickets
 2. Discard donations above 5. (All donations are public.)
 3. Draw one donation.
 4. Publish any victory points you wish.
 5. Draw a donation for every 4 victory points published.

Analysis:

1. The highest available donation is \$500.
2. Comparative totals of potential VP awards:
Journalist: 87
Explorer: 75
Botanist: 75
Geologist: 75
Zoologist: 73
Doctor: 71
Missionary: 71
Ethnologist: 69

Thu Jul 5 17:31:33 PDT 2001

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VARIANT

Source of the Nile Flow Charts

Winner: SC AWARD—Best Game of 1978

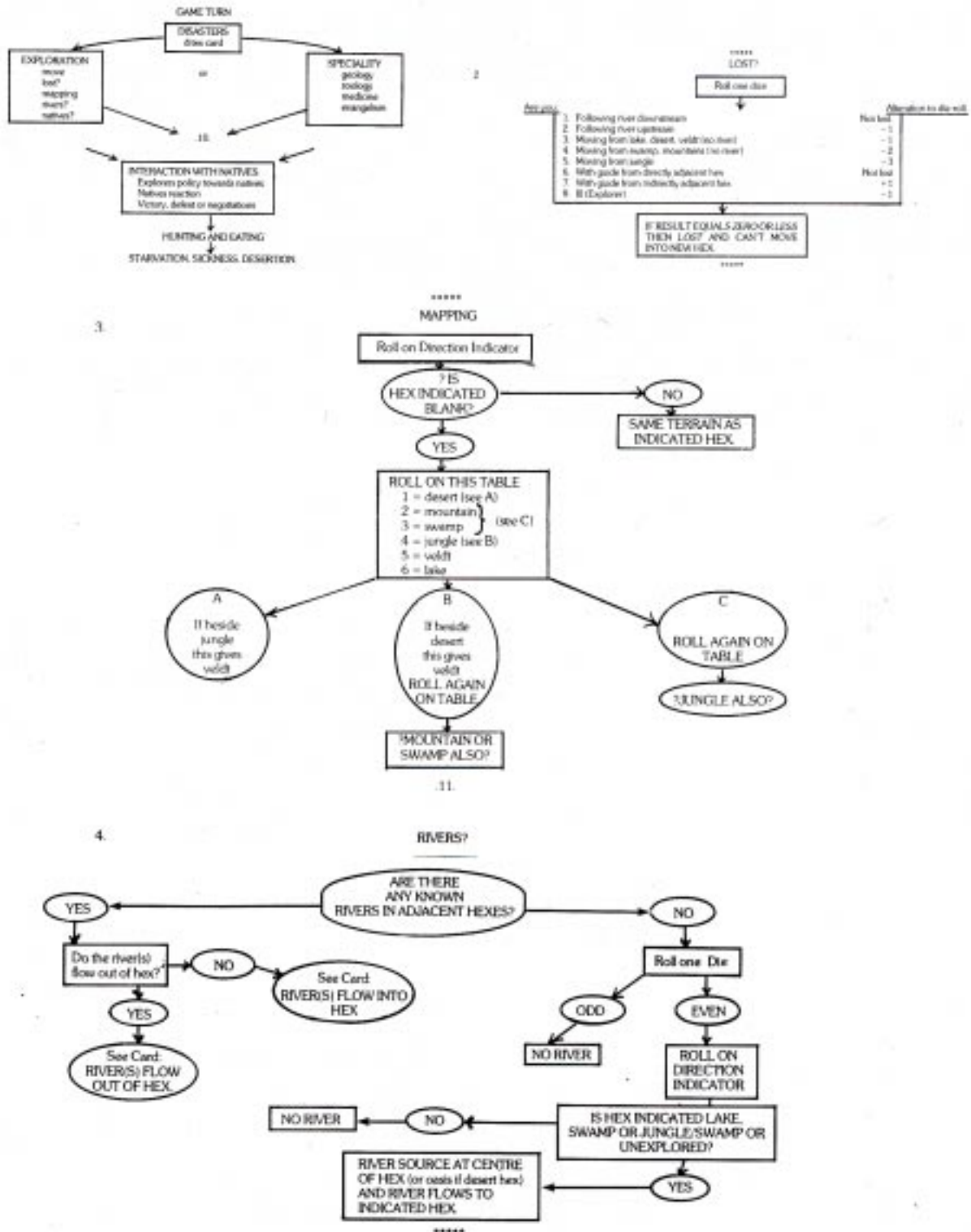
Winner: SC AWARD—Best Game Design of 1978

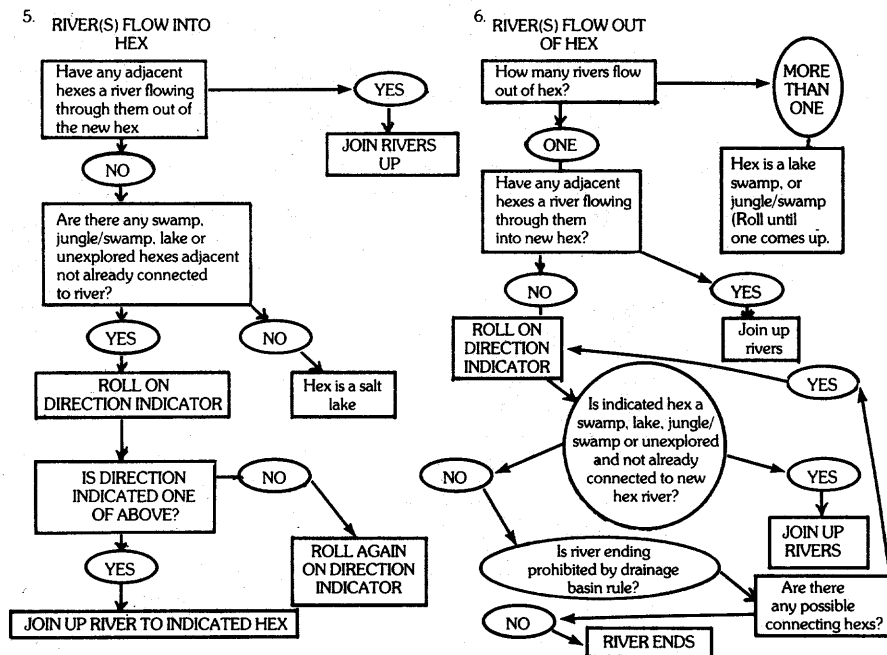
Editor's Note

As regular readers of this magazine already know, we think pretty highly of SOURCE OF THE NILE. If the game has a drawback, it is in the very complex turn sequence. This is one of the most difficult obstacles for the beginner to overcome in grasping the flow of play. It is also one of the factors that delays the flow of the game until it is

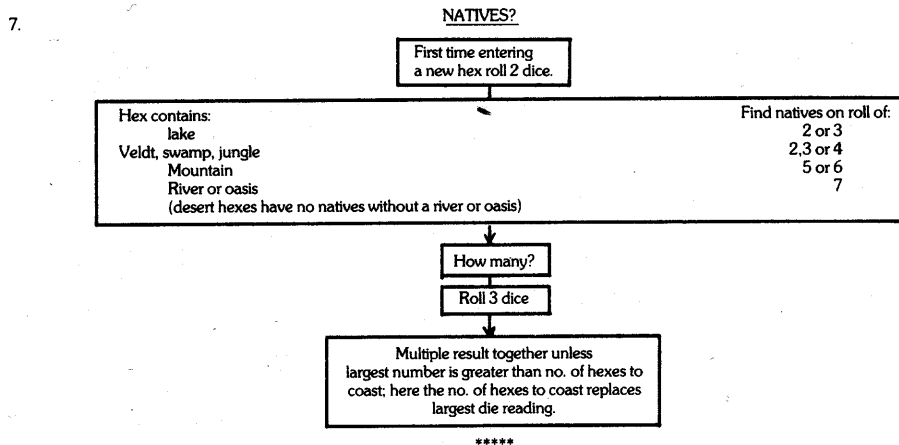
mastered. We feel that this variant (not authorized by the authors of SOTN) will help to considerably alleviate this barrier to freely enjoying an excellent game. It should prove invaluable to the beginner, and still be of use to the veteran explorer as a ready reference.

Our congratulations to Dave Weseley and Ross Maker, authors, and Discovery Games, publisher, for the awards they so richly deserved.

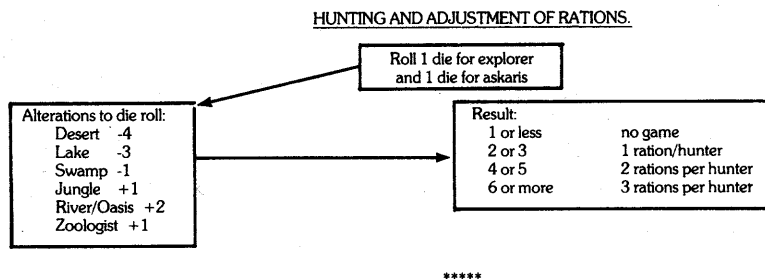




12.



8.



9.

STARVATION
Roll 1 dice for each starving man - 4,5,6 = he's sick!

SICKNESS
Roll one die for each sick man:

Alterations:
-1 for a doctor
+3 if sick man is starving

Result:
Recovery on roll of 1 or 0
Death on roll of 5 or above

DESERTION

Askaris desert when starving
Bearers desert when starving (if not guarded by askaris)
Guides desert when starving (also when expedition gets lost)

		 Cache #1	 Cache #2	 Cache #3	 Cache #4	 Cache #5	 Cache #6	 Cache #7	 Cache #8					
												 Cache #1	 Cache #2	 Cache #3
 Cache #4	 Cache #5	 Cache #6	 Cache #7	 Cache #8										
							 Cache #1	 Cache #2	 Cache #3	 Cache #4	 Cache #5	 Cache #6	 Cache #7	 Cache #8
		 Cache #1	 Cache #2	 Cache #3	 Cache #4	 Cache #5	 Cache #6	 Cache #7	 Cache #8					
												 Cache #1	 Cache #2	 Cache #3
 Cache #4	 Cache #5	 Cache #6	 Cache #7	 Cache #8										
								 Cache #1	 Cache #2	 Cache #3	 Cache #4	 Cache #5	 Cache #6	 Cache #7
 1	 2	 3	 4	 5	 6	 7	 8	 9	 10	 11	 12	 13	 14	 15
 16	 17	 18	 19	 20	 21	 22	 23	 24	 25	 26	 27	 28	 29	 30
 31	 32	 33	 34	 35	 36	 37	 38	 39	 40	 41	 42	 43	 44	 45
 46	 47	 48	 49	 50	Dr. Livingston	Lost City	Native Kingdom	King Solomon's Mine						

SEE AFRICA AND DIE!

OR,

MR. STANLEY, MEET DR. LIVINGSTONE

A Review, Complete With Some Suggested Rules Alterations and Additions, of SOURCE OF THE NILE

By Gary Gygas

Ross W. Maker and David A. Wesely have created an excellent game. *SOURCE OF THE NILE* is a semi-role playing game dealing with the exploration of the Dark Continent in the first part of the Nineteenth Century. It is very important to say from the outset that the game is a campaign type. A L-O-N-G time is required to explore all of Africa below the region of the Sahara (the part depicted on the mapboard), and it is highly doubtful — even with the most outrageous of luck that many of the earliest explorers will still be alive when the task has been accomplished. If you are not willing to devote extended periods of time to the play of a single game, then you have read far enough: forget this game.

The rewards of playing *SOURCE OF THE NILE* are many, for it is both challenging and fun. It can be played solo, or as many as six players can have a go at exploring the interior. At the beginning of the campaign, each participant must decide if his or her explorer is to be just that or a combination explorer -evangelist, -geologist, -medical doctor, and or zoologist. There are advantages and disadvantages to each role, and the player must weigh them carefully against his or her game strategy when selecting the explorer's calling. Once that is taken care of, each player collects donations in money and free tickets to African port cities. As soon as a player is satisfied that he or she has sufficient funds, the departure for Africa may be made, there to buy food, weapons, trinkets and trade goods, and canoes or camels or horses. Likewise, bearers, Askaris, and guides can be hired on for the proposed expedition. Then, after a brief trek through the territory shown on the map (board), the explorer plunges into the Heart of Darkest Africa possibly never to be seen or heard of again.

Each turn after leaving the port city, each explorer must determine if some natural disaster has overtaken his or her expedition, and some of the disasters are absolutely horrendous! Surviving that, he or she must then determine if the party is lost, what sort of terrain they discover, if any tribe lives there (the natives are often very hostile and in sufficient force to totally wipe out a large expedition), and then hunt for game in order to extend the precious rations of food. Each explorer is anxious not only to cover as much terrain as possible (this brings extra donations when he or she manage to return to Europe and publish their discoveries (undoubtedly in newspapers, learned journals, and by lecture tours) but to have the honor of discovering the longest river system, the longest waterfall, the highest mountain, and the largest lake, for these bring extra points scored by explorers towards victory.

Because it is quite probable that the first group of dauntless adventurers will not survive to see the final *terra incognita* spaces on the map go from blank white to color, the score of discoveries made by each explorer, the notable features (mountains over 15,000 feet, waterfalls over 400 feet, etc.) should be recorded. Pioneering explorers will probably not do as well as later ones, for they must venture into hexes with hostile tribes, while successive explorers will have the advantage of being able to contact friendly tribes to hire bearers and Askaris and trade for other items, while avoiding the hostile tribes, which information they can determine from the published material of their earlier colleagues. Strategies will shift as players bring in explorers with different callings, and new directions are tried.

Discovery Games, the publisher of *SOURCE OF THE NILE*, is a new company, and like most other new firms they cannot afford fancy packaging. The box is adequate, and don't be thrown off by the plain cover. Inside there is plenty of excitement and many hours of entertainment, too! The mapboard is done on a plasticised substance, with only a narrow border of known terrain shown. The game comes with colored crayons so that terrain can be marked on as it is discovered and subsequently erased when explorers die without publishing their discoveries or a new game is begun. In addition, the game contains several hundred counters in six different colors, donation/ disaster cards, and six charts for organization

of each player's party, so that the number of rations, gifts, bearers, etc. can be easily determined and adjusted.

Be certain to read and KNOW the rules before you attempt to play. The rules are not well organized, nor are they very complete. In fact, in many ways they remind me of those originally written for **D&D®**. *SOURCE OF THE NILE* is a very fine game in its infancy. It needs further development, more illustrations and graphics, and better packaging. It is my sincere hope that the publisher will do well enough with it to eventually give it the treatment it deserves. Meanwhile, it is certainly worth buying in its current form, for it is a good game, and any future editions can make it a great game. I am offering a few suggestions here in order to pass on those developments we felt added to the game without significantly changing its internal systems. Only the authors can do anything official, so take the following for what it is worth.

STARTING THE GAME: Each participant should decide upon the role which his or her explorer-figure is to fill, and then each should do his or her best to act in the appropriate manner throughout the life of the explorer.

DISASTERS: When a disaster calls for the death of a given figure (Askari, guide, or bearer), rather than inflicting it upon the explorer (who already has sufficient hazards imperiling his or her existence) dice amongst all persons in the party to see who is killed instead.

EXPLORER: Explorers are able to fashion crude weapons for themselves and kill a Hacking beast on a roll of 6, just as if they had a musket.

BOTANIST: Explorers avert sickness and fatalities which are related to plants.

EXPLORING: MOVEMENT: While canoes cannot enter jungle swamp hexes, they *can* be carried by the usual number of bearers at the usual movement rate through such hexes. (Without this interpretation of the rules, it is possible to have a number of hexes which cannot be reached by any means whatsoever, for canoes are required to move through swamp hexes [rulebook, p. 7] but a literal interpretation of the rules makes it impossible to move canoes through jungle swamp hexes. We are then faced with the possibility of a jungle swamp ringing a swamp which encircles some other sort of terrain, and no expedition can every get beyond the barriers!)

NATIVES: EXPLORER POLICY TOWARDS NATIVES: If the explorer opts for policy 2., an immediate withdrawal from the hex, the natives will *not* have opportunity to attack, and the party is back in the hex from whence they were coming.

NATIVES: NATIVE REACTION TO EXPLORER POLICY: Freeing prisoners or negotiating successfully with natives raises the chance of successful negotiation by the appropriate explorer's party, but it *lowers* the attitude of the natives, not raises it. The higher the number of the attitude of the natives, the more beligerent they are, for there is less of a chance that the explorer's policy number and the distance to the nearest city (slaving effect for those who haven't yet played the game) will total a figure equaling or greater than the attitude level of the natives. Likewise, defeating attacked explorer parties will *raise* the attitude level of a tribe, thus making them harder to negotiate with.

Maximum Number of Native Warriors in a Tribe: There is no stated maximum (or minimum) given in the rules, and nothing is said regarding fluctuation in the number of warriors from a tribe when it is encountered on successive entries into their home hex. I suggest a minimum and maximum number of warriors in a tribe based on proximity to port cities and game mechanics.

Hexes to the
Nearest Port

City	Number of Tribal Warriors	
	Minimum	Maximum
2	15	30
3	24	60
4	36*	90*
5	60	150
6 or more	84	none**

*For any desert tribe, these are upper limits

** Total warriors from five rolls of the dice.

Warriors lost in battle are gone. When all of a tribe's warriors are dead, the tribe is extinct. Any number of warriors, up to the maximum, may be encountered, and the dice must be rolled to determine the number of warriors so encountered. However, battle casualties must be subtracted if

the number of warriors total determined by encounter has reached a number somewhere between the minimum and maximum figures shown. A record sheet for each tribe (shown hereafter) should be kept so this information is readily available to the players.

If the explorer is an explorer only, without any other calling, he or she will kill two natives on the first round (unsurprised) of combat, and in successive rounds he or she will likewise kill two nations.

NATIVES: CONSEQUENCES OF DEFEAT: If an explorer only (as opposed to the explorer-evangelizer, explorer-geologist, etc.) is taken prisoner by natives, he or she will not deduct 3 from the required dice roll each turn to determine escape of death, but a roll of 6 is treated as equal to a 2 (explorer held prisoner).

PRISONERS: It is not necessary to take prisoners to find a native village. If the explorer rolls equal to or less than his or her *policy* with two dice, then the village is located. *All* of the natives will hide, or else *all* of the warriors will come out to do battle. (At this time, and at this time only, should the player-explorer determine the total warriors in the tribe — assuming this has not been heretofore determined.) Deserted villages can be looted normally. *If rations are found* assume that there are either 2 per warrior (die 1-3) or 3 per warrior (die 4-6). This will save much time and trouble. The same village may be looted repeatedly as long as the warriors are not all killed. Two lootings within any three successive turns will cause the village to be moved to an adjacent hex, and each hex will have to be explored to locate the tribe once again. *Camels* are found **ONLY** if the desert is contiguous with that shown on the northern part of the mapboard; they are never found in other desert hexes.

NATIVES: TRADING: As just noted, camels (and horses as well) are available from tribes dwelling in desert hexes contiguous with the great northern desert region of Africa.

The number of Askaris or bearers which can be hired from a single tribe is dependent upon the size of the tribe. The following formula is suggested:

ASKARIS — 1 for every 2 warriors

BEARERS — 1 for every warrior

NATIVES: POISONING EXPLORER: A doctor is able to save himself or herself on a roll of 6 when poisoned (**cf. p. 6**). After being poisoned and recovering, a doctor also gets a + 1 on the die to save himself or herself if so unfortunate as to be poisoned (and die otherwise) a second or successive time.

NATIVES: ATTITUDE LEVELS: As previously stated, the adjustments are reversed. Lower levels if the native tribe becomes more friendly, raise them if they become more hostile and warlike.

EXPLORER SPECIALTIES: Optionally, an *explorer-botanist* may be added to the list. He or she operates exactly as does a zoologist. Disasters pertaining to plants are averted by explorer-botanists. They can survive without water on a desert hex on a roll of 4-6. (They find plants which yield water.)

With the sole exception of evangelizers, any explorer **NEED NOT** stay in a hex to practice his or her specialty or specialties at the risk of the safety of the expedition, i.e. an explorer doctor need not try to treat the ills of a hostile tribe, an explorer-zoologist need not stay on a hex where hunting cannot possibly feed his expedition *provided rations are running low* and will not be sufficient to insure safe travel to the nearest ration source, etc.

EXPLORER SPECIALITIES: MEDICINE: There seems to be a contradiction in the rules here. On a die roll of 3, the explorer-doctor is to lose 1 attitude point; that is, the attitude of the tribe goes up 1, and the natives become more hostile towards all explorers. In the last paragraph of the section (p. 16) is the following sentence: "They do not lose points when attitude levels drop on rolls of 3 (on the treatment table, above), but score 1 or 2 points on rolls of 5 or 6, respectively." I have interpreted this to mean that the expedition led by the explorer-doctor is not considered in a more hostile manner by the tribe, but all other expeditions contacting the tribe will be.

HUNTING AND ADJUSTMENT OF RATIONS: An explorer-explorer is able to fashion crude weapons and is thus never unarmed even if without a musket. He or she hunts with such weapons at -1 on the die roll. There is a chance that extra rations gained by an explorer-explorer *can* be preserved; on a roll of 1 or 2 the individual is able to preserve 1 or 2 rations, respectively.

STARVATION, SICKNESS, AND DESERTION (ALSO THIRST!): Neither a botanist nor a zoologist will starve automatically, even if they have no musket, for they can "hunt" for edible plants, roots, tubers, grubs, termites, etc. They use the normal hunting table and so are capable of

providing double or treble rations in this manner.

As previously stated, an explorer-botanist will not die of thirst on a desert hex without a water source if they roll a 4-6, as this indicates that a plant has been found which will yield water.

The following *Native Tribe Facts Sheet* has proved to be a highly useful playing aid for *SOURCE OF THE NILE*. I hope the foregoing, along with it, will improve your enjoyment of the game. Similarly, I hope that neither Ross Maker nor Dave Wesely will take exception to what I have suggested, and they are quite welcome to make use of any of the material on a *gratis* basis. If anything said here is drastically wrong, either or both authors are hereby invited to set matters aright. Thanks to both of you for a most enjoyable game.

NATIVE TRIBE FACTS SHEET

ROLL FOR THE TRIBE NAME: 1-3 = 2 part; 4-5 = 3 part 6 = 4 part

Tribal Name Table of Syllables:

die 1-2	die 3-4	die 5-6	die 1-2	die 3-4	die 5-6
1. ang(i)	ki(k)	(t)usi	4. eb fa	ro ru	wa
2. ha(n)	lo lu	ub ug	5. gi go	(s) ai	ya yo
3. bo bu	ma mu	uku	6. ka ki	tang(i)	zi/ zu

() drop the letter if the name becomes cumbersome
use either at your discretion or dice for which is present

TRIBE NO. _____ TRIBE NAME _____

NUMBER OF WARRIORS _____

(subsequent casualties) _____

ATTITUDE _____ NEGOTIATED _____

Victorious _____ Explorers Killed _____

Defeated _____ Prisoners Freed _____

Village discovered _____ Looted _____

Evangelized _____ Medically Treated _____

ORIGINAL DISCOVERER _____

Subsequent Contact By _____

OTHER INFORMATION CONCERNING TRIBE _____

Witches from page 12

hears, and she takes 3-24 points of damage if it is killed. It takes a month to retrain a new one if it is killed.

Disguise: As an Assassin.

Manufacture Acid: For each experience level, the Witch can manufacture 1 die of acid per month. Types of acids — what they can and cannot dissolve are left to the DM. One suggestion is to have the acids be essence of Gray Ooze, Green Slime, etc.

Voice: The Witch may shout out a command, no longer than 7 words (and no counting beforehand). Those failing to save vs. Magic will obey for the next melee round. A command to kill themselves will cause, victims to strike themselves with their weapons, at the usual hit probabilityir armour class, doing half damage. The Voice cannot be used more often than once in 3 turns on the same listeners.

Transfer Hit Points: A Witch may permanently transfer her own hit points to anyone else. If done within 1 turn of death, it will revive the victim giving them that many hit points. A curse can be lifted for the permanent transfer of 5 hit points with no rise in the hit points of the one saved. Prime attributes of another may be raised at a cost of 5 hit points up to 12, 7 hit points to raise it from 12 to 13, 8 to raise from 13 to 14, 10 to raise from 14 to 15 and 15 to 16, 20 to raise from 16 to 17, 25 from 17 to 18. As can be imagined, players will be wary about giving this favor to others, and NPCs will almost never do so. Transfer of hit points by a Witch does not lower her level, she just stays at that level with less hit points.

Enchant Item: A Witch may permanently transfer hit points into an object for the purpose of enchanting it, at a cost of 1 hit point per 1000 gold pieces it would have cost. This is the only way they can manufacture magic items other than Potions.

Search for the Nile Revisited:

Designer's Notes, Addenda, Clarifications & Response

by David Wesely

ED. NOTE: As soon as he had finished his article on *Search for the Nile*, (Published in TD last month) Gary Gyga mailed a photocopy to Dave. Because of press-time, the inherent delays in using the U.S. Mails, etc., Mr. Wesely's reply was not in time for the last issue, and it came in the form of a letter. However, it makes an excellent follow-up article and provides some fascinating ideas and insights. Having been infected with "SftN Fever" by my publisher, I am now among the ranks of admirers of this fascinating game.

Length

As we say on page 2 of the rule book exploring the whole of Africa at one sitting is a marathon task. Our playtesters found it to take about 8½ hours. Of course fans of *Drag Nach Osten* will find this to be nothing - but for people with more moderate gaming tastes, we recommend a 20-turn limit. That is, each player is given 20 turns to get organized, get into Africa, make some significant discoveries and (if he survives) to publish them. (Knowing when to quit is the most important skill in the game. The greatest killer of expeditions is STUPIDITY. In a 20-turn game one is forced to pick an objective that can be accomplished in a reasonable time - e.g. finding the source of the Benue, not the Nile.) A 20-turn game, with a full six players (120 turns in all) can be played in about 2 hours, once the players are used to the rules. While some turns can be much longer-with mapping, discovery of natives, negotiations, battles, more negotiations, trading, and hunting all happening in a single turn - the average player turn will run about 1 minute in length.

I wish we had been more specific in our recommendation as to time-limit games. In the rules we left limits to players' discretion; this has evidently left a number of players with the impression that you have to try to explore the whole map in each game.

After playing a 20-turn game, we recommend that the players leave its results on the map, and treat the unerased, published hexes from the first game as preprinted, known territory in the next. If effect, while the map as printed shows Africa as known in 1821, and the players first game will start in 1821, the next game will start at some later date, say 1831. As a result, starting with the first 20-turn game, every player's mapboard will develop its own unique history which will be passed on from game to game, and the exploration of Africa becomes a "campaign" rather than a "monster game".

Survival

It is important to note that *players*, not *explorers*, score points, while *explorers*, not *players*, die.

Of course the explorer must survive each expedition to score points for his player but the death of an explorer will only prevent the player from scoring points for the expedition in progress; he will not lose points already scored for previous expeditions.

Thus the players are immortal; you can think of them as being newspaper editors or heads of scientific societies sending out expeditions while they stay safe at home, or you can assume that each player is "reincarnated" as the heir of the deceased explorer, ready to pursue the family tradition of African exploration. Rationalization aside, we found that "bang, you're dead and out of the game" rules discouraged vigorous play and made sheer cowardice the best strategy. Thus, players are encouraged both to stick their necks out and to "retire" dud explorers in favor of new ones as the game goes on.

Organization of Rules

We debated the layout of the rules, being familiar with the *Strategy & Tactics/ Moves* discussions of narrative versus outline versus order of play versus grouped by subject, etc., formats. After six drafts of the rules we settled on the present set as being the most acceptable to playtesters who had previously not seen the game.

In so far as possible the rules are written in a "main sequence" format. That is, everything a player could conceivably do in one hex in one turn is covered in the order it would occur. Alternate activities that would branch off of this pattern are listed after the main sequence and the reader is directed to them by title. Within each major activity, i.e., *Natives*: a similar pattern is employed. We deleted a graphic "decision tree" representation of these relationships along with a "flow chart" for determining the presence

& direction of rivers when it became obvious that the only playtesters who wanted us to include these diagrams were the computer-trained ones who could read them!

The "main sequence" format breaks down when there are topics that must be referred to from several other rules, e.g., *NATIVES: POISONING EXPLORER* could follow *NATIVES: NEGOTIATION*, *EXPLORER SPECIALTIES: EVANGELISM* or *EXPLORER SPECIALTIES: MEDICINE*. To handle this the rules do have a *TABLE OF CONTENTS* which gives the location of any rule to which one is referred.

Completeness of Rules

As you remark, the rules are reminiscent of the original D&D@. In part this is because both attempt to leave room for imagination and creativity on the part of the player. This similarity also arises from the fact that both sets of rules had to be cut down to be published, with the hope of releasing further material as supplements. Our first supplement, called "*Tributary*" is being prepared for release around December 1, '78 and will answer a good many questions that other people have asked us.

Clarifications

DISASTERS: O.K. I'm game. Although I prefer to make retribution for being too stingy to hire a guide more certain, your suggestion is more realistic.

EXPLORING: MOVEMENT. As you point out, through a combination of rules, *Jungle Swamp* hexes are impossible. They were intended to be impassible. However, there are two exceptions. First, canoes can follow the coast thru a jungle-swamp hex (or any other kind of hex, for that matter). Secondly, where guides can be hired in a jungle swamp hex, they know ways through the hex that may be used by either canoes, men or horses.

A related question is what happens if an expedition moves into an unknown hex and finds terrain it cannot enter (i.e., an expedition on camels finds jungle or one with no canoes finds a lake). Basically the expedition either reorganizes to eliminate the conflict (e.g., abandons/sells/shoots its camels) or goes back to the hex it came from. Even if the latter choice is made, however, the expedition will poke around on the border of the new hex for the rest of the turn - long enough to "explore" it. i.e. map it, find natives, etc. For hunting purposes, the expedition gets to hunt in the better of the two hexes. If natives are found, the expedition may succeed in negotiating with them, hiring guides and/or canoes, camels, etc., needed to enter the hex and thus overcome the obstacle. If the expedition is attacked and takes prisoners, it cannot find the native village if it cannot enter the hex. If the explorer is taken prisoner by the natives, however, and eventually escapes, he will know the paths through the hex.

EXPLORER SPECIALTIES: We developed each of the explorer specialties as branches off of the basic explorer stock. Each would have its advantages in terms of enhanced opportunities to score points (e.g., the *Zoologist* or *Geologist* who can score points by doing research in any *unpublished* hex. He does not have to take chances with *Unexplored* hexes; he can just slide into nice safe (well, less dangerous, as least) hexes with lots of rocks or bugs and flowers that someone else has mapped and rack up point). Each would have its disadvantages in the terms of demanding a certain devotion to one's calling (the *Geologist* has to risk death by thirst to stop and look at rocks in the desert. Knowing this, his player had better have him take plenty of water to avoid possible desert hexes. "Neither rain, nor sleet, nor Waziri's on the warpath will keep us from knockin' rocks"). Thus the basic explorer has quite a few advantages over his specialized competitors in the simple matter of *STAYING ALIVE*. You propose several "bennies" for non-specialist explorers, explorer-explorers, etc., but I would be a little afraid that these (especially in combination) would make the other specialties unattractive. Most playtesters settled in non-specialists as it was (of course, most D&D@ players would rather be Conan than Gandalf, too, so this may have more to do with the Macho image than with one's chances of winning with a given character type).

NATIVES: AMBUSH Hey you caught us here! We edited out the line that stated "Natives deciding to attack an expedition which is following policy number 2 will only be able to catch it if they take it by surprise". The effect of this rule is to make it *nearly* impossible for the natives to catch the explorer if he runs for it at first sight.

NATIVES: REACTION to EXPLORER POLICY You add together the following factors:

EXPLORER POLICY NUMBER

BONUSES FOR GUIDES BEING UNARMED, etc.

DISTANCE FROM COAST

TRIBAL ATTITUDE (initially zero)

And compare the sum to the roll of three dice. The natives are hostile if the sum is less than the die roll. Therefore, an increase in the ATTITUDE LEVEL will make it *more* likely that the tribe is friendly, as we said.

MAXIMUM NUMBER OF NATIVE WARRIORS PER HEX The system given in the rules to generate size of tribe can give anywhere from 1 to 216 warriors-however, with the adjustment for distance from the nearest port of entry (slave trade) the maximum and average number of warriors is significantly reduced. Since minimum and maximum sized tribes (rolling triple ones or sixes respectively) are quite uncommon, the average number of warriors per tribe is the most significant factor:

2 hexes from PoE	average 16	max 72
3	23	108
4	31	144
5	38	180
6 or more	43	216

This produces fewer warriors than the system you propose. Actually neither our system nor yours comes close to reality (the Zulus were largely confined to one hex of our map but they could easily field 6000 warriors). However, the typical native nation was not so centrally organized and the explorer would have only had to deal with it one village at a time. If we did this "realistically" with one-day turns and ten-kilometer hexes. . . So what we are doing is giving the explorer bout one encounter per week with a typical village of the tribe in the hex and letting this take the place of a lot of dull, repetitious, encounters with every village in the hex.

Although we have generally played that one can wipeout a tribe (remove it's marker) by capturing or killing all of it's warriors, this is really not a reasonable result. No explorer is going to have enough Askaris to wipe out the kind of populations we are talking about. Victory over the inhabitants of one village isn't going to dent the total population in the hex. Therefore, what we *should* be doing is interpreting the "number of warriors" as the number in an average village in the hex (as a result of kinds of crops raised, local geography and militaristic tendencies or lack thereof). This number can change temporarily during combat, but only because only one village is being fought. Explorers moving into/remaining in the hex on subsequent turns will find that the defeated village has been brought back up to strength by immigration from other villages, or, to put it another way, they will have to take on a different village every turn.

Looting and trading will be limited by the size of the village (since one must waste a lot of time traveling from one to another we limit this to one village per hex per turn). However, no amount of repeated looting will eliminate all the natives from the hex-one just keeps looting different villages. By the way, for those who have not played the game, I want to state that the games does *not* endorse this kind of policy towards the natives. Although it is an available activity one can engage in, we have tried to discourage morally reprehensible conduct.

NATIVES: TRADING I like your proposed modifications to the limits on looting and trading. We do need to add something like this to control the "buy your way across Africa" strategy that can be overwhelming late in the game.

NATIVES: POISONING EXPLORER Good point. Probably should be a break for Zoologists here too, since they are liable to notice that their mushrooms are different from everyone else's at the dinner. . .

NATIVES: ATTITUDE LEVELS As previously stated the adjustments are NOT reversed.

EXPLORER SPECIALTIES: I would incline to lump the Botanist advantages you cite into the Zoologist specialty. Zoologists and Geologists were generally not popular with our playtesters who hated to waste time "rock-knocking" or "pickin'-posies". As remarked earlier, the specialist is supposed to be a dedicated professional who is going to do heroic (i.e. stupid) things for his calling be it science, medicine or religion.

MEDICINE: On a roll of three, after telling the natives how great he is,

the good doctor fails to hald an epidemic. The natives are (understandably) disappointed by this phony, and the tribal attitude (which influences his chances of escape, if he is a prisoner and of friendly relations, in any case) goes down one point.

The second part of the question arises from a confusion between SCORING POINTS for medical success and ADJUSTING ATTITUDE LEVELS. In short it says that the doctor gets 1 or 2 points for every disease he can report a cure for (when he gets back to Europe) but that he doesn't lose SCORE just because he failed to cure somebody* and made the natives unhappy**. He also can sit at one tribe and keep treating them rather than having to find new tribes after every success, the way a missionary does.

*(a comment on 19th-Century Medicine's success rate).

** (and/or racial attitudes).

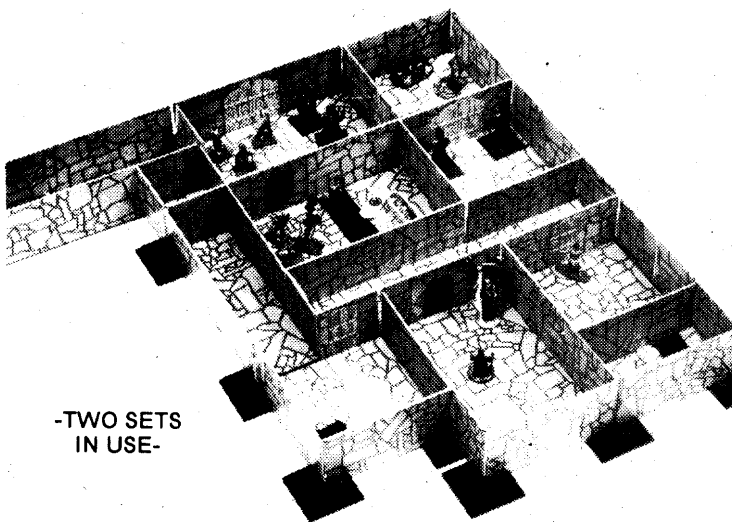
PRESERVATION OF RATIONS: Playtesting revealed that the game is surprisingly sensitive to changes in the food supply. Allowing players to save some or all of the food they shot made it too easy to live off the land. However, if this was coupled with a requirement to sit still for 1 turn while the meat was being smoked and cured, maybe it wouldn't get out of h a n d .

Naming Tribes

I am really taken with your native tribe facts sheet and your TRIBAL NAME GENERATOR. We thought about using real tribal names on our countersheet, but abandoned it as too expensive and/or confusing to the players and just used numbers. Ideally, one could give a chart showing what tribe was in each hex in 1821. However, your table serves admirably to dress up the game. Being attacked by the 19's or trading with the chief of the 37's just doesn't hold a candle to encountering twelve heavily armed Ru'ug at an oasis or preaching to the YoGowauku deep in the heart of darkest Africa!

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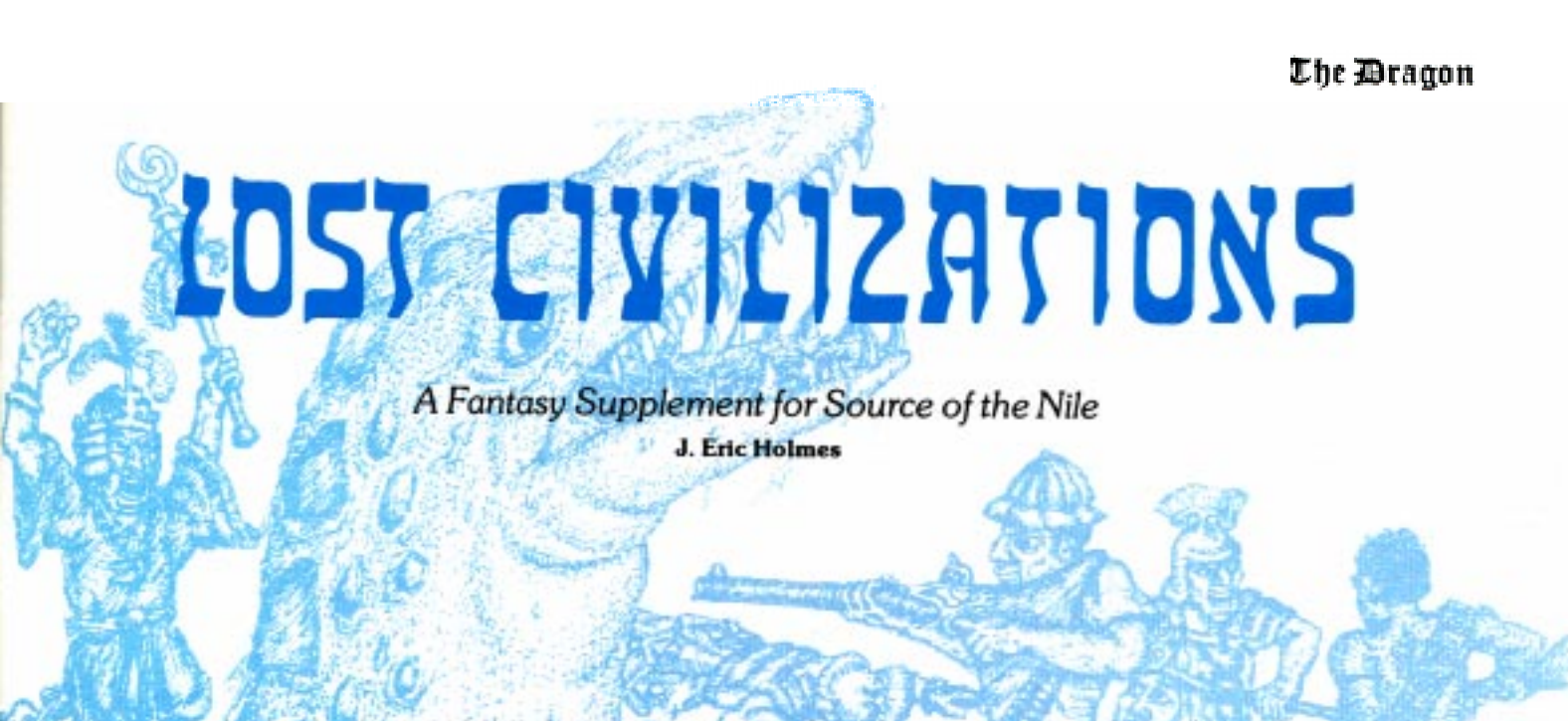


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LOST CIVILIZATIONS

A Fantasy Supplement for Source of the Nile

J. Eric Holmes

Ross Maker and David Wesley's exciting *Source of the Nile* game has been the subject of several articles in *The Dragon*. Players send explorers, who may be missionaries, doctors, zoologists, geologists, or adventurers, into the great unknown of blank hexes on the map of Africa to earn points for discovery. The flavor of the game can be conveyed by recounting the adventures. of my zoologist-explorer, Lord Underdog, up the Zambezi river.

Underdog had obtained a free ticket to Quilimane and managed to raise \$700 for his expedition. He manned two canoes with bearers and askaris, hired a guide and set off with high hopes. Little did he know what he was getting into!

The first turn found him in a known hex. He and his askaris were successful in shooting game to feed the expedition, but one askari accidentally shot another. The next hex was blank . . . unexplored. The river branched and the expedition, encountered a cataract. Unfortunately, it was not as high as some already known falls, so Underdog earned no points for finding it. (He named it after himself anyway.) While trying to portage the canoes around the cataract the explorer encountered a native tribe, the Balobo (Gygax variant), with seventy-five warriors! Underdog decided the safest thing to do was offer the chief most of his gifts. This worked, the tribe was friendly, and Underdog hired a guide. He spent the next turn trying to find new species of animals in the hex, without success. This was the beginning of a streak of bad luck for Lord Underdog, who never did discover a new species of anything. He began to suspect he had gone to the wrong graduate school and should have been a missionary. Entering the next hex he discovered a lake, but no native tribe. Finding no new species on the next turn, Lord Underdog went back down the river and into another unexplored hex. He had no luck finding animals but one of his canoes overturned and he lost four bearers and half his gear. He ventured on one more hex without making any interesting discoveries and finally turned back. Fortunately, he could drift downstream, for he lost another askari to a crocodile and ran out of rations. His men began to get sick and two died.

On the next turn his last askaris became sick as did four more bearers, but nobody died. He was able to reach the coast with enough bearers to row back to civilization. He had earned a grand total of five points!

The game gives a vivid feel for the danger and excitement of exploration in the nineteenth century. What it was missing, I thought, were the kind of encounters that Allan Quatermain or Lord Greystoke would have had under similar circumstances. So, for the fantasy fans, like myself, who enjoy the game but would like to have the kind of adventures one would find in the works of H. Rider Haggard or Edgar Rice Burroughs, and with all respect for maker and Wesley's fine game, I offer the Fantasy Supplement: Lost civilization in *Source of the Nile*. It all begins when an explorer enters an unexplored hex and finds no natives . . .

1. *The Unexplored — Hex contains no native tribe:* Lost civilizations

are usually hostile and native tribes avoid their territory. Roll two dice, a 2 or 3 indicates that a city has been discovered. If the hex is desert, the city is uninhabited and the explorer may elect to explore it or not, see below. If the hex is any other than desert, the city is inhabited by survivors of lost Atlantis. The people have bronze weapons and are all wearing ornaments of gold decorated with rubies and diamonds.

2. *Organization of the lost civilization:* Roll one die. A 1, 2, or 3 indicates the ruler of the city is a warrior-king who is always a tyrant. Determine the number of warriors in his army by multiplying the roll of three dice and adding ten. If the initial die roll is 4, 5, or 6, the city is ruled by an evil high priest and a beautiful white goddess. The number of warriors is equal to the product of three dice plus five.

3. *With this information at hand, the explorer must declare his attitude toward the lost civilization. He may:*

1. Immediately retreat into the hex from which he came. He will lose all credit for exploring the hex. He may move to another hex if he has movement left.

2. Approach the city with a show of force and attempt to negotiate.

3. Approach the city in a friendly manner, communicate with signs, hoping to negotiate. He will discover, to his amazement, that some of the ruling class can speak ancient Greek. Having had a classical education himself, the explorer can speak some classical Greek.

4. *Lost civilization's reaction to the expedition:* If the explorer has chosen attitude 2 or 3, add nine to this number. White goddesses are always interested in strangers. If there is a white goddess present, add one. If the expedition includes a guide from a neighboring hex, subtract one, for lost civilizations are usually at war with neighboring tribes.

Now compare this number with the sum of three dice. If the number is equal or greater than the die roll, the expedition is accepted as Guests of the City. Go to that section on the next turn.

If the number is less than the die roll, the warriors of the lost civilization will attack. Roll one die, if the result is equal to or less than, the explorers attitude number, the expedition is surprised and will not have a chance to shoot their muskets.

If the expedition is *not* surprised, the askaris will shoot, killing one warrior and the explorer will kill two warriors (unless he is a missionary, in which case he only kills one; Modified Gygax rule).

Roll one die, multiply by the number of warriors killed. If this number exceeds the number of warriors left alive, the explorer has won the battle and enters the city in triumph. Go to Guest of the City. If the warriors are not defeated by the musket fire they will close with the askaris and the battle will be too fierce for the muskets to be reloaded. The battle proceeds as if the expedition had been surprised.

If surprised, the askaris and explorer do not have time to shoot; the warriors close with the expedition in hand to hand combat. Half the bearers will drop their loads and run. Divide the number of attacking

warriors by the roll of one die, rounding all fractions *up* to obtain the number of askari casualties. If all the askaris are killed, the explorer is imprisoned. Multiply the number of askari casualties by the roll of one die. If this number exceeds the *original* number of askaris, the remaining askaris will surrender and half the remaining bearers will desert. Go to Explorer Imprisoned. If the askaris stand their ground, divide the number of remaining askaris by the roll of one die to obtain the number of warrior casualties. Check to see if the warriors are defeated and continue the battle.

The explorer is now either imprisoned or a guest of the city. This ends the turn. At the beginning of the next turn he must decide what his next action will be. He does not draw a disaster card for the turns he is within the city and the lost civilization will provide food for all members of the expedition. If any of the men are sick, the priests will cure them.

5. *The Explorer is Imprisoned:* The explorer and any remaining members of his expedition are thrown into a dungeon and all weapons, supplies and gifts impounded. If the city is ruled by a tyrant, a young noble aspirant to the throne will contact the explorer and offer to help him in return for his support in a forthcoming rebellion. If there is a white goddess in the city she will fall in love with the explorer. She will get him released from the dungeon during the day under guard, and pledge to help him escape.

On the next turn the tyrant or the high priest will order the explorer thrown into the sacred pool where he will be devoured by a mosasaurus, a gigantic aquatic dinosaur which has miraculously survived the eons in this lost city. The explorer must decide if he wants to attempt to escape from the dungeon or to challenge the priest of the monster god to a duel of magic and faith.

A. *The Explorer tries a breakout from prison.* Roll one die. If there is a rebel faction in the city add one. If the explorer still has askaris with him add one.

1-3 The escape attempt fails. The explorer is returned to his cell. All surviving members of the expedition are sacrificed to the monster. Next turn the explorer is taken to the temple for sacrifice.

4-6 The explorer escapes. If there is a white goddess, she accompanies him, and he carries off one hundred dollars in gold, or, if he is a geologist, five hundred dollars in diamonds. If he has askaris with him they accompany him in the escape, but one askari is killed by the pursuing city warriors. The explorer, with his companions, treasure, and one musket apiece, escape into a randomly determined adjacent hex.

B. *Duel of Magic and Faith.* The explorer challenges the high priest to a public duel of magic, using gunpowder, a magnet and a magnifying lens. Roll one die. If there is a white goddess, add one to the explorer's die roll. If he is a missionary, add one.

1-3 The high priest is no fake! Using powers of lost Atlanean science he creates a rain storm, puts out the burning gun powder and shoots a lightning bolt from his wand, demagnetizing the magnet, cracking the lens. Next turn the explorer goes to the Monster's Pool — result C.

4-5 The duel is a draw, the old high priest has hypnotic powers, the explorer is thrown back into prison — result A. He must attempt to escape on the next turn.

6 The high priest is a fake, the explorer humiliates him and is accepted as Guest of the City.

C. *Taken to the Temple to be thrown into the Monster's Pool.* Roll one die. If there is a white goddess in love with the explorer add one.

1-3 The explorer is thrown into the pool and devoured by the mosasaurus.

4-5 A rebel warrior smuggles the explorer a musket. He shoots and kills the monster god. In the resulting confusion, he escapes. Go to section A, result 4-6.

6 The explorer breaks his golden chains and throws the tyrant or high priest to the monster, seizes a weapon and kills the mosasaurus. He is accepted as a Guest of the City.

6. *Guest of the City:* The explorer and any members of his expedition are well fed and cared for. The explorer discovers, however, that no one

is ever allowed to leave the city alive. He determines to flee from the city, taking as much treasure as he can. Roll one die. If the explorer has defeated the lost civilization in a battle or deal of magic, add one. If there is a white goddess, add one.

1-3 The attempt fails, the explorer is thrown into prison. All other members of his expedition are killed.

4 An unsuspected volcano erupts. The city is destroyed. The explorer escapes with five hundred dollars in gold and gems. The entire population of the city, including the white goddess, die in the cataclysm.

5 The explorer flees the city, carrying five hundred dollars in diamonds, accompanied by the white goddess, if there is one, and any remaining members of the expedition. The hex into which he flees must be determined randomly and in the dangerous trek out an askari is killed. If there are no askaris, the white goddess falls into a chasm, lake, river, or swamp, and perishes tragically.

6 The explorer, all remaining members of his expedition and the white goddess, if there is one, successfully flee into an adjacent hex chosen by the player, carrying off one thousand dollars in diamonds.

7. *Lost Cities in the Desert:* If the explorer encounters a lost city in the desert it will be uninhabited and the bearers will recognize it as a legend city of demons and some of them will attempt to desert. Roll one die to see how many bearers desert, subtracting one for each askari present. The explorer may elect to leave the hex without exploring the city, in which case nothing else happens.

The explorer enters the city in search of treasure. Again the terrified bearers try to desert. Roll one die to see how many desert, with no subtraction for askaris. If there are not enough bearers, the askaris begin to desert.

Now roll one die to see what happens in the city. Missionaries add one to their die roll.

1-2 The ancient gods still live! In the depths of the lost city the explorer is confronted by the unspeakable forces of darkness. His expedition is destroyed and he is driven temporarily insane. He escapes, alone, still carrying his musket, into a randomly determined adjacent hex.

3-4 Traps of great sliding blocks of stone crush and kill half the bearers and askaris. The explorer escapes with a bag of diamonds and rubies worth five hundred dollars. The passages of the city remain sealed shut and cannot be re-opened.

5-6 The city is successfully looted. The explorer takes a bag of gems worth one thousand dollars and each bearer may carry off golden treasure worth two hundred dollars (equal to twenty gifts) but to do so must discard all other loads.

On the next turn the expedition begins to experience the eerie effects of a curse. Men are found dead, drained bloodless, with a look of unspeakable terror frozen on their faces. Each turn roll one die and subtract two to see how many men die of the curse. The curse continues every turn until the expedition reaches a civilized hex on the coast. The curse kills guides first, then bearers, then askaris and finally the explorer, if he does not reach the coast before it overtakes him.

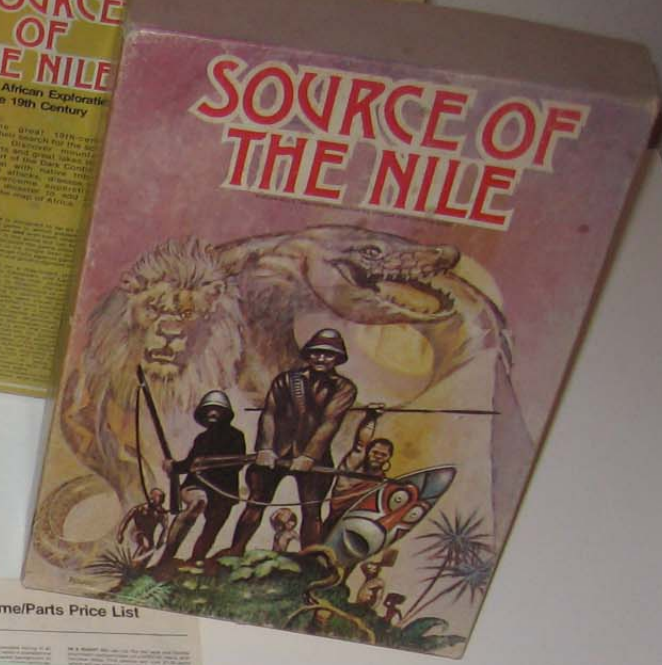
8. *Publication:* On his return to civilization, the explorer may publish the lost city hex, but only as an uninhabited hex, since no one will believe his incredible story. He may, if he wishes, tell his adventures to a well known novelist who will publish them as a work of fiction since this is the only form in which the story can be presented to the public. This will net the explorer an additional five hundred dollars.

If an explorer has entered a lost city he may return to it on another expedition, but any other explorer will find merely an uninhabited hex; If an explorer re-enters a lost city he has previously explored he gets to add one to all his die rolls during the encounter. If his wife, the white goddess, accompanies him, he gets to add two. The explorer's wife, of course, takes all the risks of the expedition. She can be taught to shoot a musket and count as an askari in encounters with native tribes or wild animals

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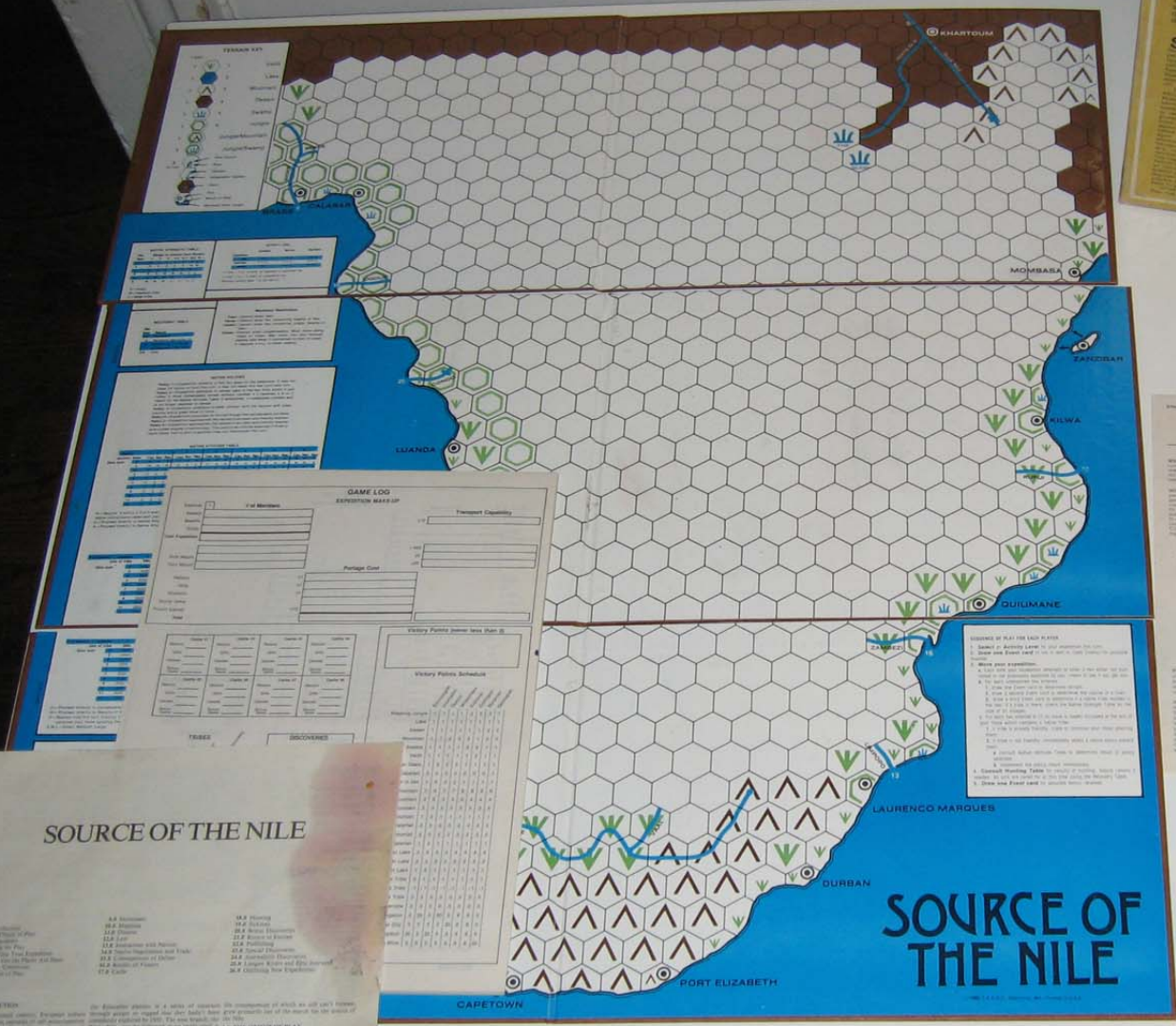


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SOURCE OF THE NILE

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LA INTRODUCTION

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