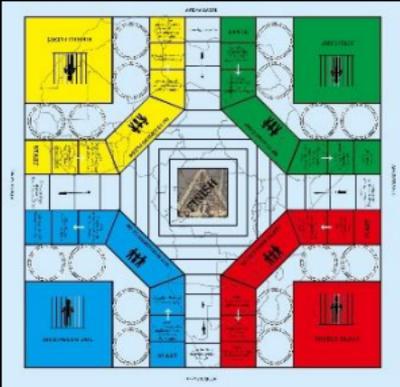


1 SET  
 - PLAYING BOARD  
 - 300 CARDS WITH 1500  
 QUESTIONS AND ANSWERS  
 - FOUR PLAYING PIECES

**WARNING !!**

CHOKING HAZARD - SMALL PARTS.  
 NOT FOR CHILDREN UNDER 4

# PLAYING GUIDE



JING LICENSING & ENTERTAINMENT

## **Afrinaissance:**

### **PAN-AFRICAN EDUCATIONAL GAME**

*Afrinaissance is a Flashcard Board Game. This version focuses on the various activities and achievements of Africans and people of African descent worldwide.*

### **HOW TO PLAY USING THE BOARD**

#### *Introduction*

*This method of play only applies to participants using the board.*

### **COMPONENTS OF THE GAME**

*The game comprises the following components: Playing Board, Decks of Cards, Playing Pieces (Red, Yellow Green, and Blue), and this Booklet.*

#### **a) PLAYING BOARD**

*Ideally the game is meant for 2 players. However, the board is designed to accommodate 4*

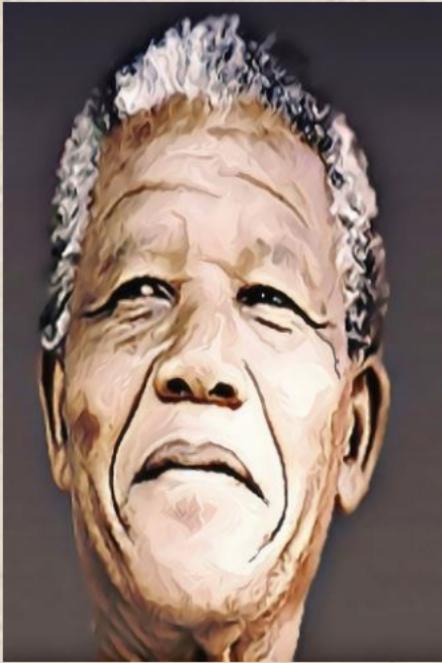
*players or 4 teams of players at a time. Throughout the play, each player or team of players is assigned a playing piece (Green, Red, Yellow, or Blue) that is used to move on the board. Players could form teams based on gender, nationality, province/state or any other criterion and play. The board is divided into four sections corresponding to the colors outlined. For each section, there is a point marked **Start** where participants begin and then follow the trail indicated by the white arrows. The trail takes each participant round the entire board before the homestretch. The homestretch for each piece is indicated by a large arrow matching the color. The homestretch culminates in the area marked **Finish**, right at the center of the board. The ability to move the piece on the board is determined by one's ability to provide the correct answer to any*

*of the questions on **Face 2** of each card (See sample card below with Nelson Rolihlahla Mandela).*

### **B) CARDS**

*The cards are assorted, covering different fields: music, sports, politics, history, events, literature, arts, monuments, etc. **Face 1** of a card is usually a picture of a personality, a thing, a logo, an event, a sign, an artifact, a building, a flag, etc. **Face 2** comprises 4 questions with answers based on **Face 1** (See sample card below). For each correct answer, the player moves one step into the next box.*

*Face 1 of card (Picture of Nelson Mandela)*



Face 2 of card (Questions based on Face 1)

1. Identify the politician on the card.  
*Nelson Rolihlahla Mandela*
2. What was his nationality? *South African*
3. To which South African political party did he belong? *African National Congress/ANC*
4. In which year did he win the Nobel Peace Prize? *1993*

### C) PIECES

*There are pieces of 4 different colors: red, blue, green, and yellow. Each participant or team of participants is assigned 1 piece of a specific color.*



### ***HOW TO PLAY***

*Each player or team of players receives 10 or more cards, depending on which number participants have agreed to. Any player/team can begin. The player/team to begin selects a*

card from the small stack that the player/team has just been given and decides which direction to go, either clockwise or anticlockwise. Throughout the play, the direction selected shall remain consistent. The player/team shows the opposing player/team (the immediate neighbor) **Face 1** of the card (making sure Face 2, where there are questions and answers, is concealed) and then proceeds to ask the player/team all 4 questions on Face 2. Each time the player/team to whom the questions are being directed provides the correct answer, the player/team moves the assigned piece one step forward. Each player/team starts in the **Start** box corresponding to the player's/team's color. So, a player/team with green piece begins at the section marked **Start** in the green section of the board. The player/team that wins the round is the one that first reaches

*the Finish box, at center of the board.*

### ***DURING PLAY***

*During play, each player/team has two opportunities to ask a card to be changed for another one, to be drawn randomly from the remaining stack. So, if after the card has been flashed and the respondent finds it difficult, the respondent may then ask for another card. This happens only two times for each round of play. The player/team is also given one chance to ask anyone in the room for assistance; everyone except the player asking the questions since the player/team sees the answers. Apart from these instances, each player/team has to sweat his/her way to the Finish box. The player/team to which the questions have just been asked is the next to ask the questions to*

*the immediate neighbor following the direction selected.*

*There are obstacles on the way, as there usually are in real life. If a player lands in the box marked **Jail**, or its equivalent, the player goes to prison. The player/team needs two points to come out of jail. However, if the player/team does not have the two points, the player/team could be freed on bail, offered by any participant who pays the two points. After jail, the player/team continues at the point where the player/team left off. After jail life must continue!*

*The pictures have been created using computer graphics, so players must study them keenly to determine the identities of the persons or things on them.*

*Participants must also be careful because people do look alike. It is easy to confuse Yannick Noah with Ruud Gullit, Ziggy with his*

*father Bob Marley, etc. Just one name to identify a person is enough. So, a player scores a point for giving just Nelson, Rolihlahla, or Mandela. Pronunciation is not an issue as long as what a player is talking about can be determined. Well-known abbreviations, such as AU, UNO, UNESCO, etc. are often not written in full. Soccer and football refer to the same sport. Where "Football" applies to the one played in the US and in Canada, the abbreviation "US" is added in bracket. For example: Which sport made Jim Brown or Michael "Pinball" Clemons famous?  
**Football (US)***