



PLAYING GUIDE



AFRINAISSANCE

Pan-African Educational Game

Afrinaissance is a Pan-African Educational and Cultural Board Game. This version focuses on Africa and its Diaspora worldwide.

Components of the game

Playing board, flashcards, playing pieces (red, yellow, green, and blue), and an instruction manual.

a) *Playing Board*

Ideally, the game is meant for 2 players, with each taking a turn. However, the board is designed to accommodate 4 players or teams. Throughout the play, each player or team is assigned a playing piece to move on the board. Playing teams could be formed based on gender, nationality, state, province, or any other criterion. The board is divided into four sections, corresponding to the outlined color. In each section, there is a point marked "**Start**" where participants begin and then follow the trail indicated by white arrows. The trail takes each player/team around the entire board before the homestretch, indicated by a long arrow with a matching color. The homestretch culminates at "**Finish**," the winning point. To advance any piece on the board, players must provide the correct answer to any of the questions on **Face 2** of each card.

b) Cards

The cards are assorted, covering a range of fields, including music, sports, politics, history, events, the arts, literature, and monuments.

Face 1 of a card usually shows a picture of a person, thing, logo, event, sign, artifact, building, or flag. **Face 2** comprises 4 questions with answers based on **Face 1** (See the sample card with Nelson Mandela below). For each correct answer, the player advances to the next box.

Face 1 of the card



Face 2 of the card

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 is assigned 1 piece of a specific color.



How to play

Each player or team receives 10 or more cards, depending on the number agreed upon by participants. Any player/team can begin. The starting player/team selects a card from the small stack that they have 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 (with Face 2, which contains questions and answers, concealed), then asks the opposing player/team all 4 questions on Face 2. For each correct answer provided, the player/team advances the assigned piece to the next box. Each player/team commences in the **Start** box corresponding to their color. So, a player/team with a green piece begins at the **Start** point in the green section of the board. The player/team that wins the round is the first to reach the **Finish** box.

During play

Faced with a difficult card during play, each player/team has two opportunities per round to ask for a card to be changed for another one, randomly drawn from the remaining deck. The player/team is also given one opportunity to

make a video call or ask anyone in the audience for assistance; everyone except the player asking the questions may assist. Apart from these instances, each player/team has to sweat their 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 selected direction.

Important historical moments marked by the ANKH sign lie along the way. When a player/team lands on the ANKH sign box and responds correctly, they gain an extra point, which means they skip the next box.

The pictures have been created using computer graphics, so players must study them carefully to identify the persons or objects in them. Participants must also be careful because people do look alike. It is easy to confuse Yannick Noah with Ruud Gullit, Ziggy Marley with his father Bob, and so on. Just one name is enough to identify a person. 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, and UNESCO, are often not written out 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 brackets to the answer. For example, which sport made Jim Brown or Michael “Pinball” Clemons famous? **Football (US)**