

Afrinaissance: How to Play Using the Board

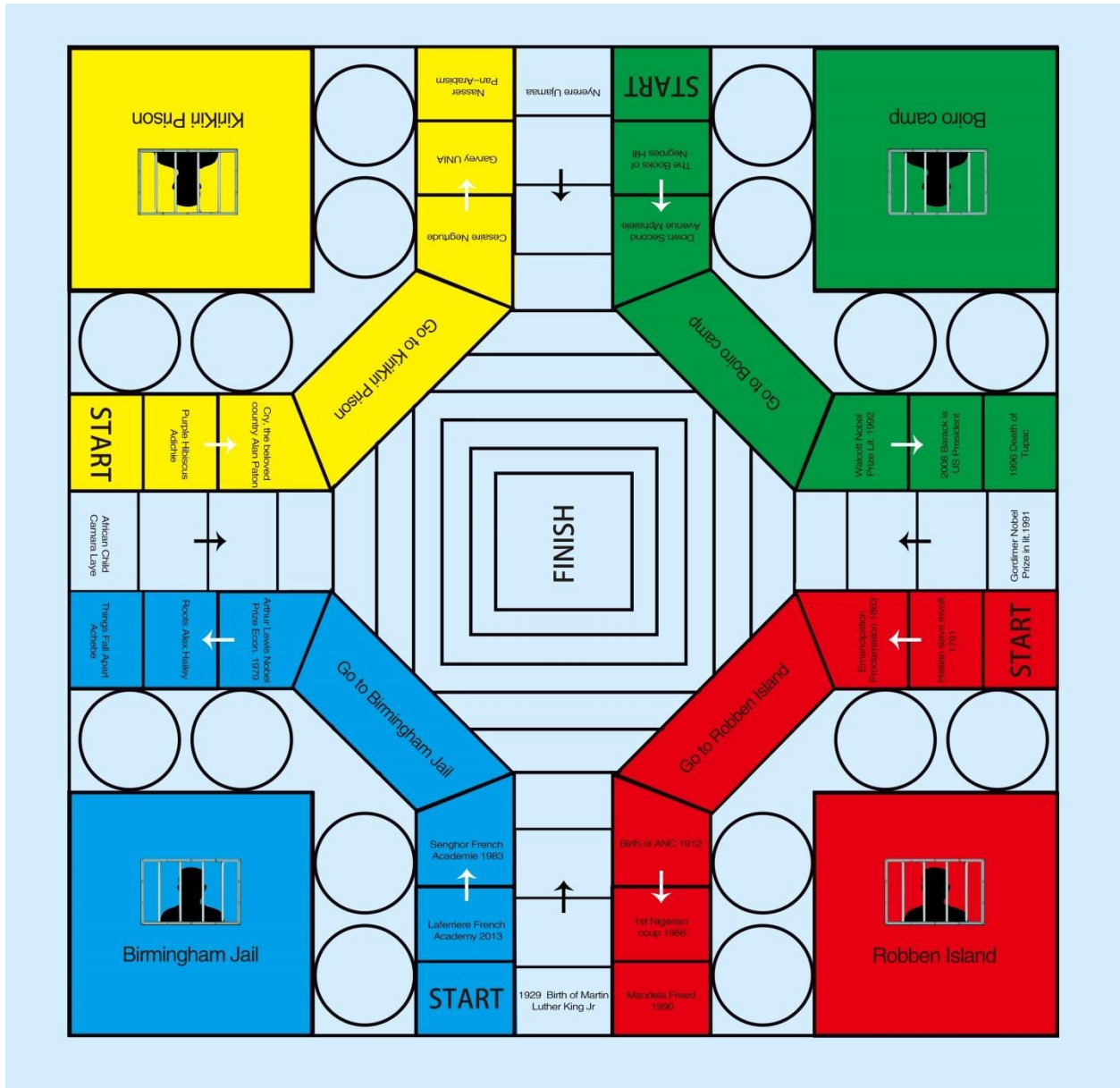
Introduction

The second way of playing Afrinaissance is by using the board.

Components

Decks of cards, Playing board, Playing pieces (Red, Yellow Green, and Blue)

Playing board



The board is designed to accommodate four players at a time, with each player using a playing piece that corresponds to the colour the player has selected (see pieces). However, groups of players could form a team, based on gender, nationality, provinces or states, school, etc., and play. Each person/team selects its piece: green, red, blue, or yellow. The board is divided into four sections, which correspond to the colours outlined. For each section, there is a point marked **Start** where the player/team begins and follows the trail shown by the white arrows and this takes the player/team round the entire board before the homestretch (indicated by black arrows) that ends in the area marked **Finish**. Each player's/team's ability to move the piece on the spaces depends on the player's/team's ability to answer the questions on **Face 2 of each card** (See sample card with Martin Luther King Jr).

Cards

The cards are assorted, covering different fields: music, sports, politics, history, literature, arts, events, monuments, flags, etc. However, specialized cards focusing on just one domain could be assembled: basketball, soccer, martial arts, politics and history, literature and arts, etc. **Face 1** of the card is either a picture, a cartoon, a quote, lyrics of a song, sign, etc. **Face 2** comprises 4 questions with their answers based on Face 1 (See card underneath). To advance on the board, participants must answer each question correctly and for each question correctly answered, the player moves one step into the next box.

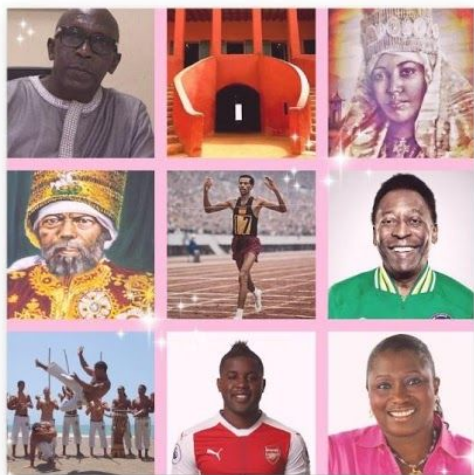
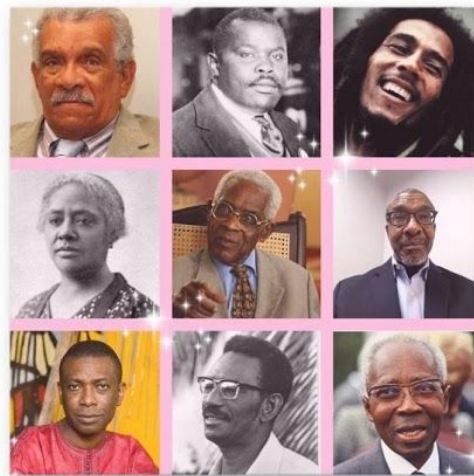
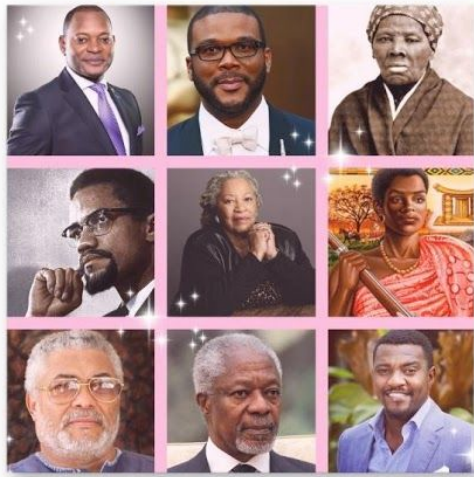
Face 1 of card



Face 2 of card

1. Identify the personality on the card. **Martin Luther King Jr**
2. What was his nationality? **American**
3. Which movement did he head during the Civil Rights? **Southern Christian Leadership Conference/SCLC**
4. In which city was he assassinated? **Memphis, Tennessee**





Pieces



How to play

Each player receives 10 or more cards, depending on which number the players have agreed to. All the players/teams roll a dice and the one with the highest figure begins. The player/team to begin selects a card from the small stack 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 neighbour) 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 the questions on Face 2. Each time the player/team to whom the questions are being directed provides the correct response, the player/team moves his/her/their piece one step forward. The initial point of departure for the piece for each participant is the spot marked **Start**. Each player/team starts in the section corresponding to the player's/team's colour. 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 centre of the board marked **Finish**; that is, after going round the entire board following the white arrows, and then the black arrows of the homestretch culminating in the centre point marked **Finish**.

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 respondents find it difficult, the player/team 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** position. The player/team to which the questions have just been asked is the next to ask the questions (to their immediate neighbour following the direction selected).

There are obstacles on the way, as there usually are in real life. If a player lands in the square marked **Jail**, the player goes to prison. The player/team needs two points to come out of jail. The player/team could be freed on bail by any participant who offers the two points.