

Afritoria

A beastly card game for 2 to 4 players from age 8 and up

A long standing battle has been raging between the animals in the breath-taking African wildlife parks. The Serengeti, Ngorongoro, Masai Mara and Kgalagadi are no exception to this. Every animal, pack or herd wants its own land with fresh grass or meat. A lazy or careless animal can easily be chased off it's territory and will have to search for a new one, whilst another makes himself at home in his domain. It's an unpredictable game with invading rivals, presumptuous poachers and respectable rangers who constantly change the stakes.

Game Components

- 88 animal cards (22 green, 22 blue, 22 red and 22 yellow)
- 4 rangers
- 4 poachers
- instructions

Animal Cards

Afritoria contains 88 animal cards with four different colours. Each colour represents an African wildlife park with 11 different animals. Each animal appears twice, making up a total of 22 animal cards per park. Each animal has a strength score, a value score (victory points) and a territory.

Below follows an overview of strength and value scores:



Preparation

Two animal card colours are used in a two-player game. Three colours are used in a three-player game and four in a four-player game. The unused colours are removed from the game. Furthermore, there are always four rangers and four poachers in the game. Shuffle the animal cards, rangers and poachers into one deck. Give each player 6 cards. Don't show these to the other players. The rest of the cards form the draw pile in the centre of the table. Draw as many cards as there are players and put them face-up on the table. These are the trading cards. The game is ready to begin!

Game play

The players try to score animal cards from their hand and gather new animal cards from the trading set. Every round, players pick a card from their hand and place them face down on the table. When all players have made their choice, the cards will be flipped over at the same time. The cards that have been played battle against each other per colour for the trading cards. The player with the highest strength on his played card has first pick when choosing an animal card of the same colour.

The trading cards are divided as follows. The highest green card can pick a green animal card first. The highest purple card can pick a purple animal card first and so on. The second highest played card per colour can choose next as long as there are animal cards of that colour left. The same principle applies to the third and fourth highest played card per colour.

If a player wins a trading card with his played animal card, he will score his played animal card. This card is placed face-up on his score pile in front of the player. The won trading card is put in the players' hand. If a player was unable to gain a trading card, the played card will be put on the discard pile. This player will draw a card from the draw pile so his hand will have 6 cards. Cards that remain after the trade will be put on the discard pile. New trading cards are now drawn from the draw pile and put face-up on the playing field to start the next round.



Every playing round consists of these 6 steps:

1. Fill up your trading cards
2. 3 or 4 trading cards are drawn from the draw pile and put face-up on the table.
3. Playing a card from your hand Every player plays a card from their hand and keeps this card face-down till all players have made a choice. All players flip their played card face-up at the same time.
4. Resolving special cards Played rangers and poachers will be resolved first.
5. Divide trading cards After resolving the special cards, players can win trading cards in this order: rangers, poachers and animal cards. Players who succeed, score their played card. They will put this card face-up on their score pile.
6. Discard pile Animal cards, that didn't gain a trading card, will be put on the discard pile. This also goes for remaining trading cards.
7. Fill up your hand Players with 5 cards in their hands draw a card so they have 6 cards again.

This continues until the draw pile is empty. It is possible that players play for just one or two trading cards in the last round. It can happen that a player has 5 animal cards of one colour in his hand after refilling his hand. This player can choose to show his entire hand to the other players and discard three cards to the bottom of the drawing pile. The other players can't know what cards are discarded. After discarding, this player draws three cards from the top of the drawing pile.

Ranger card

There are 4 ranger cards in the game. If a ranger appears in the trading set of cards, the player with the lowest played animal card HAS to pick the ranger. The played animal card will be added to that player's score pile and the ranger will be taken in his hand. The other animal cards are acquired as normal.

Players with a ranger card in their hand can play this card in a round (in the same way you'd play an animal card). If a ranger card is played, that player can pick an animal card first and immediately add it to his score pile. The played ranger card is put on the discard pile and he draws a new card from the draw pile. If a player has played a poacher in the same round, the ranger will cancel out the poacher (see poacher card). This happens in addition to picking an animal card.



Poacher card

There are 4 poacher cards in the game. If a poacher card appears in the trading set of cards, the player who played the highest animal card, has to take the poacher card. The played animal card will be added to the scoring pile and the poacher card will be taken in their hand. The other animal cards are acquired as normal.

If a player plays a poacher card in a playing round, he can take the top card from one of the other players' score pile and put this animal card on top of his own score pile. The played poacher card will be put on the discard pile and a new card is drawn from the draw pile. If a ranger card is played in the same round, the poacher card's effect is cancelled out. The player puts the poacher card on the discard pile and draws a new card from the drawing pile.



Cards of an equal value

Played cards with an equal strength value will cancel each other out and will both be put on the discard pile. This happens when:

- Two identical animals with the same colour are competing for an animal card from the trading set.
- Two or more identical animals with the lowest strength points that are fighting for a ranger card from the trading set.
- Two or more identical animals with the highest strength points are fighting for a poacher card from the trading set.
- Two or more ranger cards are played in the same round.
- Two or more poacher cards are played in the same round.
- A combination of three or more played ranger and poacher cards. (For example, two ranger cards and one poacher card).



The winner of Afritoria

The game finishes when the last cards of the drawing pile have been drawn and the trading round is completed. The players add up their won victory points from their score pile. The remaining cards in hand are of no value. The player with the most victory points is the winner of Afritoria.

Afritoria was thought up, developed and graphically designed by De Spelmakerij in collaboration with The Gamefantry. De Spelmakerij is a creative and inspiring place for people with autism, set up by the Jagerhuis in Ede. Also take a look at www.despelmakerij.nl and discover what they all do!

