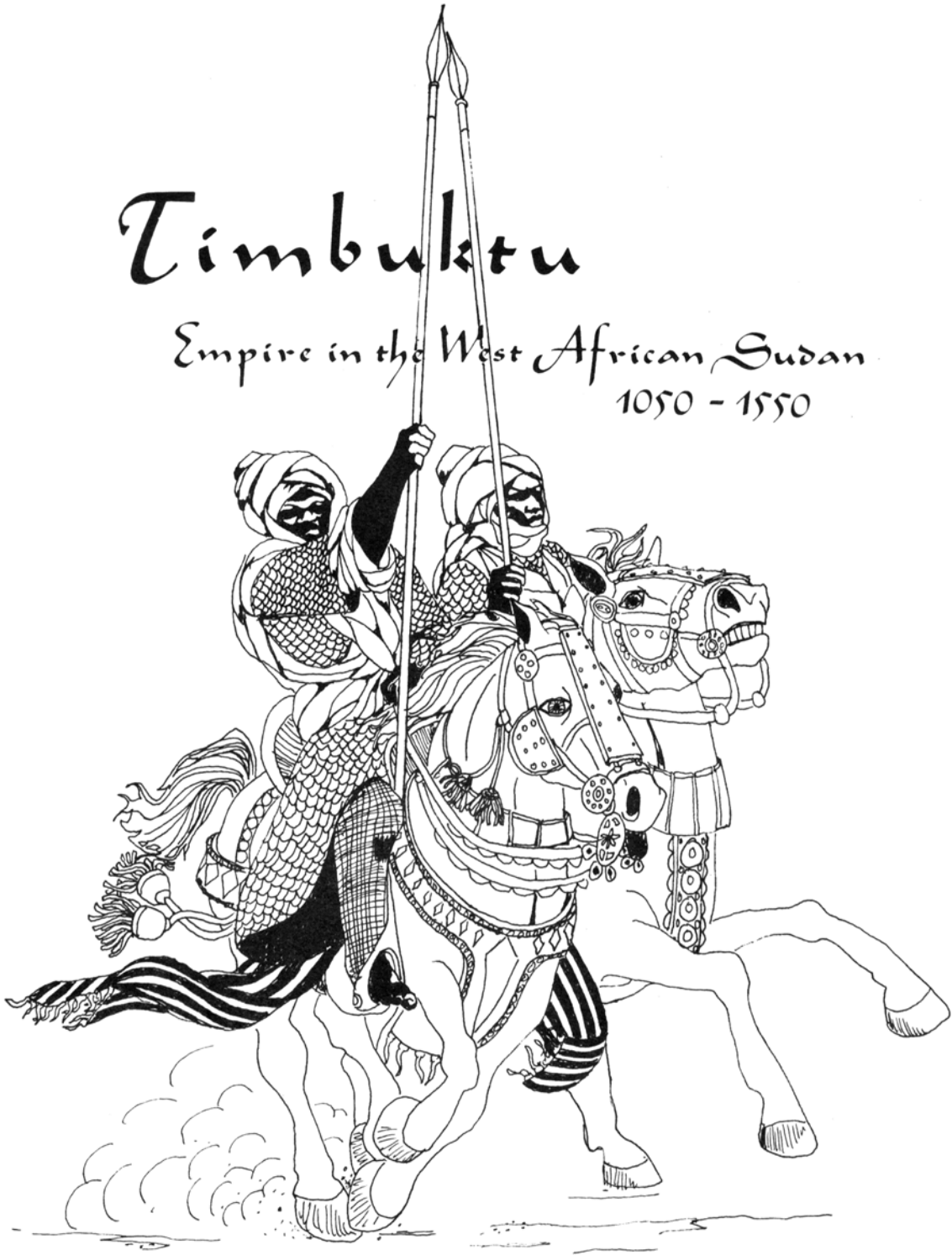


Timbuktu

Empire in the West African Sudan
1050 - 1550



Timbuktu

1. **INTRODUCTION.** *Timbuktu* is a four-player strategic-level wargame simulating the rise and fall of empires in the gold-producing regions of West Africa during the period 1050-1550. Each turn represents fifty years, more than enough time for several changes of monarch. Therefore, players are not taking the part of a king. Instead, they represent the changing political goals of their Tribe's collective leadership.

Players will quickly realize that this is not a game where one Tribe can build an empire and hold onto it for the length of the game. Historically, as soon as any political system becomes set, decomposition begins. In short, empires decline. The effect of economic inflation and administrative inefficiency is built into the game. Victory lies in creating as glorious an empire as possible and cutting losses when it falls.

The game is for four players, each player controlling one of the major Tribes of West Africa. These Tribes, and the colors of their Homelands and playing pieces are: the Mandinka (red), the Wolof (blue), the Songhay (green), and the Soninke (yellow).

2. **THE MAP.** The map shows most of the West African "Bulge" on a scale of 1:3.5 million. It also displays various charts and tables used in playing the game. Movement of the pieces representing Population and Military Units takes place on the map.

Only the largest and strategically most significant terrain features are shown on the map. The Atlantic Ocean and the jungle are completely out of play. The Sahara Desert is also generally out of play, though it may be crossed to reach the Oasis Cities (see the Movement Rule). The Niger and Senegal Rivers are shown for information only. They have no effect on play. The Swamps of Masina are out of play except when using the optional Swamp Refuge Rule. (This rule was left out for space considerations but is available upon request.) The dotted lines represent Trade Routes. They are primarily for information, but also indicate the route of Desert Raids and show where the Sahara Desert can be crossed.

The grassland area between the Desert and the jungles is called the Sudan. Empire-building in West Africa took place here and it is in this region that the game is played out. For purposes of determining political control, movement, and collecting revenue, the Sudan is subdivided into six different categories of areas:

- The Oasis Cities. Tadmekket, Terhazza, Aoudaghost, Walata, and Agades.
- The River Cities. Timbuktu and Jenne. These were the two largest and most important cities in the Sudan.
- The Tribal Capitals. Gao for the Songhay, Niani for the Mandinka, Kumbi-Salah for the Soninke, and Tekrur for the Wolof. Note that these cities are shaded in their Tribes' color.

- The Hausa Cities. Birnin Kebbi, Kano, Katsina, Gwari, and Zaria. Of all the Tribes of West Africa, only the Hausa set up City-States. Thus, certain special provisions apply to these Cities.
- The Tribal Homelands. These are the Provinces shaded in one or another of the Tribal colors. For example, the Wolof Homeland is composed of Baol, Cayor, Wale, and Futa Toro.
- All remaining Provinces on the board belong to minor tribes and are colored white. These Provinces may be occupied by forces of the four major Tribes and are considered to have resident populations of two, but they do not have playing pieces.

Note that these areas may be grouped under the general designation of Cities or Provinces. Every City and Province has either one or three numbers printed in boxes within its boundaries. These represent the economic value of that area to its controlling player and are explained more fully under the Revenue Rule. One Province in each Tribal Homeland (Pala, Kangaba, Masina, and Dendi) has a Population increase number printed on it: “5”. This Province is the Tribe’s Home Province and should be noted by players, as special rules apply to it. All uncolored Cities and Provinces (plus the Oasis Cities) have a small number “2” printed in them. This is to remind players that they have an intrinsic Population of two. This is treated in all ways like a Tribal Population except that it is immobile and never increases or decreases.

3. THE PLAYING PIECES. A set of 210 die-cut counters is included with the game. Fifty counters are printed in each Tribe’s color on both sides and ten counters are left white.



Each Tribe receives thirty Population/Infantry markers with the drawn bow symbol. These counters will most commonly be used to represent Civilian Population. In this case they are displayed face down as blank counters printed only in their Tribe’s color. The blank Population markers have a combat strength of one, though it is not printed on the counter. This strength represents the Tribal warrior militia turning out an masse. Upon conversion to Infantry Units (see the Building Units Rule), the Population counters are merely flipped over.

Population counters do not represent any fixed number of people, although the total population of the Tribes in this era varied from about 500,000 to 2,000,000 each. Population counters are also an abstract of the ability to exercise political control over a Province or City’s inhabitants. Thus, elimination of Population counters symbolizes disruption of centralized control as well as physical death of the populace.



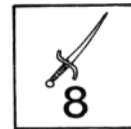
Each Tribe has a dozen Cavalry counters with the lance and shield symbol and printed combat strength of eight. As with Population counters, Military Units (both Infantry and Cavalry) do not represent fixed numbers of troops. Total national armies at this time ranged upwards from about 5,000 cavalry and ten times that number of infantry (primarily archers).



Each Tribe has three Glory Points and three Mitqals markers. These are used on the Glory and Treasury Charts to keep a running account of each Tribe's current Treasury and accumulated total of Glory Points. The mitqal was the standard coin minted by the empires of the Sudan.



A Portuguese counter and a River Fleet counter showing a canoe are also included with the counter mix. Their uses are explained under the Optional Rules.



The Desert Raiders have eleven counters. Ten are white counters bearing the scimitar symbol and a combat strength of eight. The Mahdi counter is also for use with the Desert Raiders. It is included with the Songhay counters so as to be printed in the green color of Islam, but it is never used by any of the four Tribes. It is used by Desert Raiders only.

4. RULES ORGANIZATION. The Rules of Play follow. They have been arranged approximately in the order in which they will be needed during play. Certain concepts and rules, such as Control and Combat, are used throughout the Game-Turn and are placed first. Note that the most important "rule" of all, the Order of Play, has been set aside as a separate chart. Players should have the Order of Play before them while reading the Rules and playing *Timbuktu*. Each Game-Turn has many distinct Phases, and keeping them in proper order is vital.

Note that there are various other play charts that will be mentioned in the Rules they deal with.

5. TRIBAL MONARCHY AND EMPIRE. The most important characteristic of West African tribes in this era was the varying degree of central control and military aggressiveness showed by different tribes at different times. Although all four major tribes in the game were mon-

archies, the extent to which the ruler could mobilize the tribe for territorial expansion varied considerably. Tribal monarchies, whether prosperous or poor, often remained centuries quiescent or under loose political domination by their more dynamic neighbors. Administration was conducted by local officials on a traditional basis. Then, religious conflict, a charismatic leader, or a higher level of prosperity caused a tightening of central control. The newly powerful monarch could then send military expeditions across the Sudan to establish his control over a vast area. Eventually, administrative rigidity, economic problems, restive conquered peoples, and royal Succession disputes would topple the empire. This political cycle is the prime feature of *Timbuktu*.

This cycle is simulated by requiring that each of the four Tribes always be in one of two political states – Tribal Monarchy or Empire. Tribal Monarchies are severely restricted in their ability to expand and gain the Glory Points needed to win the game. This also means, however, that their Maintenance costs are less and they are not subject to sudden political collapse as are Empires. Empires are forced to expand in order to continue as Empires. Although no player can win without establishing an Empire at least once during the game, a player can also lose everything on his Empire's eventual collapse.

Political transitions from Tribal Monarchy to Empire take place during the Political Declaration Phases. There is one common Political Declaration Phase during the Administration Segment in which any player may declare a change in his political state. There is also a Political Declaration Phase in each Player Segment which applies only to the player whose Segment it falls in.

The only requirements for declaring an Empire are that the Tribe must control its Capital City and have at least four Population markers in that Capital.

In the first Political Declaration Phase (during the Administration Segment), Empires may voluntarily declare themselves in Dissolution. Empires may not declare themselves in Dissolution during their Player Segment. Dissolution is a state which always precedes the end of an Empire. While allowing the other Tribes to more easily attack a dying Empire, a declaration of Dissolution minimizes the Empire's loss of Glory Points. Players might consider a declaration of Dissolution to represent a pragmatic acceptance of political realities rather than a futile attempt to resurrect past glories. There are no requirements for declaring Dissolution; it is entirely voluntary during the first Political Declaration Phase.

If an Empire is unable to pay all of its Maintenance costs, it is automatically declared in Dissolution at the end of the Maintenance Phase. Also, if a Tribe's Capital is taken by an opposing Tribe, or Desert Raiders, the Empire goes into immediate Dissolution.

During Dissolution an Empire cannot build Military Units. Attacks by forces of a Dissolving Empire are reduced by one odds column on the Combat Results Table. Attacks against forces of a Dissolving Empire are increased by one odds column on the Combat Results Table. When

a Dissolving Empire loses control of Cities and Provinces, it loses Glory Points but no Mitqals (see the Glory Point/Mitqal Chart). If Dissolution was declared during the Administration Segment, the Dissolving Empire automatically moves last. Note that this provision takes precedence over the influence of a charismatic leader. In other words, a Dissolving Empire with a charismatic leader still moves last. As shown on the Glory Point/Mitqals Chart, a Tribe which takes Cities or Provinces from a Dissolving Empire receives the Mitqal bonus for taking a Province at twice the normal rate.

At the end of the Game-Turn, a Dissolving Empire becomes a Tribal Monarchy and all of its Military Units are taken off the board. If the Empire loses control of any Provinces or Cities due to the disappearance of its Military Units, it loses the Glory Points for this as usual.

Note that the Soninke and the Wolof begin the game as Empires.

6. CONTROL OF PROVINCES AND CITIES. Determining control of Provinces and Cities is necessary during several Phases of the Game-Turn. A player always controls a Province or City if he has the only Military Units present. A City or Province without Military Units is controlled by the Tribe whose Population markers are in it. Timbuktu and Jenne are exceptions in that only Military Units may control them. If there are no Military Units in Timbuktu and Jenne they are uncontrolled, regardless of any Civilian Population. Provinces and Cities containing no Military Units and no Civilian Population markers are uncontrolled. Note that neither the coloring of a Province nor the intrinsic Population of two affect control in any way.

7. RELIGION. West African religion consisted of the worship of various native gods until, about the year 1000, Muslim influence from North Africa began to filter south along the well-travelled trade routes. Throughout the period covered by *Timbuktu*, and for centuries afterwards, many of the political and cultural movements of West Africa grew from conflict between Islam and the native religions. In addition to stimulating conflict, the penetration of Islam into the Sudan linked trading cities like Timbuktu and Jenne to the vast intercontinental network of Muslim merchants and scholars. Most of West Africa's history is known today through the works of Muslim historians and travellers. The political glory needed to win in the game is recorded by Muslim scholars.

Since religious differences usually coincided with tribal differences, the effect of religion in *Timbuktu* is treated abstractly. Many of the inter-tribal and civil wars which occur in the game may be assumed to be caused or aggravated by religious strife. Historically, the Songhay suffered especially from religious civil wars, because their king and nobility accepted Islam while the populace remained loyal to the old religion.

Religion does have a direct effect on play when a Tribe receives a charismatic leader (a Mahdi for a Muslim Tribe or Native Leader for a non-Muslim Tribe) on the Random Events Table. As explained in the Combat Rule, a charismatic leader increases the odds of an attack by one column on the Combat Results Table when his Tribe is attacking a Tribe of the same religion.

A charismatic leader increases the attack odds by two when his Tribe is attacking a Tribe of a different religion. For this reason it is necessary to determine the religion of each of the four Tribes in *Timbuktu* prior to play. Historically, the Mandinka were Muslim, the Wolof and Soninke were nativist, and the Songhay had the internal split mentioned above. For purposes of play, however, two Tribes must be Muslim and two must be nativist. This is determined at the start of the game in any manner agreeable to the players, so long as two declare themselves Muslim and two nativist. Conversions during the game are not allowed. For purposes of combat with non-Tribal forces, the Desert Raiders and the intrinsic Populations of the Oasis Cities and River Cities are considered Muslims. All other intrinsic Populations, including those of the Hausa Cities, are non-Muslim.

In addition to the above-mentioned modifications to combat odds, charismatic leaders have three other functions in the game. Tribes which are under the influence of a charismatic leader take their Player Segment (move first) before Tribes which did not roll a charismatic leader on the Random Events Table. Civilians belonging to a Tribe with a charismatic leader must always have Combat with forces of a Tribe under a charismatic leader of opposite religion. In other words, when forces of charismatic leaders of opposite religions meet, Civilians do not have the option of avoiding Combat (see the Combat Rule for further explanation). At the end of each Tribe's Player Segment, a Tribe which is under a charismatic leader may eliminate up to one half of the Population of opposing religion in any Province or City it controls.

8. COMBAT. Combat is possible during several Phases of the Game-Turn. It may occur during Revolt, Desert Raids, and during the Combat Phases themselves.

Combat resolution is very simple. The total combat strength of the attacking force is compared to the total combat strength of the defenders. This is expressed in the ratio "attacker's strength: defender's strength" rounded down to one of the ratios found on the Combat Results Table. Note that the combat ratio is rounded in the defender's favor; 32:14 (four Cavalry Units attacking seven Infantry Units) becomes 2:1. A six-sided die is rolled, and the result is cross-indexed with the ratio on the Combat Results Table. The result shown on the Table is implemented immediately, before any additional Combat takes place.

In any single Phase in which Combat is allowed, each individual Unit may attack only once and any Unit may be attacked only once. The only exception to this provision is during the Desert Raids Phase. Desert Raiders continue to move and attack during their Phase until they are destroyed or achieve their goal as described in the Desert Raiders Rule.

The combat strength of all Units is printed on their counters, except for the Civilian Population counters. The blank Population markers each possess a strength of one.

Combat procedure is the result of one of two situations:

- when two hostile forces occupy the same area as the result of one of them moving in, *or*

- when a Civilian Population is tributary to hostile Military Units during a Revolt Phase. There are five such Phases: One in the Administration Segment in which all occupied, tributary intrinsic Populations revolt with a strength of two, and during which any tributary Tribal Population may revolt; and one Phase during each Player Segment which may only be used by the player whose Segment it falls in. It is not necessary that any of the player's Population markers revolt, but rather that they choose whether to revolt or remain tributary.

The course of action followed during a Combat procedure is fixed for Military Units and for intrinsic Populations. Tribal Population markers, however, always have a choice among three courses of action: To attack, to defend, or to accept Tributary Status [surrender without fighting and without casualties on either side]. The Tribal Population of each area makes its choice independently of the choices made for the Population markers of any other area, but the choice applies to all the Population markers of the Tribe in the area. (For example: Segu and Senufu both contain Mandinka Population counters, and both are occupied by the Soninke. During each appropriate revolt phase, the Mandinka player must choose to have a revolt in Segu and/or Senufu, and/or whether to have Segu and/or Senufu remain Tributary. If either province were to revolt, all the Population counters in the province would revolt. If either were to remain Tributary, all the Population counters in that province would remain Tributary.

In Jenne and Timbuktu, where several Tribe's Population counters may reside at the same time, each Tribe chooses the course of action for its pieces independent of the other Tribe's choices. When the choices have been made (in Order of Dominance), all factors of all the Tribes making the same choice (e.g. to attack) are added together, and they share Combat results.

The fixed courses of action for Military Units and intrinsic Populations are:

- Military Units must attack if they have just moved into an area which they do not control. They must defend if attacked. They can never surrender or accept Tributary Status.
- Intrinsic Populations always attack the force occupying their area during the Revolt Phase of the Administration Segment. They defend against attacks if they are not Tributary at the time of the attack. They will accept Tributary Status at all other times.

Population counters can always choose to attack, defend, or accept Tributary Status.

A Military Unit will attack and defend with its printed strength. An intrinsic Population will attack and defend with a strength of two (note that intrinsic Populations also receive the quadrupling of defense strengths in Jenne and the Hausa Cities). A Population counter attacks with a strength of one. Population counters in Provinces or Tribal Monarchy Capital Cities defend with a strength of one. Population counters in Cities under the control of an Empire and in Jenne or Timbuktu defend with a strength of zero (*i. e.*, they add nothing to the defense) but share the combat results of their defenders (if there are no Military Units present to defend them they automatically become tributary). Population counters which are in any Province or the

Capital of a Tribal Monarchy and which choose to accept Tributary Status add nothing to the combat strengths of either the attackers or the defenders, and they automatically become tributary to the winner of the combat. Population counters which are in a City controlled by an Empire, or in Jenne or Timbuktu, and which choose to accept Tributary Status add nothing to the total defense strength but share the combat results of their defending Military Units or intrinsic Population. If there are no defending units their combat result is automatic Tributary Status.

Remember that, whatever the situation, the Tribe that moved into the City or Province is the attacker. The counters already in the City or Province only defend. Also, no Military Unit or Population counter may ever attack, help attack, or defend against its own Tribe.

Because of the strategic scale of the game terrain, does not affect Combat except for two special cases: the Hausa Cities and the city of Jenne. Units defending in these Cities are always quadrupled on defense. Note that this quadrupling benefits the intrinsic Population that these Cities possess, as well as any Tribal counters in the City. Neither the attacker nor the defender benefit from this quadrupling during the Revolt Phase, however. Other Cities do not modify Combat odds. (Note: Unless the River Fleet optional rule is used, units defending Jenne are *not* quadrupled against attacks by the Songhay.)

West African civilization was rooted in the countryside, and cities were not as socially or politically important as in Europe. City defenses were therefore considerably less elaborate. In West Africa only the Hausa tribe adopted City-States as a political organization. Jenne, like Venice and Ravenna in Italy, was protected by its swampy location. In 1473 it resisted a siege of several years' length.

Certain social and political conditions may affect Combat by increasing or decreasing the odds. Attacks against an Empire in Dissolution are increased by one. Attacks against counters in their Tribe's Home Province are decreased by one (intrinsic Populations do not get this benefit). Attacks by counters in their Home Province [the one in which Population increase counters are placed, not any area of the Tribal color] are increased by one. Attacks by a charismatic leader are increased by one against a Tribe of the same religion and by two against a Tribe of opposing religion.

The following example should help clarify this. Assume the Soninke are playing as Muslims and the Mandinka as nativists; also, that the Mandinka have established an Empire which is in the process of Dissolution. The Soninke have rolled a Mahdi on the Random Events Table. There are five Soninke Cavalry Units attacking six Mandinka Infantry Units in Kangaba. The Combat odds are 40:12 which reduces to 3:1 as explained above. Because the Soninke are led by a Mahdi and are attacking non-Muslims the odds increase by two to 5:1. Since the defending Mandinka are also a Dissolving Empire, the odds increase to 6:1. However, because the Combat is taking place in the Mandinka Home Province, the odds are adjusted down to 5:1.

Remember, the Mahdi counter provided in the Counter mix is used only with Desert Raiders. The Mahdi counter has nothing whatsoever to do with the four Tribes. Tribes which roll a Mahdi on the Random Events Table must remember to apply the special effects this gives them at the appropriate points during the Game-Turn.

The chief object of Combat, besides territory, is the gain and loss of both Mitqals and Glory Points. This is explained on the Glory Point/Mitqal Chart, which players should pay close attention to during the Combat Phase. Gains and losses of Glory Points and Mitqals should be recorded on the appropriate charts the moment Combat is resolved.

There is one additional effect of taking any City containing Tribal Population. If an attacking force takes a City, the player controlling that force may total the Urban Population in that City (including intrinsic Population for calculating purposes) and scatter up to one half of the Urban Population. Scattered Population markers are simply picked up and placed in their Home Province. They are not eliminated. A player may scatter his own Population. This is the only case where players may move counters out of the City.

9. SPECIAL NOTE ON INFANTRY UNITS. Infantry Units represent large numbers of conscripted, trained men who are nevertheless not professional, standing armies as the Cavalry are. In some cases the Infantry force of an Empire represents a large portion of the total manpower of the Tribe. Therefore, their elimination in game terms represents not total annihilation so much as destruction of the Population's will to continue marching with the king. Whenever an Infantry Unit is destroyed in the game, by any means whatsoever, the Infantry Unit is turned backside up and placed back in its Tribe's Home Province, becoming once again a Population marker.

10. RANDOM EVENTS. During the Random Events Phase the players simultaneously consult the Random Events Table and roll a six-sided die each. Note that a roll is made separately for each Tribe. In most cases the resulting Event will be explained fully in the appropriate section of the Rules. Any costs incurred as a result of Random Events may be paid after the Revenue Phase.

11. PLACING POPULATION. During the Population Phase each player places five new Population counters in his Home Province (Wala, Kangaba, Dendi, or Masina). This is done regardless of who controls that Home Province and regardless of the Tribe's political state.

The total number of a Tribe's Population and Infantry counters together must never exceed thirty. If a Tribe has thirty Population and/or Infantry counters on the map, no additional Population is placed. Instead, the Tribe receives one Glory Point for each Population marker it is unable to place because of this provision.

If a Tribe rolled "Increased Fertility" on the Random Events Table, it now rolls another die and places the resulting number of Population markers in the Home Province in addition to the automatic five.

If a Tribe rolled “Drought and Famine” on the Random Events Table, it only adds two to its Home Province Population, not five.

12. CIVIL WARS. This Phase does not affect Tribal Monarchies. Each Empire rolls a die. One is added to the result if the Empire controls two or more Provinces and Cities outside its Tribal Homeland for each Province or City under its control within the Tribal Homeland. Two is added to the die roll if the Empire controls three or more non-Homeland Cities and Provinces for each such area within the Tribal Homeland. A modified result of six means a succession or religious dispute severe enough to cause Civil War.

A die is rolled for each City or Province controlled by the Empire in Civil War. On a result of five or six, all Military Units in that City or Province are eliminated. Civilians are not affected.

13. LOCAL RAIDS. During this Phase, every Province controlled by one of the four major Tribes which borders on the Sahara Desert, the jungle, or any uncolored, uncontrolled Province is subject to a Local Raid. All Cities, uncontrolled Provinces, and Provinces not bordering on the above-listed areas are unaffected by Local Raids. The effect of Local Raids is different on Tribal Monarchies and Empires. In the case of a Tribal Monarchy, a die is rolled for each Province subject to a Raid. A result of one or two eliminates one Population marker from that Province. In the case of Empires, a die is also rolled for each Province and one Population marker is lost on a roll of one or two. If a three or four is rolled for an Empire, two Population counters are lost. If a Province is occupied by Civilian Population of a Tribal Monarchy and Military Units of an Empire, the Raid is considered to be against the Empire.

Note that garrisons of Military Units can negate most Local Raids (in the case of a Tribal Monarchy the garrisons would have to be the result of invasion by another Tribe). If Military Units are present and the loss of Population markers due to the Raid is less than the combat strength of the most powerful Military Unit, the Raid has no effect. If the called-for loss of Population is greater than or equal to the strength of the largest Military Unit present, no Population is eliminated, but the largest Military Unit is destroyed. Note that players need not roll for raids against Provinces containing Cavalry units as the Raid could not have any effect. [More concisely: No raids occur against areas protected by Cavalry. A raid against an area containing Infantry has no effect on a roll of one, two, five or six. If three or four is rolled, one Infantry unit is eliminated (that is, converted to Civilian status and relocated to the Tribe’s Home Province.)]

If a Tribe has rolled “Peace With Raiders” on the Random Events Table, no Province under its control suffers a Local Raid. If a Tribe rolls “Increased Raids”, each of its Provinces which is eligible to be Raided suffers two separate Local Raids that turn (*i. e.*, roll the die twice but implement the results separately).

14. DESERT RAIDS. Desert Raids are much more powerful attacks made by organized military forces from the Sahara Desert. They are provoked by occupation of Oasis Cities. On any turn

that Aoudaghost, Walata, Terhazza, Tadmekket, or Agades is occupied by forces of an Empire, a die is rolled for each occupied City. A result of four, five, or six means that a Desert Raid originates at that City. If there is more than one Desert Raid in a turn, they should be worked out one at a time for simplicity's sake.

A second die is rolled for the Raided City. The resulting number of Desert Raider counters (strength: eight) is placed in the affected City. Desert Raiders move from Province to Province only along the trade routes. Their goal is to occupy the Capital of the Tribe whose Units occupy the City they start in. They move to that Capital along the shortest possible trade route, attacking all Units in the Provinces and Cities they pass through (Population counters may become tributary to Desert Raiders as to other Tribes). [Presumably, they begin by attacking the City in which the raid originates.] When the previous occupants of a Province are displaced or eliminated by Desert Raiders, the Raiders' entire force moves on. If a City is taken by the Desert Raiders, they must leave behind a garrison of one Raider Unit. If the Raiders fail to displace or destroy the occupants of a Province or City that they must pass through, they will re-enter that Province or City and continue to attack the occupants until the Raiders clear the Province or City or are themselves eliminated. Remember Desert Raiders continue to move and attack during the Desert Raids Phase until they reach their goal or are destroyed.

If a six results when the die is rolled to determine how many Desert Raiders appear, a Mahdiist Desert Raider force is created (and West Africa is in trouble). Six eight-strength Desert Raider counters are placed on the map, as usual, but one of these counters should be the Mahdi counter. Then a second die is rolled, and the resulting number of additional Desert Raider counters is placed in the affected City (*i. e.*, a Mahdiist Desert Raid will consist of six to twelve Desert Raider counters; if the players run out of Desert Raider counters they will have to use makeshift pieces). Desert Mahdis receive all regular charismatic leader benefits. Desert Mahdis always scatter the maximum possible Population when taking Cities and eliminate the maximum possible number of opposing-religion Population counters (*i. e.*, one half) at the end of the Desert Raider Phase.

During the rest of the Game-Turn, Desert Raider counters left on the map in Cities they passed through are treated as hostile Military Units by the Tribes. At the end of the Game-Turn, all Desert Raider counters still on the map are removed.

15. REVOLTS. Revolts are attacks upon Military Units garrisoning a Province or City by the Civilian Population in that Province or City. Since players are prohibited from attacking their own Units, this situation can only come about when Civilians of one Tribe are tributary to an Empire. Revolts also include attacks upon occupying forces by the intrinsic Populations of uncolored Provinces and Cities. Note that Revolt, as defined in this Rule, does not include uprisings by a tributary Population in conjunction with an invading force of Military Units, as may take place during the Movement and Combat Phases.

There are five Revolt Phases during each Game-Turn. During the first Revolt Phase (in the Administration Segment), any Civilian Population in any Province or City on the map may attack the Military Units in their Province or City if the Population is tributary to the Military Units. All intrinsic Populations automatically Revolt during this Phase.

During the other four Revolt Phases (one during each Player Segment), only the player whose Segment a particular Phase falls in may declare Revolts by his Units. Intrinsic Populations do not take part in any way in the Player Segment Revolt Phases.

Combat is carried out normally, the Civilians attacking the Military Units (either side may receive charismatic leader or Dissolving Empire Combat modifications as explained in the Combat Rule). If the Revolt is taking place in the Civilians' Home Province, their attack odds are increased by one.

If the Civilians succeed in clearing the Province, they are no longer tributary. If they fail to clear the Province or City their Revolt has failed.

16. REVENUE. During the European Middle Ages, the mines of West Africa produced a very large share of all the gold in circulation in the Christian and Muslim worlds. Salt from Saharan oases and goods from the Mediterranean were exchanged for gold in the great trading cities of West Africa. Control of the gold routes was the reason for the empires' existence, and so players will find themselves struggling for control of key Cities and Provinces. Attempts by the kings to extend direct control over the mines themselves resulted in work stoppages and economic disaster. Therefore, players may benefit from the gold flow but may not affect the amount produced.

At the beginning of the Revenue Phase, players should determine the Order of Dominance. This is vital in determining Revenue of the various Tribes and is important throughout the remainder of the Game-Turn. The four Tribes are ranked in order by the following criteria: Empires always take precedence over Tribal Monarchies. Within these two categories, Dominance is determined by comparing the total number of Cities and Provinces under the control of each Tribe. Tribes with larger numbers of Cities and Provinces are Dominant. Should two Empires or Tribal Monarchies control equal numbers of Provinces and Cities, rank is decided by the total Population of the Tribes. In the unlikely event that all other criteria, are equal a die roll decides. The highest-ranking player in the Order of Dominance is referred to as the Dominant player.

Immediately after Dominance is determined, the Dominant player decides whether gold will move along the Western, Central, or Eastern gold route. It is assumed that he has the most powerful state and can therefore influence trade by keeping the highways marked and safe from bandits.

The Western route can be chosen only if both Aoudaghost and Walata are not occupied by Desert Raiders. The Central route similarly requires that Timbuktu be unoccupied. The Eastern route requires that both Gao and Timbuktu be free of Raiders.

The City Population Subphase follows immediately after the gold route is chosen. Players should note this carefully as City Population is one of the key aspects of *Timbuktu*. Although Oasis and Hausa Cities have intrinsic Populations (as do Timbuktu and Jenne), Tribal Population counters may only be placed in Capital Cities, Timbuktu, and Jenne. Capital Cities may only be populated by counters of their own Tribe. Jenne and Timbuktu may hold counters of all four Tribes. Counters may never voluntarily be taken out of the City.

A maximum of two counters may be put into a Tribe's Capital during this Phase. A minimum of one must be put in if the Capital City's Revenue due to the gold route chosen is greater than zero. If the gold route results in zero Revenue, no more than one Population may be placed in the Capital.

The Wolof, for instance, must add either one or two counters to Tekrur if the Western gold route has been chosen (and they have Population counters available). If the Central or Eastern route is chosen, they may add zero or one.

Timbuktu and Jenne also have a maximum possible Population increase per Turn of two counters. There is no required minimum for these Cities – if no player wants to add to the River Cities' Populations, none is added. Since any of the players can put counters into these Cities, the opportunity to add Population is given to each player in Order of Dominance. The Dominant Tribe is given first opportunity to populate Timbuktu and Jenne (regardless of who controls the City; a player may add counters to a City without controlling it). If he places two counters in each City, the process is over. Otherwise, the chance passes to the other players in Order of Dominance.

When placing counters into a City, a player may take any one of his Population counters on the board (except those already in Cities) and place it in the City. Populating a City does not require physically moving the counter Province-by-Province to the City.

Counters may not be voluntarily removed from the City by players.

Of course, if a player has no Population counters available, he cannot add to any City's Population.

Every Province and City has either one or three boxed numbers printed below its name. These numbers represent the economic value of that City or Province, depending on which gold route is chosen by the Dominant power. One number indicates that the value is the same regardless of the route chosen. If there are three numbers, the left hand number corresponds to the Western route, the middle number to the Central route, the right hand number to the Eastern route.

Players collect full Revenue from every Province they control and have one of their Population counters in. Players also collect full Revenue from every City they control so long as there is at least one Population marker of any Tribe or an intrinsic Population present. Provinces and Cities without Civilian inhabitants yield half Revenue, rounding up. Tributary Provinces yield half Revenue, rounding up, to the controlling player and the remainder to the tributary Tribe.

A player receives one Mitqal for each inhabitant (including intrinsic Population) of every City he controls. This is above and beyond the economic value of the City printed on the map.

A Tribal Monarchy may not increase its Treasury beyond forty Mitqals during the Revenue Phase. If it has Revenue that would enlarge its Treasury beyond forty Mitqals, it does not receive the excess Mitqals. Instead, it receives one Glory Point for each Mitqal it cannot take. This provision does not apply to Empires.

Lending or transferring Mitqals from one Tribe's Treasury to another's is strictly prohibited.

As explained on the Glory Point/Mitqal Chart, players may also gain and lose Mitqals while conquering and losing Provinces and Cities.

17. MAINTENANCE. The Administration Segment includes a Maintenance Phase, during which Tribal Monarchies and Empires spend Mitqals to maintain their Urban Populations and military establishments. There are three types of payments Tribes may have to make, and these will be handled separately in this Rule.

A. Urban Maintenance. The peasants who made up the majority of the populations of West Africa's trading empires could support themselves with little or no action on the part of the central government. City-dwellers, however, needed the royal strength to keep the roads safe and the supplies flowing into the cities. Therefore, Tribes are required to devote some attention (in the form of money) to the basic maintenance of their Cities. The amount of payment, which is required of both Tribal Monarchies and Empires every Game-Turn, is determined by adding up the total Population in all the Cities controlled by a Tribe. Note that all Population markers living in Cities under a particular Tribe's control are counted, even if some of those markers are part of another Tribe's Population. Intrinsic populations are also added into this total. As an example, assume that Jenne contains four Mandinka Population counters but is occupied by a Soninke Cavalry Unit. When adding his total Urban Population, the Soninke player would count six from Jenne (four Tribal plus two intrinsic); the Mandinka player would count no Urban Population from Jenne.

Once the total Urban Population is calculated, four is subtracted from the total and the resulting number of Mitqals is immediately subtracted from the Tribe's Treasury. Essentially, the Urban Maintenance payment is one Mitqal for each Urban Population after the first four.

Additionally, Tribes receive one Mitqal during this Phase for each one of their Population counters living in a City under another Tribe's control. One Mitqal is also received for each Population counter living in Jenne or Timbuktu when those Cities are uncontrolled.

B. *Luxury*. As entrepôts which dealt in mankind's most hallowed symbol of wealth – gold – the West African Cities were noted by Muslim travellers for their opulence. Spending by the monarchs of West Africa on palaces, courtiers, scholarship, universities, regal gifts to visitors, pilgrimages, and other “luxury” items not only impressed the Tribal nobilities but also secured the king's reputation throughout the known world. (One Mandinka king became legendary because he spent money so freely on a trip through Egypt that Egyptian currency became depressed in value for years.)

In *Timbuktu* players are required to spend a certain minimum amount on Luxury each Game-Turn and, if they are Empires, may overspend a little if they want to leave a good impression on future generations.

Luxury payments for a Tribal Monarchy are at a fixed rate: one Mitqal for each Population marker in a City controlled by the Tribe making the payment. In other words, Luxury payments for Tribal Monarchies are similar to Urban Maintenance except that the first four Population markers are not deducted when figuring Luxury.

Luxury payments by an Empire are determined in a somewhat different manner. An Empire never pays less than its total Urban Population in Luxury. An Empire never pays more than double its total Urban Population; an Empire cannot pay Luxury at more than two Mitqals per Urban Population marker. Within this range an Empire's required payment is double the amount paid for Luxury on the previous Game-Turn. Example:

On Turn 1100-1150 the Mandinka are a Tribal Monarchy with a total Urban Population of five. They therefore pay Luxury costs of five Mitqals. By the Maintenance Phase of Turn 1150-1200, they have declared an Empire and (by natural growth or conquest of Cities) increased their Urban Population to eleven. Double their previous Turn's payment would be ten, but since they cannot pay less than their current total Urban Population (eleven) they must pay eleven Mitqals. The Mandinka remain an Empire on Turn 1200-1250 but expand their Urban Population to fifteen. Double their previous Turn's payment would be twenty-two Mitqals, and this is what they must pay. The Mandinka are still an Empire on Turn 1250-1300 and their Urban Population increases to seventeen. Double the previous Turn's payment would be forty-four Mitqals, but this is greater than double their current Urban Population ($2 \times 17 = 34$), so they need pay only thirty-four Mitqals.

Tribes gain one Glory Point for every Mitqal spent on Luxury. Empires may gain additional Glory Points by voluntarily paying more Mitqals for Luxury than they are required to. This additional conspicuous consumption may be any amount up to two Mitqals per Urban Population marker. In other words, an Empire with a total Urban population of twenty Population

counters could spend up to forty Mitqals on conspicuous consumption, above and beyond the required Luxury payment. This additional voluntary Luxury is not counted as part of the Luxury payment for doubling on the following Turn.

C. *Military Maintenance.* Empires must spend fixed amounts to keep up their armies. Military Units may never be voluntarily disbanded. Military Units, once created, must be maintained until they are destroyed or their Empire dissolves. Maintenance rates are one Mitqal for each Infantry Unit and two Mitqals for each Cavalry Unit. Note that Military Units that cannot be maintained due to a bankrupt Treasury do not disappear until the end of the Turn when their Empire dissolves.

All three kinds of Maintenance payments are mandatory and must be made. If a Tribe is unable to pay all its Maintenance costs, it pays out its entire Treasury and loses the remaining required Mitqals in Glory Points at the rate of two Glory Points for each Mitqal it is unable to pay. [If an Empire cannot pay all Maintenance, it goes into Dissolution and is demoted to the bottom of the Order of Dominance.]

18. BUILDING UNITS. There are thirteen Building Phases during the Game-Turn, during which Empires spend Mitqals from their Treasuries to create Military Units. The first Building Phase comes at the end of the Administration Segment, and at this time each Empire may build up to eight Mitqals worth of Military Units in its Home Province. Each player then has three Building Phases during his Player Segment, during which he alone may build units, with no limitation on the number of Units built except that imposed by the size of his Treasury. Players may never build Military Units during another player's Segment.

Remember that Tribal Monarchies and Dissolving Empires cannot build Military Units.

Cavalry Units are built by deducting eight Mitqals from the Treasury, picking a Cavalry Unit counter from the playing pieces provided, and placing it in any City or Province controlled by the building Empire and connected to its Home Province by a series of adjacent, controlled Provinces.

Infantry Units cost one Mitqal to build but, unlike Cavalry Units, they are built from counters already on the board. An Infantry Unit can be built from any Population marker belonging to the building Tribe which is not living in a City. The Population marker is flipped over to reveal its Infantry symbol and is placed in any Province or City controlled by the building Empire, and which is linked to the Home Province by a series of controlled, adjacent Provinces.

Military Units may never be voluntarily disbanded or surrendered.

19. MOVEMENT. The procedure of Movement in *Timbuktu* has been broken down into a series of Phases. This is to ensure that, while Cavalry, for example, can move into five Provinces or Cities in a Game-Turn, it does so one Province at a time, having Combat each time that a move creates that possibility. This system was designed to allow the player to actually change

his strategy during a Movement Combat sequence – a reasonable provision when each Turn represents fifty years.

The key to moving each Unit the proper total number of Provinces and in the correct sequence lies in careful following of the Order of Play Chart. Each Movement Phase lists which Units may move during that Phase. Within the Phase (remember that only one player will be moving at a time) the order in which Units are physically moved is unimportant. This Rule will deal with regulations applying to each individual Movement Phase regardless of what kind of Units are moving during the Phase, but remember that keeping the Phases distinct and in the proper order is the most important aspect of Movement.

Within each Phase counters may move only one area, *i. e.*, they may enter one Province or City and may move no farther until their next Movement Phase. A Combat Phase follows each Movement Phase except the last one in each Player Segment. As explained in the Combat Rule, whenever Movement puts counters of one Tribe in a Province or City which is not controlled by their Tribe, and which contains an intrinsic Population or counters of another Tribe, the disputed control must be resolved during the following Combat Phase.

No counters may move into the jungle, the ocean, or the Sahara Desert. The Sahara may be crossed providing the Units follow the trade routes and check the Desert Crossing Table printed on the map. Terhazza, for example, can be entered from Walata and Aoudaghost (Military Units forced to retreat across the Desert by Combat also must check the Desert Crossing Table). Direct Movement between Masina and Hombori is prohibited because of the swamps, which have no other effect on movement. The Rivers Niger and Senegal have no effect on Movement. Although both are major rivers, armies and raiding expeditions seem to have had little trouble crossing them. Leaving the map is prohibited.

Population markers may move only into Provinces bearing their Tribal color. (Note that Tribal Population may be placed in Jenne, Timbuktu, or their Tribal Capital during the Revenue Phase; this does not count as Movement.) Population counters may move into their Capital City during Movement, but this does not make them Urban Population (Population may be added to the Cities only during the Revenue Phase), and Population markers which move onto the Capital during Movement must leave it during the final Movement Phase of their Player Segment.

Players should note that during the final Movement Phase of each Player Segment they are only allowed to enter areas they already control. They should also keep in mind the provision in the previous paragraph about Population markers which entered the Capital City during Movement, requiring that they leave during the same Player Segment.

There is a special form of Movement called Defensive Recall. This is the only time a player may move his Units during another player's Player Segment [and presumably during the Desert Raiders Phase, too]. If the Capital City of an Empire is subject to an attack during another player's Segment, the player whose Capital is being attacked may take any or all of his Military

Units which are in Provinces adjacent to the Capital and place them in the Capital City to assist in the defense.

20. SETTING UP THE GAME. The game starts at the beginning of Turn 1050-1100 and ends at the end of Turn 1500-1550, a total of ten Turns. This Rule gives the initial situation of each of the four major Tribes.

The Wolof start the game as an Empire. They are considered to have paid four Mitqals Luxury payment on the previous Turn. Their Treasury is fourteen Mitqals, and they have ten Glory Points. The Wolof have no Military Units. They have four Population counters in Tekrur and six in either Wala or Futa Toro.

The Soninke begin the game as an Empire with a previous Turn's Luxury payment of twenty Mitqals. Their Treasury starts at eight Mitqals, and they have fifty Glory Points. They have four Population counters in Kumbi-Salah and seven other Population markers in any Provinces of their Homeland. The Soninke have four Infantry Units and Three Cavalry Units deployed as they wish. They must have at least one Military Unit each in Niani (which is tributary to them), Aoudaghost, Walata, and Wangara.

The Mandinka begin as a Tribal Monarchy with eight Mitqals and no Glory Points. They have two Population markers in Niani and eight in Wangara and/or Kangaba.

The Songhay start the game as a Tribal Monarchy with two Mitqals and one Glory Point. They have one Population counter in Gao and nine in Dendi.

21. VICTORY. The Tribe with the most Glory Points at the end of Turn 1500-1550 wins the game.

The following are all Optional Rules. The game system does not require their use, but they do add a little historical "flavor" to the game.

22. RIVER FLEET. The Songhay maintained a standing River Fleet on the Niger River composed of large war canoes. At the siege of Jenne in 1473, the 400-canoe Fleet was crucial in taking the City. None of the other Tribes in this era possessed Fleets.

A counter is provided to represent the Songhay River Fleet. It has an attack strength of two and a defense strength of ten and is the only counter in the game with a split combat strength.

The River Fleet is built and maintained in exactly the same manner as any other Songhay Military Unit. It costs eight Mitqals to build and two Mitqals per Maintenance Phase for upkeep. Only one Fleet at a time may be built, but if destroyed it may be rebuilt.

The River Fleet moves and fights as if it were a Cavalry Unit. However, it may only enter Provinces and Cities through which the Niger River flows, and it may not go below the Rapids of Bussa. The River Fleet may enter Kangaba, Niani, Segou, Masina, Jenne, Hombori, Timbuktu, Aribinda, Gao, Dendi, and Borgu. The Fleet may not move directly between Hombori and

Aribinda, nor may it move from Timbuktu to Dendi without passing through Gao. Unlike other Military Units, the River Fleet may move directly from Masina to Hombori. If the River Fleet is forced to retreat and there are no adjacent, uncontrolled Niger River Provinces, it is destroyed.

If the Songhay are attacking Jenne and the River Fleet is part of the attack, the defense strengths of the Units defending Jenne are not quadrupled.

23. SLAVES. In addition to gold, West Africa exported various agricultural products and slaves. As most of the gold was mined in Wangara and sent due north, slaving was particularly important in the eastern area of West Africa as a substitute (in fact the largest slave trading state, the Empire of Bornu, lies off the east edge of the map). Most of the slaves were taken from the jungle and peripheral areas, but they were also a product of warfare among the major Tribes.

To simulate income from slavery, add two Mitqals to a Tribe's Treasury for every Civilian Population marker they eliminate, providing they retain control of the Province or City where the Civilians were eliminated.

Note that these slaves are being sent across the Sahara to North Africa. The seaborne European slave trade did not become important until after the period covered by *Timbuktu*.

24. PORTUGUESE INTERVENTION. Most of *Timbuktu* takes place before the Age of Exploration. By about 1450, however, Portuguese explorers were making regular visits to the Wolof and Gambia regions. Drawn by the lure of Asia the Portuguese paid little attention to West Africa, except as a way station. In other parts of Africa, however, the Portuguese played major parts in African political struggles. This Optional Rule assumes the possibility of more decisive Portuguese intervention than actually took place.

During the Random Events Phase of each of the last three turns of the game, a die roll is made for possible Portuguese intervention. If a five or six results, the Portuguese intervene. They will extend Combat benefits to either the Wolof or the Mandinka. The Tribe which is lower on the Order of Dominance (*i. e.*, the weaker) has the benefit of the intervention. The Portuguese marker is placed in either Wala or Gambia to indicate which Tribe received the intervention.

A second die roll is made to determine the kind of intervention: A result of one or two means that the Portuguese aggressively defend their coastal forts but do not form alliances. In this case, the Tribe benefiting from the intervention receives a favorable Combat odds modification of one column in both attack and defense, but only in the Province of Gambia or Wala. A three or four means a military alliance with the Europeans. The affected Tribe then receives the favorable Combat modification throughout areas of its color. A five or six result indicates large-scale importation of firearms. The Tribe receives a favorable odds column modification anywhere in West Africa.

25. HAUSA CITIES BALANCING FACTOR. The Hausa Cities formed a well-organized but usually peaceful network of commercial centers. The Hausa Cities became quite wealthy, but

as a result of trade, not war. This Rule is proposed partly to involve the Hausa Cities more intimately in West African politics and partly to counterbalance built-in advantages and disadvantages of the four major Tribes.

Each Turn that the following Hausa Cities are unoccupied by any forces of the four major Tribes, they automatically accrue the indicated Glory Points to the listed Tribes.

- Katsina - Three Glory Points for the Soninke
- Kano - Five Glory Points for the Mandinka
- Birnin Kebbi - Ten Glory Points for the Songhay
- Gwari - Ten Glory Points for the Wolof
- Zaria - Ten Glory Points for the Wolof

Note that the giving of Glory Points is an abstract balancing factor and in no way signifies a real political link between individual Hausa Cities and any of the four Tribes.

Game Design: Gary Rudolph; Research and Graphics: Walter Hard; Artwork: Craig Smith

If you have a question about *Timbuktu*, send it and a stamped, addressed envelope to:

The IMPERIUM Publishing Co.
P.O. 9854
Minneapolis, MN 55440
[presumably a long-obsolete address]

COMBAT RESULTS TABLE

ODDS DIE ROLL:	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
1	AE	AE	AE	AE	AE	EX	EX	DR
2	AE	AE	AE	AE	AR	EX	DR	DE
3	AE	AE	AR	AR	EX	DR	DE	DE
4	AE	AE	AR	EX	EX	DR	DE	DE
5	AE	AR	EX	DR	DR	DE	DE	DE
6	AR	AR	DR	DE	DE	DE	DE	DE

COMBAT RESULTS EXPLANATIONS

AE: All attacking Military Units are eliminated; one half of all attacking Civilian Population counters are eliminated; remaining Civilians are tributary.

AR: All attacking Units retreat into an adjacent, controlled Province or City. Units roll to cross the Desert and cannot cross the Swamps of Masina between Masina and Hombori. All attacking Civilians remain in the area and are tributary.

EX: The weaker force removes all its Military Units and one half of any defending Civilians; remaining Civilians are tributary. The stronger force removes strength points equal to or greater than the total removed by the enemy. These may consist of Military Units or Civilian Population.

DR: All defending Units retreat into an adjacent, controlled Province or City, as in AR result. All defending Civilians remain in the area and are tributary.

DE: All defending Military Units are eliminated. One half of all defending Civilian Population markers are eliminated. The remaining Civilians become tributary.

COMBAT RESULTS TABLE MODIFIERS

Attacking or defending in Home Province: Shift one Odds Column in favor of Tribe.

Attacking or defending against forces of an Empire in Dissolution: +1 Odds Column.

Units of a charismatic leader attacking or defending against forces of the same religion: +1 Odds Column.

Forces of a charismatic leader attacking or defending against forces not of the same religion: +2 Odds Columns.

Defenders in Jenne or one of the Hausa cities: Defense strength is quadrupled except during Revolt Phase.

RANDOM EVENTS TABLE

<u>Die Roll</u>	<u>Event</u>
1	No news.
2	Drought and famine reduce this turn's Population increase from five to two,
3	Increased fertility. Reroll die and add the resulting number to this turn's normal increase of Population counters.
4	Increased Local Raids. Two Local Raids are rolled against each of your Provinces subject to raids this turn.
5	Peace with Raiders. The tribe suffers no Local Raids this turn.
6	Reroll die:
	Tribal Monarchy: 1-4 No news.
	Non-Muslim Empire: 1-4 Visit by an Arab Traveller; give him a gift of 0-10 Mitqals. Determine his reaction by rolling a die:
	1 : Unimpressed; add no Glory Points.
	2-5: You are mentioned in his travelogue; add 2 Glory Points for each Mitqal given.
	6 : Very impressed; your Empire is described in detail. Add 4 Glory Points for each Mitqal given.
	Muslim Empire: 1-4 Emperor makes a pilgrimage to Mecca. 3-18 Mitqals (die roll x three) are spent with a gain of 2 Glory Points for each.
	Any: 5-6 Tribe is under the influence of a charismatic leader for this turn.

GLORY AND MITQAL GAIN AND LOSS CHART

<u>Situation</u>	<u>Empire</u>	<u>Tribal Monarchy</u>
When establishing control over –		
■ Province	+1 M	+1 M
■ City	+1 M per Pop	+1 M per Pop
■ Province of a Dissolving Empire	+2 M	+2 M
■ City of a Dissolving Empire	+2 M per Pop	+2 M per Pop
When losing control over –		
■ Province	-1 M	-1 M
■ City	-1 M per Pop	-1 M per Pop
■ Province of a Dissolving Empire	-2 G	N/A
■ City of a Dissolving Empire	-8 G	N/A
For each Province or City controlled during the End of Turn Phase	+2 G	N/A
For control during Revenue Phase:		
■ Province occupied by own Pop [or intrinsic Pop]	+ M per boxes [M=number in box under Province's name; if there are 3 boxes, each corresponds to West, Central or East Gold Route]	+ M per boxes
■ [Province with no Pop]	+½ M per boxes (rounded up)]	+½ M per boxes
■ [Province with another Tribe's Pop]	+½ M per boxes (other half goes to other Tribe)]	+½ M per boxes
■ City [with Pop (counter or intrinsic)]	+M per boxes	+M per boxes
■ [City with no Pop]	+½ M per boxes	+½ M per boxes]
■ City	+1 M per Pop	+1 M per Pop
For Pop of Tribe in uncontrolled City during Maintenance Phase	+1 M per Pop	+1 M per Pop
For each Mitqal spent on Luxury	+1 G	+1 G
For each Mitqal spent on Excess Luxury	+2 G	N/A
For each Mitqal of expense that Tribe cannot pay	-2 G	-2 G
For each Mitqal earned beyond forty	N/A	+1 G
For each Pop in excess of thirty	+1 G	+1 G
For each Strength Point of enemy Military Units eliminated	+1 G	+1 G
[For each enemy Pop eliminated in Combat (if friendly units occupy area at end of Combat)	+2 M (optional rule)]	+2 M

ORDER OF PLAY: THE GAME-TURN

I. THE ADMINISTRATION SEGMENT. Taken by all the players simultaneously.

- A. Random Events Phase. Consult and roll on the Random Events Table. [Optional rule: Roll for Portuguese Intervention from 1400 onward.]
- B. Population Phase. See Rule 11.
- C. Civil War. See Rule 12.
- D. Local Raids. See Rule 13.
- E. Desert Raids. See Rule 14.
- F. Revolts. Intrinsic Populations must Revolt. All tributary Tribal Populations may Revolt if they choose to. See Rule 15.
- G. Political Declaration Phase. Tribal Monarchies may declare themselves Empires. Empires may voluntarily declare Dissolution. See Rule 5.
- H. Revenue Phase. Determine Order of Dominance. Place Population in Cities. Add Revenue to Treasury Chart. See Rule 16.
- I. Maintenance Phase. Pay Urban Maintenance. Pay Luxury costs. Pay Military Upkeep. Bankrupt Empires declared in Dissolution. See Rule 17.
- J. Building Phase. All Empires may build up to eight Mitqals worth of Military Units. See Rule 18.

II. THE PLAYER SEGMENT. There are four identical Player Segments in each Game-Turn, one for each of the four Tribes. They are taken one at a time by the players in Order of Dominance. Tribes with a charismatic leader take their Segment before Tribes without one. Dissolving Empires move last in any case.

- A. Movement Phase. Only Civilian Populations may move.
- B. Revolt Phase. The moving player may declare Revolts of his own Civilians only.
- C. Political Declaration Phase. Phasing player may declare Empire [but may not dissolve existing Empire]
- D. Building Phase. See Rule 18.
- E. Movement Phase. Only Cavalry and Infantry may move.
- F. Combat. See Rule 8.
- G. Movement Phase. Only Cavalry may move.
- H. Combat Phase. See Rule 8.
- I. Repeat Phases D - H.

J. Building Phase. See Rule 18.

K. Movement Phase. All counters may move, but only into controlled Provinces. Population counters in a Tribal Capital that are not part of the City Population must leave the Capital. See Rule 19.

III. END OF GAME-TURN. Count Glory Points [for control of Provinces and Cities by Empires]. Remove Desert Raiders and Military Units of Dissolving Empires. Move Game-Turn marker. Luxury levels of Dissolved Empires return to zero.

HISTORICAL NOTES

What actually happened during each Game-Turn:

1050-1100. West Africa was dominated by the Ghana Empire of the Soninke Tribe with its capital at Kumbi-Salah and its trade centered at Aoudaghost. This empire, arising about 800 A.D., was the first large, organized kingdom south of the Sahara. Although it possessed a large cavalry force (essential to maintain an empire in the Sudan grasslands), Ghana still relied heavily on its mass infantry levy. Gold flowed from Wangara due north to the Mediterranean. In Futa Toro the Fulani Tribe (for game purposes the Wolof also represent the Fulani) ruled the Empire of Tekrur under Soninke dominance. Timbuktu and Jenne were founded, and the Mandinka and Songhay monarchies were established. In 1076 the Sanhaja Berbers (who occupied the Sahara west of Terhazza), united under their great religious leader Abu Bakr, took Kumbi-Salah and destroyed the Ghana Empire in the name of Islam. Chaos followed.

1100-1150. Tekrur, the Mandinka Kingdom of Kangaba, and the remnant Soninke Kingdom of Diara struggled for supremacy. The Songhay and Hausa increased in wealth and power, remaining out of the succession wars.

1150-1200. Continued wars in the west. More and more gold began to go from Wangara down the Niger to Timbuktu and thence north.

1200-1250. The hero-king Sundiata of Kangaba decisively defeated Diara at the great battle of Kirina (1240). He established the Mali Empire, second of West Africa's great empires.

1250-1300. Expansion of Mali Empire. Its rulers established control over the gold routes. The Songhay Kingdom of Gao grew in wealth.

1300-1350. Mansa Musa, West Africa's most revered emperor, reigned as Emperor of Mali. He subjugated Tekrur, Jenne, Timbuktu, and Gao. He also made Walata into a great trading city. After his magnificent visit to Mecca in 1324, West Africa's reputation throughout the world was higher than at any other time. In Futa Toro the Tekrur Empire was overthrown by the Wolof Tribe.

1350-1400. The Mali Empire remained dominant. In 1375 the Songhay revolted and regained independence. About 1350 the Sudan was visited by Ibn Battuta, one of history's most amazing travelers (he had previously visited Egypt, Arabia, Zanzibar, Constantinople, Crimea, India, and Chin). His memoirs are the best description of imperial West Africa.

1400-1450. The Mali Empire remained the largest state in West Africa but began to severely decline in strength. The Wolof threw off Mandinka dominance. The Songhay grew in power. The Tuareg (who occupied the central Sahara) took Timbuktu in 1433, beginning centuries of ferocious raids against the black agricultural settlements south of their desert. The first Portuguese ships reached the Wolof coast.

1450-1500. After centuries of relatively peaceful existence, the Songhay Tribe burst into military expansion under their hero-king Sunni Ali. The Songhay took Timbuktu and captured Jenne in an epic siege (1473). The Mali Empire shrank back to its original Kangaba homeland. By 1500 the Portuguese had circled Africa completely but showed no interest in the interior of West Africa.

1500-1550. Under Emperor Askia Mohammed the Great, Songhay expanded to become the largest empire in West Africa's history. Askia the Great organized a fully professional standing army under an organized command structure for the first time in West Africa's history. Most of the soldiers were personal slaves to Askia. He also set up a well-organized civilian administrative bureaucracy. Askia made Mali tributary and carried war to the hitherto undisturbed Hausa, making most of their cities tributary. He attacked the Tuareg and was the first West African monarch to rule the mid-Saharan oases. Askia emphasized Islam over the Songhay native religion, and after his deposition in 1528 the empire was troubled by religious civil wars.

After 1550. The weakened Songhay continued to dominate West Africa. In 1591 the Sultan of Morocco decided to "investigate" the gold lands to the south. He recruited 4,000 tough mercenaries from throughout the war-torn Mediterranean and equipped them with muskets and cannon (which had not yet reached the Sudan). In one of history's great unrecognized campaigns, they crossed the Sahara and defeated a Songhay army at least five times their size at Tondibi (near Gao), West Africa's greatest battle. The age of imperial West Africa was over, and the Sudan was ruled by many small succession kingdoms until the arrival of the French after 1870.