

The Botswana Bushmen

4-7 Player

Object:

- The Botswana Government (BG) wish to remove all the Bushmen from the Central Kalahari Game Reserve (CKRG). They can succeed in this by relocating them to the Rehabilitation Camp (RC), or by speeding up their movement and aging process, eventually removing them from the map altogether.
- The Botswana Bushmen wish simply to survive, and to live the way their ancestors have for thousands of years.

Equipment:

- 30 Food & Water tokens
- 30 Family tokens: 6 each of
 - Parents
 - Siblings
 - Marriage
 - Children
 - Grandchildren
- 6 Trade and Family Info cards
- 40 Bushmen of the Central Kalahari Game Reserve cards
- 20 Bushmen in the Rehabilitation Camp cards
- 30 BC cards
- 6 Bushmen player pawns
- Botswana Bushmen gameboard: shows the path of the Rehabilitation Camp (RC) surrounding the path of the Central Kalahari Game Reserve (CKGR).
- One 8-sided Die (d8)

Setup:

1. Place all the card decks and tokens around the game board so everyone can reach.
2. Each player rolls a d8 to determine who the Government player will be. Highest roll is the Government, and the remaining players are Bushmen.
3. All Bushmen player chooses a colored character pawn.
4. Hand out a Trade and Family Info card to each of the Bushmen players.
5. Each Bushmen player also receives a Parents family token at the start of the game.
6. Deal 2 Food & Water tokens to each of the Bushmen players.
7. Deal 3 BC cards to the Government player.
8. Place all character pawns in use at the CKGR starting point.

Bushmen Gameplay:

Central Kalahari Game Reserve (CKGR)

- The Bushman player to the right of the Government player goes first.
- Player rolls a d8 and moves forward that amount of spaces
- If the player crosses over an Age space, they must stop on that square, even if they have remaining movement.
- Upon reaching an Age space, the player must draw a CKGR card and follow its instructions
- If the player lands on an Age space which has a family member, they gain that specific family member token.

Rehabilitation Camp (RC)

- Play continues the same as in the CKGR with a few exceptions.
- There are no Age spaces in the RC, so players must move the amount of spaces as rolled.
- Players who are relocated to the RC lose all family member tokens, unless otherwise specified.
- Each time a player passes a "draw a card as you pass" space, the player must, as it states, draw an RC card and follow its instructions.
- If a player is allowed to go back to the CKGR, they move to the current board location of the government player.

Botswana Government (BG) Gameplay:

- Each turn, the BG player must choose a Bushmen player to play a card from their hand on.
- Cards can not be played on players in the RC.
- The GB must play a card each turn.
- Only one card may be played each turn.
- When a card is used, the player must discard it and draw another card so that they always have 3 cards in their hand.
- If the player can not play any of the cards in their hand, they must discard a card and draw a new one, ending their turn.
- Any cards which say "Play Immediately" must be played immediately upon drawing, and affect only the player who drew it. After playing a Play Immediately card, it is discarded and the player must draw another card.

End Condition:

The game ends when all but one bushmen player reaches The Village at the end of the board's paths. When this occurs, each bushmen player according to the finish order, chooses a hut in The Village to lift up and see their reward. The player who survived the longest chooses first.