

AFRIKAN ZOMBEJA

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AFRIKAN ZOMBIES

a zombie mod for the classic board game Afrikan Tähti

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Introduction

You play Afrikan¹ Zombies in quite a similar way to the original Afrikan Tähti (African Star). Here you are not searching for the African Star instead you are trying to find the antidote for the deadly virus that has hit the continent. One big difference here is that your character can die if you are unlucky or not careful enough.

The things you need besides the original game, are the new cardboard pieces and some counters to be used as bullets. Personally I use 7.62mm shells, but you can use anything for this really, even matches. You can download the cardboard pieces and optionally the overlays for the box from my website: <http://www.witchmastercreations.com>

You should follow the rules for the original game when nothing else is stated.

So, how do I play really?

Starting: You start with **three** bullets instead of \$300. Money is not used in this game at all, instead we use bullets to reach our goal.

Travelling by sea: To be able to get to the harbour in able to travel by sea, you have to waste **one** bullet, it's not likely you will make it there without disabling at least one zombie. (I use the word disable instead of kill because the zombies are already dead, aren't they?)

Travelling by air: Similar to travelling by sea, but this will cost you **three** bullets, since airports are likely to be more crowded with zombies. Be glad that it's only three bullets, it could actually be much worse!

When you reach a red circle: you may immediately waste one bullet to see what's lurking under the cardboard piece, if there is one. If you don't want to waste a bullet or you maybe don't have one, you can still try to get to the cardboard piece (sneaking) by rolling a dice. You will succeed if you roll a **4,5 or 6**, you can stay on the red circle and try this once per turn.

¹ I'm aware of the misspelling.

Consequences of what you find / stumble upon:

- Bullet token:** You get the amount of bullets stated on the piece.
- Zombie:** You have to waste one bullet to disable the zombie, if you are out of bullets or think you can escape, you have to roll one die, if the result is **2 or more**, you manage to escape and live to tell the tale, if you **roll a one** you are DEAD.
- Zombie Horde:** You waste all you're bullets in a desperate attempt to escape. if you don't have any bullets, you have to go through the same thing as meeting a zombie with no bullets.
- Scientist:** When the antidote is found by another player, you still have the chance of winning if you find a scientist and get to Cairo or Tangier before the player that found the antidote. If a scientist is found before a player has found the antidote, you just put it aside.
- Antidote:** Well this is what you are looking for. Get to Cairo or Tangier as fast as possible to win the game.

Special Places

- Cape town:** The first player to arrive here will get five bullets.
- Gold Coast:** If you find bullets here, the amount of bullets you get will be doubled.
- St. Helena:** Looters are circling around this place frequently, you have to roll a 1 or 2 to be able to leave.
- Sahara:** The desert is a dangerous place, you have to roll a 1 or 2 to be able to leave this place.

Dying, zombie character

If you're character dies from an encounter with a zombie or a zombie horde. You can start with a new character from Cairo or Tangier as normal. But you have to **skip a turn** before this. The previous character is now a zombie and you leave him in the space he dies and record the amount of bullets your character had when he died. He is now treated as a normal zombie and if another player ends on this space he can disable the zombie with a bullet or try to escape as normal. If the player manages to disable the zombie (had a bullet to use) he gets to take the bullets the previous character, now a zombie, has on him.

Have fun and try not to become **Zombie food!**