



RULES OF PLAY

"What is this all about?"
- David Livingstone

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A complete game of Heart of Darkness includes:

- Rules of Play
- Map
- 3 die-cut counter sheets
 - 384 square counters
 - 120 round counters
- 2 dice (1x d6, 1x d10)
- 2 cloth draw bags
- 11 Player Aids
 - 5 Expedition sheets
 - 2 Resource charts
 - 1 Encounter & Events sheet
 - 1 Encounter chart
 - 1 Incident chart
 - 1 Drama Point chart

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"What is this all about?"
- David Livingstone

Well, Mr. Livingstone

This is a game of adventure and exploration around mid-19th century where up to five players venture into deepest Africa. Your journey is financed by a patron back home that has a certain interest, and they expect you to bring home fantastic stories and discoveries.

Your expedition consists of armed Africans – “Askaris” – and Porters. The quest is to walk into what is unknown to you while searching for myths and legends. You will map areas, interact with people, encounter wildlife, suffer calamities, and discover many wonders. To walk the land among people that might not appreciate you, to face hunger and predators, and to reveal what perhaps should remain hidden is dangerous. Not only are the lives of your expedition at stake, but your health and sanity as well. But then again, as the old trader said: "Are you not entering the Heart of Darkness?"

1A - But let's start from the beginning

The map covers central and southern Africa, divided into regions with ethnic groups. One of them dominates and has its name printed larger than the rest. Ethnic groups printed in red are plagued by raiding slavers, which will have an impact on how they will react to you. The five regions that are covered by terrain are Port of Entries, and are already explored. There is a Color Code symbol on each border between two regions, enabling players to specify a certain border, when needed.

1B - The main tools

... are two different dice in the game:

- A six-sided die that will be referred to as a **d6**.
- A ten-sided die that will be referred to as **d10**, where a result of "0" is always considered as "10".

1C - Drama Points (DP)



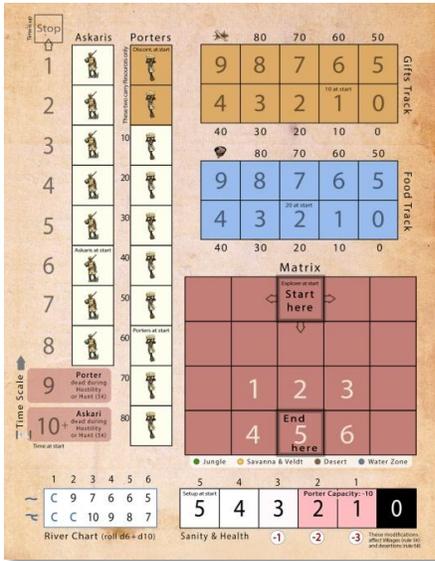
Your patron wishes you to write about your journey. You will receive Drama Points (**DP**) for a variety of things. Along the edge of the map is a Drama Track where you accumulate your DP. Set your DP Marker to “Start” on the Drama Track. See also the Drama Point Chart.

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"How do I arrange my expedition?"
- Samuel Baker

Mr. Baker, let me tell you

Let's go through the setup of the game (rules 2A-3D).
First, Lay out the map and grab an Expedition Sheet.



By the use of markers, you will be able to keep track on how many Askaris and Porters you have, and how much Food and Gifts the Porters carry. You will know how much Ammo you have and the state of your Health and Sanity, as well as any discontent within the Expedition. There is a River Chart in the lower left corner to help you map rivers. In the center, there is a Matrix in which you will move across and encounter a lot of things. Place all charts easy to reach and choose the color of your expedition. Gather all its markers (let's say that you have chosen blue) and set one of your two Explorer Markers to "Start here" slot in the Matrix.



2A - Set up your Expedition Sheet



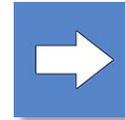
Set the Askari Marker and the Ammo Stock Marker to "6" on Askaris Scale. Set the Porter Marker



to "8" and the Discontent Marker to "1" on Porters Scale. The Time scale, ranging from "1" to "10" to the left, not only functions as a Time scale, but it also refers to the number of Askaris and Porters that you have, and the amount of Ammo and Discontent.



Set the Time Marker to "10". Place the Arrow Marker and the Bad Luck Marker in front of you.

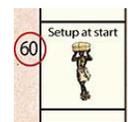


2B - Sanity and Health

Set both the Sanity Marker and the Health Marker to "5" on the Sanity & Health Track. The higher the number the better you are, and vice versa. Your values can never exceed "5". Your Sanity and Health, as well as the modification numbers beneath, will affect the response of villagers and how Askaris and Porters regard you. Health also affects how much Time you will have in each region.



2C - Porters



The number to the left of each slot in the Porters Scale is your Porter Capacity. This is the total amount of Gifts and Food combined that your Porters can carry. The number of Gifts they carry is shown in the Gifts Track.

The amount of Food is seen in the Food Track. Both tracks use a x10 Marker and a Single Marker. So, if you carry 22 Gifts, you place both the x10 Marker and the Single Marker in slot number "2". Adjust these markers whenever Gifts or Food are added or lost/deducted.



At start, set the Gifts Markers to "10" and Food Markers to "20". The Porters' total luggage may not exceed your current Porter Capacity. **But you only add the two x10 Markers** (less math). Let's say that you have a Porter Capacity of "40". They would, for example, be able to carry 19 gifts and 39 Food (adding only the "ten" and the "thirty"). You must immediately discard any excess Food or Gifts if you at any point carry too much.

Whenever **"Items"** are mentioned, it means any mix of Food and/or Gifts of your choice.

The first two Porters do not have any Porter Capacity. They refuse to carry anything but your Resources (rules 2D & 3C). If the last Askari, Porter, or Ammo Stock is lost, remove its marker temporarily from its scale. If you regain any, place the marker back again.

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Deduct 10 from your Porter Capacity if your Health reaches "2" or less (you are being carried). So, 3 Porters would in that case have no Porter Capacity at all. It will not affect the first two Porters (if only they remain, you will have to walk anyway). If you regain a Health of "3" or more (and if you have at least 3 Porters), then you also regain the lost 10 Porter Capacity.

Your Expedition Sheet should look like this after setup.

The Expedition Sheet is a complex board with the following components:

- Time Scale:** A vertical axis on the left from 1 to 80, with 'Stop' at the top and 'Time at start' at the bottom.
- Askaris and Porters:** Columns on the left showing the status of Askaris and Porters, with icons and health indicators.
- Gifts Track:** A 5x5 grid with numbers 9-5 and 4-0, representing gift counts.
- Food Track:** A 5x5 grid with numbers 9-5 and 4-0, representing food counts.
- Matrix:** A 5x5 grid with numbers 1-6 and an 'End here' marker.
- River Chart:** A horizontal chart at the bottom left with numbers 1-6 and 'C' markers.
- Sanity & Health:** A horizontal chart at the bottom with numbers 5-0 and 'Sanity & Health' labels.
- Legend:** A key at the bottom identifying terrain types: Jungle (green), Savanna & Veldt (yellow), Desert (brown), and Water Zone (blue).

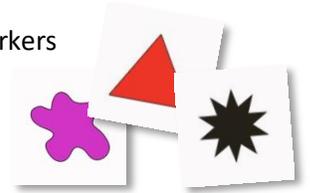
2D - Resource Markers

Gather all white round markers and sort them into piles. These are Resources and their functions will be explained throughout the rules. See also the Resource Chart. While most of them are sparse, some are abundant (twice the number of copies each). At setup, the number of available copies of each sparse Resource is equal to the number of players. Each abundant Resource has twice the number of copies as there are players (e.g. 3 players = 3 of each sparse one and 6 of each abundant one). This is your off-map Resource Pool. Remove the rest from the game.



2E - Color Code Markers

Put all seven Color Code Markers into a cup. The markers have symbols that are shaped and colored in different ways.



2F - Terrain Markers

Find all the Terrain Markers that you see below and place them into four nice piles off-map as a Terrain Pool.



2G - Encounter Chits

Put all Encounters into a bag. There are six different ones: Plant, Village, Tusk, Healer, Wildlife (there are different animals on the Wildlife), and Missionary.



2H - Event Chits

Put all Events into the second bag. Events come in three types: "Incident" - with a black square behind the picture, "Discovery" - with a red edge, and "Finding" - with green edge (see also the Encounters and Events Chart).



2I - Terrain Dots



The color dots to the right, that some chits have, refer to different terrain. Green is for Jungle. Yellow is for both Savanna and Veldt. Brown is for Desert. Blue is for any Water zone, regardless of other terrain. A chit with Terrain Dot(s) is **legal** if one of the dots corresponds with the terrain in your region (if not, the chit is illegal).

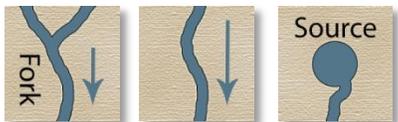
Heart of Darkness

2J - Special Discovery Chits

Put all Special Discoveries into another cup. They have a green background and a title.



2K - Water Markers



Gather all Water Markers. They are divided into three types: Fork, River, and Source. The latter two come in two different fashions: either displayed as a plain river and generic source, or with pictures. The arrow shows the direction the water flows.



Place all Generic Sources, except five of them, in the New Sources box on the map, close to the Turn Track. Put all remaining Water Markers, including **those five** Generic Sources that were put aside, into a large cup.

2L - Patron Markers

Place the five Patrons on the Patrons' area on the map, close to the Drama Track.



2M - Randomness

When you "draw" any marker or chit, it is always a random draw. When you "return" a marker or chit, it is always returned to its own bag, cup, or pile. "Random" means that you cannot choose in any way.

2N - Play Sequence (and its terminology)

A **Player Turn** is the duration during which a player makes a move and carries out actions. When all players have done a Player Turn each, a **Round** has been completed and a new Round begins, starting with the first player again. After a few Rounds, when everyone's Time Marker has reached "Stop", then a **Game Turn** has been played and a new Game Turn begins. A Game Turn consists of an initial Round called the "Map Phase", when all Explorers enter another region on the map. Remaining Rounds are part of the "Matrix Phase", when all players move their Explorers in their Matrices. There is a Flow Chart at the end of this rule book to help you. See also rule 7A for an example of play (full Game Turn).

"May I now please walk into the bush?"

- Mary Kingsley

Hang on, Ms. Kingsley

You must do so in an orderly fashion.

3A - Place Markers on the Turn Track

First, roll a d6 and place the Disease Marker in the slot with the corresponding number, in the Turn Track on the map. Roll again and place the Horror Marker in the same fashion. If you get the same result as the first roll, place the Horror Marker in the next higher numbered slot. Remove them from the Turn Track after the Map Phase.



If you are only 2 or 3 players: Modify these rolls by -1. If you are playing solo: Modify these rolls by -2. Regard any modified result of "0" or less as "1".

Your Turn

The players' Turn Markers are now placed in remaining empty slots in the Turn Track. Place them from top to bottom in the following order: the player with the least amount of DP at top, followed by the second least and so on. Randomize if players share the same amount of DP. Players will do all Player Turns throughout an entire Game Turn, in the same order as their Turn Markers are placed in the Turn Track, from top to bottom. This is the "Order of the Turn Track". Remove all Turn Markers from the Turn Track when a Game Turn is complete.

Repeat this process with the Disease, Horror and Turn Markers at the beginning of each and every Game Turn.

3B - Choose a Port of Entry and a Patron



Each player will, once per game and in the order of the Turn Track, first choose an unoccupied Port of Entry as your starting point in the game and set the remaining Explorer Marker there, and then choose a Patron. Are you there on behalf of the University or Finance? Perhaps something else? Go to the Patrons' area and pick one of the remaining Patrons. Place and keep it at your Port of Entry for the rest of the game as a reminder. If you during the game find something that will draw attention from your chosen Patron (what that may be will be pointed out throughout the rules), **add an extra 3 DP** in addition to any DP you normally get.

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[Patron] If you are only 2 or 3 players: add only an extra 2 DP. If you are playing solo: add only an extra 1 DP.

If you find something that draws attention from a Patron chosen by an opponent, you add nothing extra. But that opponent **loses 1 DP** due to shame (but never below “1” in the Drama Track).

3C - Equipping your Expedition

When all players have chosen a Port of Entry and a Patron, it is time to equip the Expeditions, before you begin to play. Each player has **20 Credits** with which to spend on more supply and Expedition members, and on Resources taken from the off-map Resource Pool. You can never have more than 8 Askaris or 10 Porters, or more Gifts and/or Food than the Porters can carry.

The procedure is such that each player, in the order of the Turn Track, acquires one of the categories below (like 1 Resource Marker, or 1 Porter, or 10 Food etc) before letting the next player do so. When all players have acquired something, return to the first player who then acquires something again, and so on. Continue with these rounds until all players have spent their last Credit. Each category below will each cost you **1 Credit**:

- 1 Resource
- 1 Askari
- 1 Porter
- 1 Ammo
- 5 Gifts
- 10 Food

Increase appropriate Tracks and Scales. Place acquired Resources in front of you. Resources are presented in the rules printed in *italics*. See also the Resource Chart. Some Resources give you an advantage simply by having them. Others, you have to spend (return) to receive their effect. The rules will tell you so by having the word **spend** printed in bold. Spending is always voluntary.

You may accumulate more than one copy of a Resource, **except** *Guide* and *Canoes*, of which you may only have one each at any given moment. You can only acquire a Resource if there are any left in the off-map Resource Pool. You do not increase any advantage by having more than one of the same. But a Resource might be spent/lost, so it is often nice to have more than one.

If your very last Porter is lost, return all your Resources except your *Guide*, *Canoes*, all your *Ammo* (both Stock and Resources), and any 3 Resources chosen by you.

Canoes can **only be acquired and kept** if you are in a Water Zone (rule 4A).



If you are acquiring ammo, simply increase the Ammo Stock by moving its marker along the scale, but never further than “8”. If you want more ammo than that, acquire

Ammo Resource(s). You can then, at the end of each Game Turn, increase your Ammo Stock (if less than “8”) by spending *Ammo* Resources (rule 6C).



Whenever you lose an Askari, do not lower your Ammo Stock because of that, or vice versa.

Flip all Resources that remain in the pool to their blank side, **except** *Guide* and *Canoes*. Any Resource returned to the pool is flipped and mixed with the rest.

3D - Discontent



Askaris and Porters become increasingly unhappy. Each time you lose an Askari or a Porter for whatever reason, increase Discontent by 1 by moving its marker along the scale. Also, Discontent increases by 1 or 2 slots each time you fail to feed your Expedition (rule 3E). If it reaches “10”, the remaining Askaris and Porters will revolt and kill you. If so, move your Health Marker to “0” and follow the rules that come with it (rule 6E).

You can **spend** a *Quinine* to offset any loss of Askari or Porter (you either save his life or persuade him to stay). Offsetting a loss will also offset its increase of Discontent.



3E – Time to start: Food Expenditure

The player that occupies the top-most Turn Track slot will now begin the first Player Turn of the Map Phase. You begin each and every Game Turn by deducting all Food that will be consumed by your Expedition this entire Game Turn. Deduct Food equal to the total number of Askaris and Porters that you have. For example: 18 Food if you have 8 Askaris and 10 Porters.

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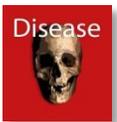


If you do not have enough Food, deduct whatever Food you have. Askaris are fed first. If you are unable to feed the Askaris (and thereby also the Porters), increase Discontent by 2. If you are able to feed the Askaris but not the Porters, increase Discontent by 1.

If you have *Fishing*, you cannot suffer more than 1 Discontent due to lack of Food. This applies even if you are not in a Water Zone (there are always minor streams with fish).



3F - Disease Marker & Health-roll

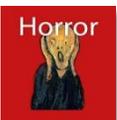


If your Turn Marker is placed after/below the Disease Marker on the Turn Track when you begin your first Player Turn (Map Phase only), then you must make a Health-roll before you do anything else. Roll a d6. If the result is equal to or less than your Health Value, then your Health is decreased by 1 on the Sanity & Health Track. The die-roll is modified by the player's current Sanity Value. Modify Health-roll by ...

- **+1**, if Sanity Value is higher than Health Value.
- **-1**, if Sanity Value is less than Health Value.

There is no die-roll modification if your Sanity Value is equal to your Health Value. It is always the immediate and current value that you compare with when checking for any die-roll modification.

3G - Horror Marker & Sanity-roll



If your Turn Marker is placed after/below the Horror Marker on the Turn Track, then you must make a Sanity-roll in the same way as you do with Disease (but with the current Health Value instead that may modify your Sanity-roll).

You have to make both rolls if your Turn Marker is placed after both the Disease and Horror Marker. Start with the one that comes first on the Turn Track. Health-rolls and Sanity-rolls will occur throughout the game and are conducted as described above. To regain any Health or Sanity you can either boost them (rule 6C) or interact with certain Encounters (rule 5K).

3H - Entering a another Region

After Food Expenditure and any Disease and/or Horror, your Explorer must move on the map into an adjacent region. If that region is already explored, you can hurry across it into the next region beyond. If you do, **deduct 1 Time**. You may not hurry across an unexplored region, and not move further than two regions during a single Map Phase. If you end your move in an already explored region, add 20 Food. But you will get no DP and there will be no Matrix Phase. If another Explorer is there, then both of you will experience a "Dr Livingstone, I presume"-moment, which means that both of you will **add 2 DP** (an exception to the "no DP" rule).

3I - Deciding Terrain

If you enter an unexplored region, you need to decide its terrain, including whether or not it is a Water Zone. Begin with the land terrain. In some regions, there is a printed square with a terrain in it. This is the Presumed Terrain which is the terrain the region has until proven otherwise. When you know the final terrain, pick up a corresponding Terrain Marker from the Terrain Pool and place it in your region, covering any Presumed Terrain square, if any (it now ceases to exist). In order to find out what the final terrain is, follow this procedure:

- **Step one:** If there is a Presumed Terrain, roll a d6. On a roll of 1 or 2, the Presumed Terrain is correct and confirmed. Place a Terrain Marker of the same type on top of it. But if you roll anything else, or if there is no Presumed Terrain, then ...
- **Step two:** Draw a single Color Code Marker. If there is an identical Color Code at any border of your region, then your region has the same terrain as the region across that border. This applies even if the adjacent region only has a Presumed Terrain. In some cases, there is a green Color Code close to a Presumed Terrain in your region. If so, then a drawn green Color Code Marker means that the final terrain is the same as that Presumed Terrain (even though you rolled otherwise in step one). But if there is no identical Color Code in your region, or if the adjacent region has no terrain at all, then ...
- **Step three:** Roll a d6 and consult the Terrain Chart on the map. But no Jungle if there is a Presumed Desert square in your region, and vice versa (no Desert on a Jungle square). If so, roll again.

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You cannot place a Jungle in a region that is adjacent to a Desert region (final terrain or Presumed Terrain), and vice versa. If you do, place a Savanna instead of a Jungle, or a Veldt instead of placing a Desert adjacent to a Jungle region. If the end result of any step is a terrain of which there is no remaining Terrain Marker, go to the next step. If this happens in step three, roll again. When you have the final terrain, you will receive:

- **1 DP** if it is Savanna or Veldt
- **2 DP** if it is Desert or Jungle

If the final terrain is Jungle, then you will **lose 1 Time**, unless you have a *Machete*.



If the final terrain is Desert, then you will **lose 1 Time**, unless you have a *Canteen*.



If you have *Canoes*, then you have the option to return two drawn Sources in a row. If you do, the third Water Marker must be placed, regardless of what it is.



If the Water Marker is a Fork, do this procedure twice, once for each branch. If you place a Generic Source on the map, place it close to the River/Fork, making it look connected. If you draw any Water Marker that is not a Generic Source, then it must be placed on a border, and one that is **valid**.



Valid Border

A border is valid if the region across that border is neither explored nor already a Water Zone.

If you have *Fishing*, add an extra **5 Food** at the end of your first Player Turn, if your region is a Water Zone.



"Will I find the source of the Nile?"

- John Speke

You might, Mr. Speke

But let's define River first.

4A - Water Zone? And how to place Water Markers

If there is any Water Marker placed on any border of your region, then your region is a Water Zone. A Water Marker at a border is placed **on** the actual border with any arrow pointing downstream.

Each Port of Entry is a Water Zone due to its printed River. Each Port of Entry also has an adjacent region that is a Water Zone since there is a Fork printed on their shared border (regard it as a Fork Water Marker).

If you enter an unexplored region with a Water Marker on one of its borders that is a River or Fork, explore it upstream by drawing new Water Marker(s). Do **not** draw any if the existing Water Marker is a Source. It is a dead end. If you draw a new Water Marker to explore a river/Fork upstream, and you draw a Source of any kind, then you have the option to either return it or to place it on the map. If you return it, draw another Water Marker. The second one must be placed on the map.

4B - Where to place a drawn Water Marker

Unless you are placing a Generic Source, draw **two** Color Code Markers. They will refer to corresponding Color Codes printed at the borders of your region. Of these two borders, place the drawn Water Marker on the one that is valid. If both are valid, choose one of them. If none is valid or if the two Color Codes do not exist in your region, choose any valid border in your region. Do this procedure twice if you are searching for both branches of a Fork. Return the Color Code Markers after each Water Marker that you place.

If no valid border exists, draw until you get a Generic Source, or two if you have a Fork (return the rest). If you have a Fork and there is only one valid border, draw a Water Marker in the usual fashion and then place a Generic Source at the fork for the other branch.

4C - Another way it can be a Water Zone

If you enter an unexplored region without a Water Marker, it might still be a Water Zone.

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If an adjacent **unexplored** region is a Water Zone due to a River or Fork, then perhaps your region is its upstream origin. Count all valid borders the adjacent region has, plus your region, and check the River Chart on your Expedition Sheet.

Example: your Explorer has entered Buye region which has no Water Marker. But the adjacent and unexplored Bemba region has a Fork. Perhaps one of its branches originates from your region? Count all valid borders that Bemba has, plus the border to your region. The black star border is not valid since Nyamwesi region is explored. The brown pawn border is not valid either, since someone has explored and placed the Water Marker there. Let us assume the remaining borders are valid (neither explored nor a Water Zone) which leaves us with 3 valid borders plus yours = 4.



If the adjacent region has a Fork and another player has already connected his/her region to it, then use the "River" row in the River Chart if you try to connect with it (one branch of the Fork is already "taken" and therefore only a single branch/river remains).

Unless you place a Source (with a picture) on the border, it will continue upstream across your region. To decide what it is upstream, follow the usual procedure by drawing Water Marker(s) and Color Code Markers, explained earlier in rule 4B.

Example: I cross-reference "4" with the Fork symbol which gives me a "9". I roll both dice and add them. The result is a "7". I draw a Water Marker and it is a Generic Source. I return it and draw a new one. This time, I draw a River, which I place on our shared red triangle border. Buye is now a Water Zone. Since I did not place a Source (those with a picture), it is not a dead end. I will therefore draw another Water Marker and probably Color Code Markers as well to see what the River is upstream. If anyone explores Bemba region, then only one branch of its Fork remains to be explored.



Cross-reference the result with the correct row - "River" or "Fork" - to get a number. Roll a d6 and a d10 and add them. If the dice-roll result is equal to or less than that number, then the adjacent Water Zone is connected to your region. There is no connection if you roll higher. If the chart shows a "C", there is a connection without rolling any dice. If more than one Water Zone is adjacent to you, choose one to see whether your region is connected to it. If you fail your dice-roll, try the other region and roll again.

If connected, draw a Water Marker. If you draw a Generic Source, return it and draw again. If you once again draw a Generic Source, return it and conclude that the connection was false and that your region is not a Water Zone after all. But if you draw anything else, the connection is confirmed. Place the Water Marker on the shared border with any arrow pointing downstream into the adjacent Water Zone.

If connected, it means that when someone explores that adjacent region, the question of where its river continues upstream is already decided, and any DP already collected (rule 4E). But if the adjacent region has a Fork, then one branch remains to be explored.

It doesn't make sense

*Wasn't a border valid only if the region across was not a Water Zone? Well, a valid border is when you are searching for a region that is **upstream**. It may not be a Water Zone because its water cannot exit in one direction and into your region (a river does not split while flowing downstream). When you are connecting to an adjacent Water Zone, you are connecting to a region that is **downstream**.*

4D - Add Generic Sources

For each and every Fork that is placed on the map, move a Generic Source from the New Sources Box on the map and add it to the cup with Water Markers (The game begins with 10 sources of all kinds in the cup. For each extra branch that is created on the map, another source needs to be added to the cup).

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4E - Are Rivers and Sources worth anything?

Indeed they are. If you place any of these Water Markers, you will **add 2 DP** (3 DP, if Largest Lake Source). See Drama Point Chart. Each one will also cause you to **lose 2 Time**.



If you place any of above six Water Markers, you draw attention (rule 3B) if your Patron is Royal Geographical Society ("Exploring").



Add 1 DP (in addition to any other DP) if you have ...



Surveying
when placing any
Lake Source.



Altimeter
when placing a
Mountain Source or
a Generic Source



Painting when placing any Marsh or Waterfall.



Blocked Border



A border with any placed Lake Source or Marsh on it is blocked. These are the great lakes and marshes of Africa and they cover the entire border.

The only way to cross a Blocked Border is if you have *Canoes*. If not, you have to choose another border to cross.



Return your *Canoes* if you ever cross a border with **no** Water Marker (or a printed Fork on the map).

4F - Next Turn Marker

Your Player Turn is done after the placement of Terrain, and Water Marker(s), if any. The next player down the Turn Track will now go through the same steps. When all players have done a Player Turn each and thereby completed the first Round (the Map Phase), move aside the Disease and Horror Markers. You will now begin the second Round and thereby the Matrix Phase where players in the order of their respective Turn Markers, will explore their regions in detail.

4G - Bad Luck



When someone has made a die-roll, another player can hand over a Bad Luck Marker and force the receiving player to make a reroll of that single die (the player handing over the Bad Luck chooses which die, if two dice are rolled). The player that receives a Bad Luck Marker keeps it. You can gather several Bad Luck Markers this way. You can later on play any of them, but you cannot play one ...

- To reroll a reroll.
- With the same color as the Explorer receiving it.
- Against a player who has less DP than you.

Do not play with Bad Luck Markers unless you are at least 3 players.

"Will I find Dr. Livingstone?"
- Henry Stanley

I don't know, Mr. Stanley.

But you will certainly come across a lot of other things. It is now the Matrix Phase.

5A - Are there any Discoveries to be made?

You have heard stories of what lies ahead. So, once per Game Turn, before you begin your first Player Turn in the Matrix Phase, conduct the Discovery Procedure. Draw and place one **Event Chit** in each slot in the Matrix, except in the "Start here" slot and "End here" slot. Place them from top to bottom, from left to right, starting with top-left slot and ending with the bottom-right slot.

5D - Movement within the Matrix

You can move into any direction, even back to the slot you came from. But you can only enter an adjacent slot that is to your immediate top/bottom or left/right direction (not diagonally, as you know by now). You must move. You cannot remain where you are, except if you occupy the “End here” slot.

5E - General Rhythm of Play in the Matrix

After you have placed new Encounters and returned any illegal ones, you draw an Event. Then you deduct 1 Time and move 1 slot. Then you draw another Event, before you deal with any chit(s) in your new slot. To “Deal” is when you actually interact with a chit, not just enter its slot. A chit might disappear before you get the chance. Unless it disappears, you cannot refrain from dealing with it. Your Player Turn is now over and the next player on the Turn Track will begin his/her Player Turn.

When all players have done a Player Turn, a Round is completed. Begin a new Round by starting with the first player again. Your last Player Turn is when your Time Marker moves from “1” to “Stop”. A few procedures remain then. The Game Turn is over when all players have done their last Player Turn. Start a new Game Turn and Map Phase by placing Turn Markers (rule 3A).

5F - Guide



If you have a *Guide* and your Time Marker is at “8” or less, then you may add 2 Time at any moment. But you may only do this once per Game Turn. Flip the *Guide* to its blank side to remind you that you have used this option. Always return your *Guide*, flipped or not, at the end of your Game Turn. You can acquire a *Guide* when you encounter a Village or discover a Kingdom, unless you already have one (even a flipped *Guide* is considered as having one).

5G - Event Chits

You draw two Events during a Player Turn: “first Event” is drawn before you move, while you still occupy the old slot. “Second Event” is drawn after you have moved, when you occupy the new slot. You cannot refrain from drawing an Event and dealing with it.

An Event can be any of these three categories:

- **Incident** (black square behind a picture) – **Rule 5H**
If you draw an Incident, apply its effect. Do not return the first Event (if an Incident) until you have drawn the second Event, because ...



If the second Event is also an Incident and **both** of them result in a loss each (Food, Gift, Askari, Porter, Health, Sanity, Resource, or Time), **add 1 DP**.

If the second Event is an Incident of the very **same type** as the first Incident, then you can either play the second one (even if it has no effect), **or** return and ignore it (do not apply its effect, if any). If you choose to ignore the second one, you must return a random Resource of yours, if you have any.

Keep a second Event (if an Incident that was not ignored), until after you have dealt with any Encounter in the new slot. Incidents may affect it (ignored Incidents do not).

- **Finding** (green edge) – **Rule 5I**

If you draw a Finding, place it in the Matrix according to rule 5I. It may not be placed where there is a Finding already. If you draw a Finding as your first Event, it may **not** be placed in the slot you occupy. If you draw a Finding as your second Event, it may **only** be placed in the slot you occupy. Return it if you cannot place it.



If you enter a slot where there is a Finding, then you **add 2 DP** when you deal with it. But you also **lose 1 Time** (there is an hourglass on the chit to remind you). Deal with any Finding before you deal with any Encounter beneath it. Move a dealt Finding from the Matrix and place it in your region.

- **Discovery** (red edge) – **Rule 5J**

If you draw a Discovery, return and ignore it. Discoveries are placed in your Matrix only during the Discovery Procedure (rule 5A). If you enter a slot and deal with a Discovery there, then you **add 2 DP**. But you will also **lose 1 Time** (there is an hourglass on the chit to remind you). Move a dealt Discovery from the Matrix and place it in your region.



Heart of Darkness

5H - Incidents

Incident Chart

The default effect of most Incidents (see the top of each Incident in the chart) may depend on the terrain in your region. Check the chart and Cross-reference your land terrain with your Incident to see if there is any Terrain Effect. If your region is a Water Zone as well, cross-reference the Water Marker (which represents all Water Markers) with your Incident, to see if there is any modification or extra effect. An Incident may also be affected by conditions. See the bottom of the chart below each Incident. All modifications and extra effects are cumulative. Details are given in this rules section.

The Incidents

If an Incident, then it is one of these:



Warband

Make an Ambush-roll, unless you are in a Jungle. Roll a d10. If the result is higher than the number of Askaris, a Porter is killed and 5 Items are lost. If you roll equal to or less than the number of Askaris, you chase the Warband away. Modify roll by +3 if you are in a Veldt or Savanna.

Modify roll by +2 if a Village Encounter is in your slot. Larger bands in populous areas.



Modify roll by -3 if you have *Canoes* (you might escape)



Modify roll by +1 if your Ammo Stock is lower than the number of Askaris. Modify it by -1 if your Ammo Stock is higher. Always make an Ammo-roll if you chase them away. Roll a d10. If the result is equal to or less than your Ammo Stock, then lower your Ammo Stock by one.



Malaria

Make a Health-roll, unless you are in a Desert. Deduct 1 Health without rolling if you are in a Jungle. Modify roll by -1 if you are in a Water Zone.

Your Sanity might modify your roll (rule 3F). Modify roll by -1 if a Plant Encounter is in your slot. Worse malaria in a swampy area.



Taboo

Make a Sanity-roll, unless in a Savanna. Roll twice if you are in a Desert or Jungle.

Your Health might modify roll(s) (rule 3G). Modify roll(s) by -1 if a Healer Encounter is in your slot. Shady activities, perhaps.



Accident

Make an Accident-roll, unless you are in a Veldt. Roll a d10. The result is the amount of Gifts that you lose.

Deduct, in addition to any Accident-roll (deduct even if in a Veldt), 4 Gifts if you are in a Water Zone and 4 Gifts if there is a Tusk Encounter in your slot ("badlands"). 8 Gifts if both conditions apply. If you cannot deduct the full result, deduct what you have and remove a Porter (he obviously ran off with some hidden Gifts).



Storm

Make a Storm-roll by rolling a d10. The result is the amount of Food that you lose.

Deduct, in addition to the Storm-roll, 4 Food if you are in a Water Zone and 4 Food if there is a Wildlife Encounter in your slot ("no shelter"). 8 Food if both apply. If you cannot deduct the full result, deduct what you have and remove a Porter (he obviously ran off with some hidden Food).



Thirst

You suffer a loss. Decrease your Health or Sanity, or an Askari or a Porter. You suffer 2 losses due to heat if you are in a Desert. Add a loss if a Missionary Encounter is in your slot. Perhaps you are being "tested".



Roll a d6 for each condition below that apply (roll twice of both apply). If you roll 1-3, then lose 1 loss **less**.

- If you have a *Canteen*
- If you are in a Water Zone



Lost

Lost

You are lost and lose 1 Time. Lose 2 Time if you are in a Desert or Jungle. Lose an extra 1 Time if you occupy an empty slot.

Roll a d6 for each condition below that apply. If you roll 1-3, then lose 1 Time **less** (do not add Time).

- If you have *Surveying*
- If you have a *Guide* (even if flipped)
- If you are in a Water Zone



Success

You may either return an Encounter from your slot (if you do, return any Finding there as well), which means your slot is now empty (this may affect an Encounter in your next slot, rule 5K), **or** you may refrain from rolling a single die (d6 or d10), demanded by a chit in the slot you occupy, and instead choose its result beforehand. Declare what the result is. You may also choose to do neither of these.



Impassable

If you draw an Impassable as first Event, then you cannot enter a slot this Player Turn that contains any Discovery or Finding (unless no other option exists). If you draw it as second Event, return any Discovery or Finding from your slot. No DP for them (do not return any Encounter or Rumor).

If you have a Pickax, then you may always enter a slot, even if an Impassable is drawn.



Rumor

You must place it on any Village Encounter or Kingdom Discovery that does not already have a Rumor. If you draw a Rumor as your first Event, it may **not** be placed in the slot you occupy. If you draw a Rumor as your second Event, it may **only** be placed in the slot you occupy. Return it if you cannot place it. If you deal with a Village or Kingdom that has a Rumor and they Like you / become overjoyed, then they will tell you more about the Rumor (rule 5L).

5I - Findings

If you draw an Event that is a Finding (an example of each category is shown below), then it is placed in the Matrix as explained below, but also with the limitations mentioned in rule 5G. If you are placing a ...



Culture (4 Findings with different people)
Place it on a Village Encounter.



Flora (5 Findings with named plants)
Place it on a Missionary, Healer, Plant, or Tusk Encounter.

Add 1 DP extra, if you have *Books* when you deal with any Culture or Flora in your slot.



If you deal with any Culture or Flora in your slot, you will draw attention (rule 3B) if your Patron is the University ("Science").



Scenery (4 Findings with different nature)
Place it on a Wildlife Encounter.

Add 1 DP extra if you have *Painting* when you deal with any Scenery in your slot.



If you deal with any Scenery, you will draw attention (rule 3B) if your Patron is the Royal Geographical Society ("Exploring").



Mineral (12 Findings with named minerals)
Place it in an empty slot (the slot with the Arrow is never empty, it has an Arrow), no further than two slots away from you.

Add 1 DP extra if you have a *Pickax* when you deal with any Mineral in your slot.



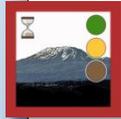
If you deal with any Mineral in your slot, you will draw attention (rule 3B) if your Patron is the City ("Finance").



Heart of Darkness

5J - Discoveries

If you enter a slot where you deal with any Discovery, it is one of these (an example of each category is shown):



Mountain

You have found one of the great mountains of Africa.



Highest Mountain

You have found the highest mountain in Africa. **Add 1 DP** extra (3 DP in total).

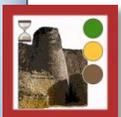
Add 1 DP extra if you have an *Altimeter* when you deal with any Mountain.



Lake (4 lakes in different shapes)

You have found a large lake.

Add 1 DP extra if you have *Surveying* when you deal with any Lake.



Lost City (3 different ruins)

You have found one of the lost and abandoned cities of Africa.

Add 1 DP extra if you have a *Machete* when you deal with any Lost City.



If you deal with any Mountain (including the highest), Lake, or Lost City, you will draw attention (rule 3B) if your Patron is the Royal Geographical Society ("Exploring").



Kingdom



You have entered a kingdom. If you offer the King Gifts, he may like you and reciprocate by supplying you with either a *Guide* or *Canoes* (if there are any in the Resource Pool), or Food. You have to decide what you want before you offer any Gifts. Roll a d6. He will like you if the result is equal to or less than the number of gifts you offered. If so, add a *Guide*, or *Canoes*, or Food equal to 3 times the die-roll result. If he likes you, he will also tell you about the Rumor, if any. This will activate it (rule 5L). If you roll higher or if you roll a "6" (always a failure), he will give and tell you nothing. If so, return any Rumor from this slot.

If you **spend** a *Rifle* instead of Gifts, then he regards it as worth 6 Gifts. Also, a roll of "6" is a success (you cannot fail).



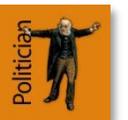
Add 1 DP extra if you have a *Bible* when you deal with any Kingdom (you get this DP even if the King does not like you).



Warrior Nation

You have entered a nation of warriors. An Askari dies when you meet them, unless you **spend** a *Quinine* or reduce your Ammo Stock by one (defending yourselves).

If you deal with a Kingdom or a Warrior Nation, you draw attention (rule 3B) if your Patron is from Westminster ("Politician").



5K – Encounter Chits

Encounter Chart

After the second Event, and any Finding, turn to the Encounter, if there is one. It may be affected by any Encounter that you left behind in your previous slot (under the Arrow). See the Encounter Chart. Cross-reference the previous Encounter with the one in your slot. See also the bottom of the chart where Incidents and Resources may modify the Encounter. All modifications are cumulative.

The Encounters

If you deal with an Encounter, then it is one of the following (Terrain Dots in the shown Encounters here are just random examples):



Tusk

It represents getting hold of things that local people will regard as valuable (tusks, horn, skin etc). Make a Tusk-roll by rolling a d10. The result is the number of Gifts that you add to the Gifts Track. If your previous Encounter is a ...

- **Wildlife**, then you have entered an Elephant graveyard. Modify Tusk-roll by **+3**.
- **Village**, then most are taken. Modify Tusk-roll by **-3**.

If you drew an Accident (Incident) as second Event, then you may abstain from getting any Gifts (if you do, roll no die) and instead stumble on a Resource in these badlands.



Draw 1 random Resource, except *Canoes* or *Guide*, from the currently available ones in the Resource Pool.



Plant

Make a Sanity Recovery-roll by rolling a d6. If you roll higher than your current Sanity Value, increase it by one, if possible.

Modify roll by **+1** if your Health Value is higher than your Sanity Value. Modify roll by **-1** if it is less (if equal to, no modification). If your previous Encounter was a ...

- **Plant** as well, then you get poisoned. Lose 1 Health instead. Roll no die.
- **Healer**, then you get some guidance. Automatically increase your Sanity Value by one. Roll no die.

Modify a Sanity Recovery-roll by **+1** if you have a *Diary* (helps you remember Plants).



If you drew a Taboo (Incident) as second Event, then the area is deserted and Plants are plentiful. Modify Recovery-roll by **+1**.



Healer

Make a Health Recovery-roll by rolling a d6. If you roll higher than your current Health Value, increase it by one, if possible.

Modify roll by **+1** if your Sanity Value is higher than your Health Value. Modify roll by **-1** if it is less (if it is equal to, no modification). If your previous Encounter was a ...

- **Healer** as well, the current one becomes jealous and gives you shady drugs. Lose 1 Sanity instead. Roll no die.
- **Plant**, then your Healer has good knowledge. Automatically increase your Health Value by one. Roll no die.
- **Missionary**, then the Healer is converted and has abandoned the old trade and offers no treatment. Roll no die.

Modify Health Recovery-roll by **+1** if you have a *Bible* (some extra spiritual healing).



If you drew a Malaria (Incident) as second Event, then the Healer knows his business. Modify Recovery-roll by **+1**.



Missionary

He will perhaps supply you with a Porter or an Askari from his followers. Choose which and make a Recruit-roll by rolling a d10. If the result is higher than the number of Askaris (if recruiting an Askari) or Porters (if recruiting a Porter), he agrees to that you need an extra member. Increase the chosen scale by one (never exceed 8 Askaris or 10 Porters) and decrease Discontent by 1 (but never below level "1"). If your previous Encounter was a ...

- **Missionary** as well, then they squabble about theological issues and will ignore you. Roll no die.
- **Plant**, then your Missionary is not really mentally present and will ignore you. Roll no die.
- **Village**, then there are many followers. You may try to recruit two members. Roll a die for each attempt.

Heart of Darkness

If you are not ignored, then any Recruit-roll is an automatic success (roll no die) if you **spend** a *Bible* (signed by you). If you are rolling twice, then both will succeed.



If you drew a Thirst (Incident) as second Event, the Missionary has skills. If you abstain from recruitment and he does not ignore you, then he will turn water into Food. **Add 10 Food.**



If you drew a Storm (Incident) as second Event, you may abstain from getting any Food and Gift(s) (if you do, roll no dice) and instead miraculously find a Resource. Draw 1 random Resource, except *Canoes* or *Guide*, from the currently available ones in the off-map Resource Pool.



Wildlife

A Hunt. Wildlife Encounters are depicted by different animals. First make a Success-roll (**d10**), then make a Food-roll (**d6**). The modified result of the d6 is how much Food you will add to the Food track. If the modified Success-roll (d10) is ...

- Equal to or less than the number of Askaris, add 2 Gifts and **double** the result of the Food-roll.
- Higher than the number of Askaris, add 1 Gift and do **not** double the Food-roll. If you rolled a "9", you get the Gift and Food but a Porter dies. If a "10", an Askari dies instead (the animal on the chit sneaks into the camp and kills the Porter or the Askari).

If your previous Encounter was a ...

- **Wildlife** as well, then the area is rife with game. Your Success-roll automatically succeeds.
- **Village**, then there is not much game. Modify Food-roll by **-3** (deduct before any doubling).
- **Tusk**, then some big beasts are there. Modify Food-roll by **+3** (add before any doubling).

Modify Food-roll by **+1** if you have a *Rifle*. Add before any doubling.



Modify Success-roll by **-1** if you have a *Telescope*.



Modify Success-roll by **+1** if Ammo Stock is lower than the number of Askaris. Modify it by **-1** if Ammo Stock is higher. Always make an Ammo-roll if the Success-roll doubles your Food-roll. Roll a d10. If the result is equal to or less than your Ammo Stock, lower your Ammo Stock by one.



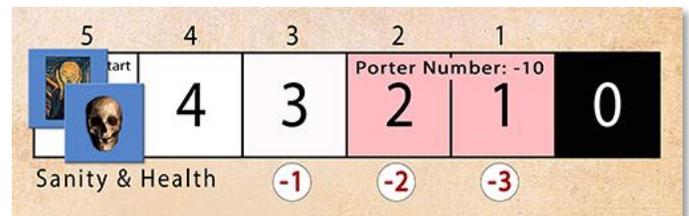
Village

Local people's reaction to your presence depends on whether they like you or not, and whether they respect the strength of your expedition or not. Make a Like-roll (**d6**) and a Respect-roll (**d10**). If the result of the modified ...

- Like-roll is 2 or less, then they like you.
- Respect-roll is equal to or less than the number of Askaris, then they respect your strength.

The dice may be modified:

- **Slavery**. If you are in a region haunted by slavers (ethnic groups printed in red), modify Like-roll by **+1**.
- **Generosity**. If you offer 2 Gifts (before you roll) and thereby show generosity, modify Like-roll by **-1**.
- **Sanity & Health**. Below the Sanity & Health Track, there is a set of modifications from "-1" to "-3". If the Health Marker is in a slot with a modification below, modify the Like-roll with it (locals pity you). If the Sanity Marker has a modification below, modify the Respect-roll with it (the locals regard you as insane and do not want to mess with you).



The Like-roll automatically succeeds if you **spend** a *Cannabis* (easing the chief's pain).



Modify the Respect-roll by **-1** if you have a *Revolver*.



If you drew a Warband (Incident) as second Event and you managed to chase them away, then the Respect-roll automatically succeeds. Also, modify the Like-roll by **-1**.



There are four possible outcomes:

- 1) **Overjoyed** (They Like and Respect you)
They will tell you about the Rumor, if any, which will activate it (rule 5L). They will also arrange a great feast. Add d10 Food. Then they will trade with you, if you wish. If you deduct 5 Gifts (not more, not less), you will either get *Canoes* or a *Guide* (if there are any in the Resource Pool), or 10 Food. This is the extent a Village will trade with you.



- 2) **Like** (They Like, but do not Respect you)
No feast, but they will tell you about the Rumor, if any, and then trade with you, as described above.
- 3) **Respect** (They Respect, but do not Like you)
They ignore you. No feast, no trade, and no talk about any Rumor (return any Rumor from this slot).
- 4) **Hostile** (They neither Respect nor Like you)
They will steal 5 items, if possible. If the modified Respect-roll was a “9”, a Porter is also killed. If a “10”, an Askari is killed instead (return any Rumor from this slot).

If you previous Encounter was a ...

- **Village** as well, then they are experienced with visitors. The Respect-roll automatically a succeeds.
- **Missionary**, then they have got used to people from overseas. The Like-roll automatically succeeds.
- **Wildlife**, then there are few people around. They will trade with you and talk about any Rumor, if they Like you or are overjoyed, but no feast.
- **Tusk**, then they are rich. They will not trade with you, but will offer you a feast, if they are overjoyed. They will also talk about any Rumor, if they Like you or are overjoyed.

5L – Rumor

The Rumor and the Wasteland



If you deal with a Village or a Kingdom that has a Rumor, and they tell you more about it, roll a d6 to get a number. Move the Rumor to the slot that has the same number in your Matrix, unless you or a Discovery occupies that slot. If so, reroll the die. This Rumor is now “activated”. Return any other Rumor from the Matrix as well as any Rumor that you draw later on during the same Game Turn.

An activated Rumor creates a “Wasteland” in its own slot and its closest adjacent slot in each direction (creating a “cross”). No Encounters or Findings may be placed within a wasteland, and any existing ones are returned. Do not return Discoveries due to a Wasteland.

You never know where the Rumor is, exactly

If you deal with any Finding (dealing with it, not just drawing one) or Discovery in your slot, immediately roll a d6 first and move any activated Rumor to the slot with that number (which may be the one it already occupies). If you or a Discovery occupies its new slot, reroll the die. If the activated Rumor moves to a new slot, return all Encounters and Findings within its new Wasteland, including any in your slot if you happen to be within it. Return them before you deal with them, which means no DP for any Finding, and no interaction with any encounter in your slot (see example in rule 7A).

Entering an activated Rumor and drawing a Special Discovery

If you enter an activated Rumor, draw your second Event first, as always, and execute it. Then return the rumor and draw a Special Discovery which you place in your region (a drawn Impassable Incident will not prevent you from drawing and applying a Special Discovery). You must draw the Special Discovery and follow its instructions. It comes with a set of DP and consequences (see Special Discovery Chart).

Your Time is up after you have dealt with a Special Discovery and applied all its effects. Move your Time Marker to “Stop” and do the procedures described in rules 6A to 6C. Other players will continue doing their Player Turns and Rounds until their Time Markers have reached “Stop” as well.

Heart of Darkness

5M – Special Discoveries

The Special Discovery

If you draw a Special Discovery, then it is one of these:

Christian



Christian Kingdom

You have found the Christian kingdom, established by mythical Prester John. You receive 20 Food. But all your *Bibles* are returned. The priests confiscate them, since your *Bibles* are too modern and therefore incorrect. **Add 3 DP.**

Queen



Queen

You have entered the realm of a mighty Queen. If you **spend** 1 *Rifle* and 1 *Revolver* as an offer to her, she will give you 20 Gifts. If you do not, you will lose an Askari (she persuades him to stay as her guard). **Add 3 DP.**

Madness



Madness

You meet people that are utterly mad. Tread carefully. They will offer you 5 Food and demand 10 Gifts for it. If you accept, deduct Gifts and add 5 Food. If you refuse or do not have that many Gifts, they will instead kill a Porter and an Askari. **Add 3 DP.**

Leprosy



Leprosy

Suddenly, you are among people with leprosy. They will be happy if you give them (return) all your *Cannabis* to ease their pain. If you do not or have none, then they will give you a “kiss of death” instead. If so, lose 1 Sanity and 1 Health. **Add 3 DP.**
(note: picture is from a bust)

Plague



Plague

People around you have the plague. They will respect you if you give them (return) all your *Canteens* for them to store water. If you do not or have none, they will hug you. If so, lose 1 Health. Also, 1 Askari will desert. **Add 3 DP.**
(note: picture is from a bust).

Wildman



Wildman

You meet the Wildman, raised by animals. If you give (return) him 1 *Revolver* - his new toy - he will show you a shortcut through the Wasteland. If so, add 2 Time instead of moving your Time Marker to “Stop”. Your Time is not yet up. If you do not return a *Revolver*, he will disappear with your Food, but no more than 20 Food. **Add 4 DP.**

Solomon



Solomon’s Mines

You discover the mines of Solomon. They are guarded by warriors and an evil witch. Make an Ambush-roll (rule 5H - Warband) and a Health-roll (rule 3F). If the Ambush-roll results in no loss, then you escape with 20 Gifts. **Add 4 DP.**

Cursed



Cursed

You have entered the land of the cursed. You lose 1 Porter (desertion) and you must make a Health-roll (rule 3F). **Add 4 DP.**

Kurtz



Kurtz

You finally meet Kurtz in the Heart of Darkness. He is sick. If you give him (return) all your *Quinine*, he will give you 20 Gifts. If you do not or have none, he kills 2 Askaris instead (whispering: “The horror! The horror!”). **Add 4 DP.**

Kanger



Kanger

You are in the claws of the greediest trader in Africa. Deduct all your Gifts. If any Gift is deducted, Draw 1 random Resource, except *Canoes* or *Guide*, from the currently available ones in the off-map Resource Pool. **Add 4 DP.**

Haunted



Haunted

You have entered a valley of shadows. Lose 2 Porters (desertion), and make a Sanity-roll (rule 3G). **Add 5 DP.**

Cannibals



Cannibals

You are surrounded by Cannibals. 1 Askari and 2 Porters are killed, unless you decrease your Ammo Stock by 3 (if you deduct less, then you will save no-one). **Add 5 DP.**



Zombies

The land of the living dead. Return all your *Machetes* and *pickaxes* and make 4 Ambush-rolls (rule 5H – Warb.). **Add 6 DP.**



The Link

You have entered a forgotten world, inhabited by Neanderthals. Being chased, return all your *Surveying* and *Altimeters*. Also deduct 30 Items, or whatever is available. **Add 6 DP.**



Lost World

You have discovered a lost world, full of dinosaurs. While trying not to get eaten, return all your *Fishing* and *Telescopes*. Also deduct 40 Items, or whatever is available. **Add 7 DP.**



Lost Eden

You are in the sought-most place of all. You have found the Lost Eden. This is a place of serenity. Return all your Resources, except one *Diary*, if you have any (Food, Gifts, and Ammo Stock is not regarded as Resources), because you no longer believe in science. Reset your Health and Sanity Values to “5” and Discontent to “1”. **Add 8 DP.**

Add 1 DP if you have a *Diary* when drawing a Special Discovery (documenting experiences will increase the validity of the story).



If you draw a Special Discovery, you will draw attention (rule 3B) if your Patron is from Fleet Street (“The News”).



5N - Humility

If you discover at the end of your Player Turn (and it is during the Matrix Phase and your Time is not yet up), that another player has at least 6 DP more than you, then you can ask that player to show humility. You, who ask, deduct 1 Time and draw 3 Events. If you draw any Incident(s), then you may choose one and demand (you are not forced to) that the player (who cannot refuse) suffer its effect. Return all 3 Events afterwards. You can repeat this procedure against several players, but you can only ask the same player once at the same occasion.

“Will I be stuck in some backwater?”
- Emin Pasha

Mr. Pasha, let’s sort this out

6A - Time is up

When your Time Marker reaches “Stop”, then your Time is up as soon as you have finished your Player Turn. You are allowed to complete an ongoing Discovery or Finding even if it demands an extra time.

If you have not reached the “End here” slot when your time is up, then you must make a Health-roll (rule 3F). This is done before you reset any markers. Exception: do not make a Health-roll for not reaching the “End here” slot if your Time is up due to drawing a Special Discovery. If you reach the “End here” slot while still having time left, you may stay there, if you wish (an exception to “must move” rule). If so, declare that your time is up and move your Time Marker to “Stop”.

When your time is up, return all chits that remain in your Matrix. Return your *Guide*, flipped or not. Reset your Explorer in the Matrix to the “Start here” slot.

Reset your Time Marker to the number that is the sum of your current Health Value + 5.

6B - Your decreasing Sanity and Health

After you have reset your markers, you may notice that members of your expedition have become increasingly wary of your Sanity and Health. Make two Desertion-rolls (this is done before any Envy - rule 6D). Check the Porters first. Roll a d6. If the result is higher than your Sanity Value, then a Porter runs away due to your insane manners. Modify the roll by any modification below your Health Marker on the Sanity & Health Track (you are harmless if your Health is bad).

Then make another Desertion-roll for the Askaris, by rolling a d6 again. If the result is higher than your Health Value, then an Askari deserts due to lack of respect for you. Modify the roll by any modification below your Sanity Marker on the Sanity & Health Track (you are dangerous if you are going insane).

Modify both Desertion-rolls by **-1** if you have a *Revolver*.



Heart of Darkness

6C - Boost

After desertion-rolls, but before Envy, you can boost your Health, Sanity, and/or Ammo Stock, if you wish. You can spend these three Resources below in any order you wish.

For each *Quinine* you **spend**, you either

- Regain 1 Health, or
- Regain 2 Health and deduct 1 Sanity



For each *Cannabis* you **spend** (there were actually such concoctions back in the day), you either

- Regain 1 Sanity, or
- Regain 2 Sanity and deduct 1 Health



For each *Ammo* [Marker] you **spend**, you increase your Ammo Stock by 1 (but never above "8").



6D - Envy

When all players have rolled for desertion, and boosted values, then it is time for Envy. Perhaps an opponent has at least 6 DP more than you, and it makes you envious. You may demand extra DP by claiming that you have found many wonderful things as well. If you do, add **2 DP** but deduct 1 Sanity (lying is not good). Players who wish to be envious are so in the order of the Turn Track. You may not be envious twice during the same Game Turn. A Game Turn is now completed.

You may not during the game Boost, be Envious, or enter an Encounter that causes your Sanity or Health to be automatically deducted to "0" (without any die-roll), if you can avoid it. Also, you may not voluntarily discard anything unless instructed/allowed so by the rules.

6E - Notoriety due to Death or Insanity

If your Health Value or Sanity Value reaches "0", then your Explorer will die or becomes completely insane at the end of your Player Turn. A notoriety of **3 DP** is added. Remaining players complete the ongoing Game Turn after which the game ends.

6F - Game continues, until reaching 50 DP

If you pass 50 DP, move your Drama Marker to the beginning of the Drama Track and continue from there. Regard "1" as "51" and so on. The game ends if any Explorer has died, gone insane, or has at least 50 DP at the end of a Game Turn (just after Envy). If none of these things have happened, then the game continues. Adjust the balance, if needed (rule 6G) and start a new Game Turn by filling the Turn Track again as in rule 3A.

6G - Adjust the Balance

If the game continues, then, before you begin a new Game Turn, you need to adjust the balance. The bag with Event Chits contains a mix of Incidents, Discoveries, and Findings. Since the latter two are placed on the map, it means the mix tends to tilt towards Incidents after awhile. If you are less than 5 players, choose someone that draws 5 Event Chits for each "absent player" (like 10 Events if you are only 3 players, or 20 Events if playing solo). Separate all Discoveries and Findings from these drawn Events and remove them from the game. Then return all drawn Incidents to the bag.

6H - The Final Procedure and Declaring a winner

If the game ends, then we have to go through a Final Procedure before we declare a winner. This is when the final DP are given, based on the overall condition of the expeditions. An explorer that is not dead or insane will gain **1 DP** if his/her Expedition has the ...

- Highest number of Askaris left
- Highest number of Porters left
- Highest number of Gifts left
- Highest amount of Food left
- Highest Health Value
- Highest Sanity Value

You will gain a 1 DP for each condition above you fulfill. If more than one player shares the same highest position, then all of them will gain 1 DP each. When this is done, the winner(s) is/are the player(s) who has amassed the highest number of Drama Points.

An Adventure Game of African Exploration

If you are playing solo: stop after 5 Game Turns. You have done well if you reach 50 DP. Also, do not bother about rules 5N, 6D and 6H.

"What about the myths of Africa?"
- Richard Burton

Yes, Mr. Burton

Let's follow this example of play to understand better.

7A – Back to Buye

I am in Buye region that is a Jungle and a Water Zone. I have 10 Time (I lost no Time placing a Jungle thanks to my Machete). I have chosen "Politician" as Patron. My Health and Sanity are still at "5". They have not been decreased by the Disease and Horror Markers. We are five players and it is now my time to move in the Matrix. I draw my first Event. It is a Taboo Incident. Being in a Jungle, I am forced to make two Sanity-rolls. Water Zone does not modify anything. The conditions say that I would get a -1 to my roll if a Healer were in my slot. Thankfully, there is none. There is no modification from my Health value since it has the same value as my Sanity. I make a Sanity-roll and get a "5". The result is equal to or less than my Sanity Value, so I lower my Sanity down to "4". My second roll gets a +1 since my Health is now higher than my Sanity. I roll a "4" which becomes a "5". This is now higher than my current Sanity, so nothing happens.



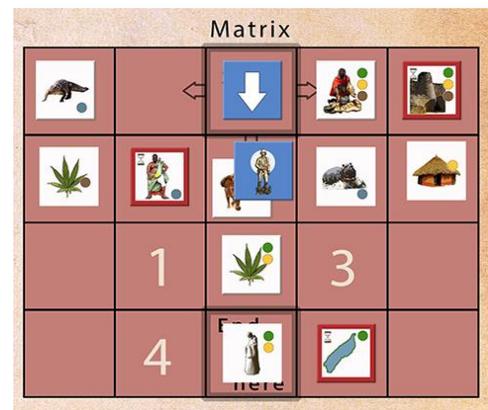
I deduct 1 Time and move into the Wildlife Encounter, while placing the Arrow Marker in my old slot. I draw my second Event which happens to be another Taboo! Since it is the very same Incident as my first one, I either play it or return and ignore it. I choose the latter but then I must remove a random Resource of mine.



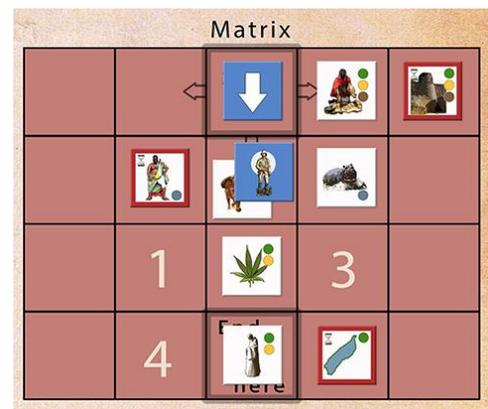
I turn to the Wildlife Encounter. It might be affected by any Encounter left in my previous slot (where the Arrow is) and by the drawn second Event, if an Incident. I begin with checking the Encounter Chart. "Previous Encounter" is "No Encounter" since I left an empty slot, and "Encounter with Explorer" is a Wildlife. The cross-reference produces nothing, so it is a normal hunt.

I check the modifications and options at the bottom of the Wildlife column. My second Event was an Incident, but it was returned and ignored, and will therefore not affect anything (the only second Event that would matter would have been a drawn Storm Incident). A *rifle* (which I have) gives me a +1 to the Food-roll and a *Telescope* (which I don't have) would have given me a -1 to the Success-roll. I roll two dice. The Success-roll (d10) is a "5" which is equal to or less than the number of Askaris. I will double the result of the Food-roll. The Food-roll (d6) is a "2", modified to "3" due to the *Rifle*, and then doubled. Therefore, I get 6 Food and 2 Gifts.

My Player Turn is over. For the sake of simplicity, I will play all my Player Turns in a row. I draw new Encounters and lay them out in the Matrix, from top to bottom and from left to right. I place them in empty slots only, within two slots of the Explorer in each direction, except the one from where I came from (marked by the Arrow):



I return all Encounters and Findings that are not legal. These are those beneath the Arrow, with no correct Terrain Dot, or at least 3 slots away from my Explorer. All Discoveries remain where they are, though. It now looks like this:



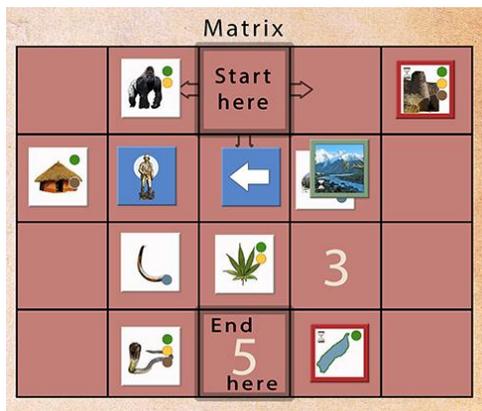
Heart of Darkness

The Kingdom is very enticing, especially since my Patron is the "Politician". I draw my first Event which is a Finding – a Scenery. It is placed on any Wildlife outside the slot I occupy. The hippo to the right will do nicely. I deduct 1 Time, enter the Kingdom and move the Arrow to the Wildlife I just left. I draw my second Event which is a Lost Incident. It means that I will lose 2 Time, due to being in the Jungle. But I lose one Time less in a Water Zone if I roll 1-3 with a d6. I roll and thankfully get a "1".



Lost

I remove the Kingdom from the Matrix and place it in my region, deducting an extra Time for the Discovery. I add my 2 DP plus an extra 3 DP since I have the "Politician" Patron. I will try to make him like me in order to receive *Canoes* (there are available ones in the Resource Pool). I offer 5 Gifts and roll a d6. I get a "3" which is equal to or less than the number of Gifts I offered. The King likes me. I add *Canoes* to my Resources. My Player Turn is over. Starting a new Player Turn, I lay out new Encounters and remove those that are illegal, leaving me with this situation:



I draw my first Event which is an Impassable. It means that I cannot enter a slot with a Discovery or Finding in it. This is no problem since there is none adjacent to me.

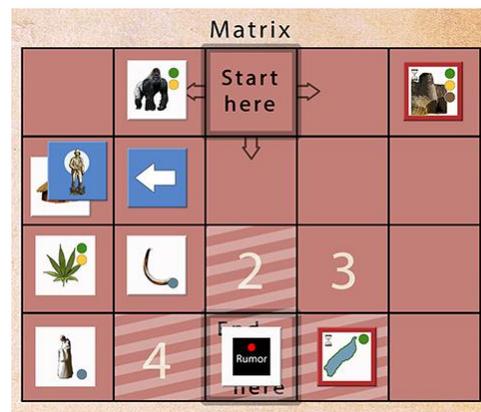


I deduct 1 Time and, among the four possible directions, I go to the Village. I draw my second Event which is a Rumor. It has to be placed on a Village or Kingdom. Drawing it as my second Event also means that I can only place it in the slot I occupy, which, luckily enough, happens to contain a Village.

Rumor

Let's make them like me at least. Buye region has its ethnic name printed in red on the map, meaning that people have been tormented by slavers and do not like strangers. I offer 2 Gifts and roll a d6. I get a modified "2" which means they like me. But are they overjoyed? I roll the d10 and get a "9". So no, they are not. But they will not kill a Porter because they still like me. No feast though. But they will trade and tell me about the Rumor. I trade 5 Gifts for Food and receive 10 Food in return. I then roll to see where the Rumor is placed. I roll a "5" and place the now activated Rumor in that slot. It creates a Wasteland (marked with stripes in our example) from which I remove any Encounters and Findings. My Player Turn is now over.

In my new Player Turn, I place new Encounters and return those that are illegal (which includes the Wildlife with its Finding, since they are too far away now):



I draw my first Event and it is a Malaria Incident. Being in a Jungle, I will simply deduct 1 Health and not roll any die.



I deduct 1 Time and enter the Plant which might help my state of Sanity. I move the Arrow to the Village I just left and draw my second Event. It is a Discovery. I return and ignore it since Discoveries are only placed in the Matrix during the Discovery Procedure.

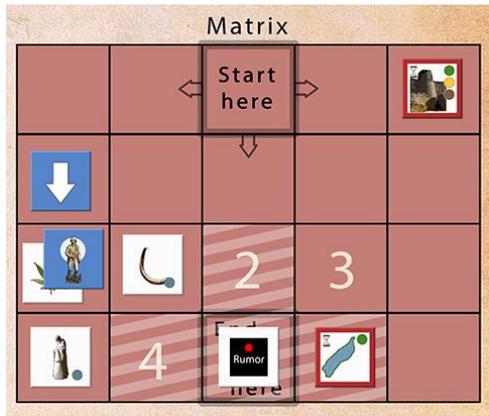


The Plant allows me to do a Recovery-roll for my Sanity. I see that a Plant is not affected by a previous Village. My Health is at "4" and offers no modification since it is neither more nor less than my Sanity ("4"). But I have a *Diary* which is a +1. I roll a d6 and get a "3" which becomes a "4". It is not higher than my Sanity, so it does not increase. Again, my Player Turn is over.



An Adventure Game of African Exploration

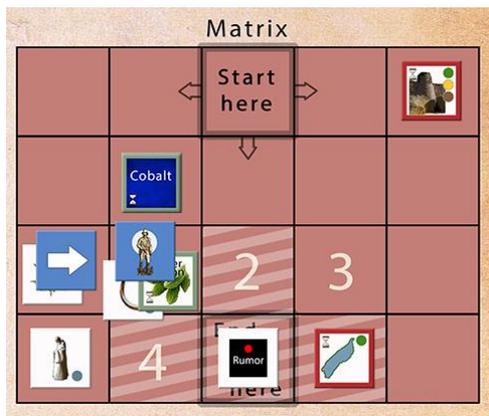
Starting a new one, new Encounters are laid out, except in the Wasteland. Illegal ones are returned:



I draw my first Event which is a Finding – a Mineral. It has to be placed in an empty slot no more than 2 slots away, but not in the slot I occupy (being the first Event), and not with the Arrow or in the Wasteland.

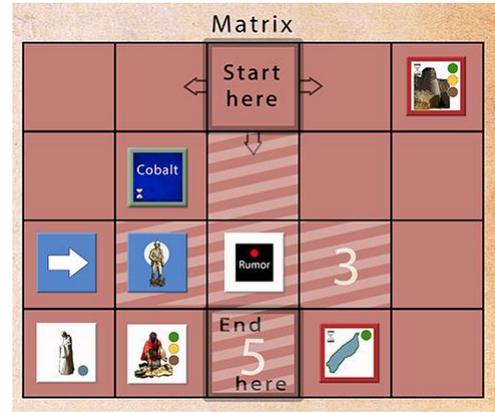


I deduct 1 Time (leaving me with only 3 Time left) and enter the Tusk. I draw my second Event which happens to be another Finding - a Flora. It has to be placed on any Encounter, except Village or Wildlife. As my second Event, it must also be placed in the slot I occupy. This is possible since I occupy a Tusk:



Since I am just about to deal with a Finding, I must first check whether the activated Rumor moves. I roll a d6 and get a "2". The Rumor is moved there as well as its Wasteland. My own slot is suddenly within this new Wasteland. This returns my Encounter and Finding before I get the chance to deal with them. I do not get any DP for the Finding. This Player Turn ends on a bad note. Nothing else to do but to start a new Player Turn.

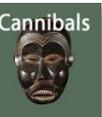
I draw new Encounters and return the illegal ones:



I could go to the Mineral, but I decide to move towards the Rumor. But before I move, I draw my first Event - a Storm. I must deduct Food equal to the result of a d10, plus 4 Food since I am in a Water Zone. I roll and get a "7". With the extra 4 Food, I lose 11 Food. If I were unable to deduct all this, then a Porter would have deserted as well. Anyway, I deduct 1 Time and enter the Rumor. I draw my second Event which is a Warband. Luckily, there is no such in Jungles, so I return it.



I return the Rumor and draw a Special Discovery. I draw "Cannibals". I lose 2 Porters and 1 Askari, unless I deduct my Ammo Stock by 3. But I really need my Ammo, so I chose to lose the members instead. But I spend a *Quinine* to offset the loss of one of the Porters. I increase Discontent by two. I get 5 DP plus an extra 1 DP because I carry a *Diary*. My Time is up now.



I reset my Time marker to "9" which is 5 + 4 (my Health Value). I roll my desertion-rolls. I get no modifications since both Health and Sanity have the same value. I roll against my Sanity first and get a "2". No Porter deserts. I then roll against my Health and get a "6" with the result that an Askari leaves. Discontent goes up 1 slot. I now have the opportunity to Boost my Health, Sanity and/or Ammo Stock by spending the appropriate Resources. After that, I await my opponents to reach "Stop". I may get an opportunity then to be envious, in case someone has at least 6 DP more than me.

Enjoy the game! Kim Kanger

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HEART OF DARKNESS

AN ADVENTURE GAME OF AFRICAN EXPLORATION

PLAY SEQUENCE FLOW CHART

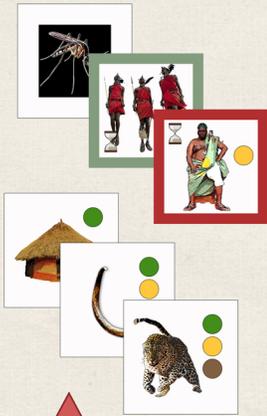
1. Select Expedition
2. Choose Patron & Port of Entry
3. Equip your Expedition (once per game)

Map Phase

- 1) Place Disease, Horror, and ...
... Turn Markers in the Turn Track
- 2) Expend Food
- 3) Move into a Region,
- 4) Decide its land terrain and ...
... whether it is a Water Zone
(all above, once per Game Turn)



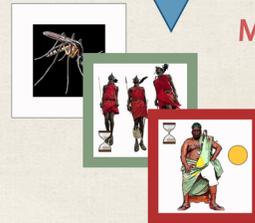
- C**
1. Draw second Event,
 2. Deal with any Finding or Discovery in your slot.
 3. Deal with any Encounter in your slot



When your Time is up, do 6A, 6B, 6C.
When everyone's Time is up, do 6D and 6G.
Start a new Game Turn by returning to Map Phase

Matrix Phase

Discovery Procedure:
Draw Events and fill the Matrix.
Remove all, except legal Discoveries
(once per Game Turn)



Your Player Turn is done.
Wait until a Round is completed,
then return to **A**

| | | | | | |
|--------|------------|----------|---|---|--|
| Matrix | | | | | |
| | Start here | | | | |
| | 1 | 2 | 3 | | |
| | 4 | End here | 5 | 6 | |

- B**
1. Draw first Event
 2. Move one slot in the Matrix



Player Turn A - B - C

A
Draw Encounters and place them in the Matrix, close to the Explorer

