

SOUTH AFRICA

COMPLEXITY ****



South Africa is an expansion to the game *Intrepid*.

It adds 2 new astronauts, both from South Africa. When playing *Intrepid*, players may select from the original and/or the additional astronauts (from this and/or from any other expansions) as they see fit, following the same setup rules as the core game.

NOTE: It is possible for two players to both choose to play as South Africa.

Any specific setup rules, and gameplay changes are listed in the appropriate sections of this rulebook.

— COMPONENTS —

2 South Africa sets, each containing:

- 1 Country Board
- 19 Station Tiles
- 1 Player Aid

CREDITS:

GAME DESIGN: Jeff Beck, Jeff Krause

ILLUSTRATIONS: Gwalchmai J. Doran

GRAPHIC DESIGN: Heiko Gunther, Juju B. Jones

SCIENCE CONSULTANT: Andrzej Stewart

RULEBOOK EDITING: Paul Grogan, Jon Bobal

LEAD TESTERS: Skye Larson, Madison Beck

Unlike other nations, South Africa rolls their dice one at a time into a queue and can only use the first die from their queue.

You have several Station tiles that allow you to re-order the dice in your queue to get to the dice you need.



— SETUP —

Divide the two sets of Station tiles (one set has the tiles with the number 2 next to the tile's name).

Each player playing as South Africa takes 1 Country boards and 1 set of Station tiles.

NOTE: If two players are playing as South Africa, each of them has to follow the rules listed below and on their Station tiles (*except for those that allow a player to cycle their dice, see page 4*) as if they were two distinct countries.

If, for example, the ability on a tile belonging to player A mentions a die, it is referring to player A's own die, not as "either player's die", or "both players dice".

— GAMEPLAY —

Anytime you roll dice, do not roll them all together.

Instead, roll them one at a time and place them in a line, adding each new die rolled to the back of the line. This line is your queue.

While in the queue, dice cannot be used.

South Africa also does not have a pool. Whenever an effect causes you to gain a die to your pool, it is placed in your Reserve instead.

Dice in the Reserve can be used in *Phase 1 - Roll and Place Dice* following the usual rules.

RESERVE



— MOVE DICE INTO YOUR RESERVE —

At anytime in Phase 1, as long as you have **4 or more dice in your queue** and **2 or fewer dice in your Reserve**, you can move **the die at the front** of your queue to your reserve. Once a die is in your reserve, it can be placed as usual.



Front of the queue

NOTE: If you have no dice in your Reserve and only 3 dice in your queue, you cannot place any more dice this round (unless another die is added to your queue or reserve, via a tile ability or Docking Module).


Some of your Station tiles allow you to set the value of a die in your queue equal to its position in the queue.

EXAMPLE: This ability allows you to set the first die in your queue to a 1, the second die in your queue to a 2, and so on.

May set a die in your queue = its queue position


You also have Station tiles that allow you to set a die in the queue to any number.

EXAMPLE: You place a die of value 4 on a tile with this ability. You may then change the 4th die in your queue to any number.

May set the  die in your queue to any number

Other Station tiles allow you to set a die in the queue to the same value of the activating die.

EXAMPLE: You place a die of value 5 on a tile with this ability. You may then set the 2nd die in your queue to 5.

May set the 2nd die in your queue = 

Other Station tiles allow you to cycle 1 or 2 dice from the front to the back of your queue. Often, these tiles also add a newly rolled die to the back of the queue.

EXAMPLE: You place a die on the EPS Li-Ion Battery. First, you take a new dice from your supply, you roll it (in this example, you got a 1), and add it to the back of your queue.



Roll a new die into, then cycle 1 or 2 dice to the back of your queue

Then select either the first die, or the first and second dice from the front of your queue (in this example, you decide to take both the 5 and the 3) and place them keeping the same order at the back of the queue.



IMPORTANT: If two players chose to both play as South Africa, whenever one player uses an ability to cycle dice to the back of their queue, they announce that ability out loud (by saying “cycle”).

At the same time as they are cycling dice, the other player playing South Africa must stop what they are doing and also immediately cycle either 1 or 2 dice from the front of their queue to the back.

The two players playing South Africa should coordinate and work together to make sure they are both cycling at opportune times.

Though this can be an added burden, with proper timing and communication, the added ability to cycle your dice without having to place one of your own dice on a tile can be a real game changer.