

Thank You!

Brother Jamaal of Aboriginal Kings & Queens wants to give a Black-tastic thank you to the follow individuals and organizations that contributed to the creation of Brother Jamaals's Knowledge of Self: Black-tastic Edition board game!

Anthony Murdock

Murdock LLC

MurdockLLC.org

Email: Murdock@murdockllc.org

Instagram: Amurdock_ii



Kendall Williams

Dove Express

Email: Klwace1@yahoo.com

Instagram: P.Deuce

Maximum of five players and a minimum of two players every game.

How much money do I start with?

All players begin with \$1,000

- 500-dollar bills - 1 per player (\$500)
- 100-dollar bills - 2 per player (\$200)
- 50-dollar bills - 2 per player (\$100)
- 20-dollar bills - 5 per player (\$100)
- 10-dollar bills - 5 per player (\$50)
- 5-dollar bills - 9 per player (\$45)
- 1-dollar bill - 5 per player (\$5)



The Treasurer!

Two additional roles for one designated player

Treasurer- One player will be the treasurer. The treasurer handles and distributes the money/dollar bills from the pot of money left over after all players receive their initial dollar bills. Will also handle the Black figure cards. (All payments that dont go to a direct player goes under the SuSu (under the Motherland spot).

How do we start the game?

Players will place their gaming piece on the starting point, the Motherlands. Once every player is at the starting point, each player will roll the dice. The highest number rolled dictates who takes the first turn. The player to their right goes second and so on.



If a player rolls doubles, they are allowed to take another turn. This continues as a player rolls doubles or the same number indicated on the dice.



Landing on a Trivia spot

(Culture/History spot)

Culture question answered correctly = \$50 reward

History questions answered correctly = \$100 reward

Any question answered incorrectly = \$50 fee

What happens when you land on a trivia spot?

Choose between a culture or history card. The person sitting to the right of you will pick up the trivia question card and ask you the question.

Mystery Cards!

There will also be mystery cards evenly split between the culture and history deck of cards. A mystery card drawn counts a players turn.

Need a quick come up? Try the Susu!

An option that can be done at any point of the game. Counts as a players turn.

A player must answer two history and two culture questions correctly to win all the money in the SuSu. This must be done before rolling the dice. If one answer question is answered incorrectly, it is a \$20 fee. You must answer all four questions correctly or you do not win the SuSu money.

All fees or payments that dont go directly to a player are to be placed under the SuSu. Such as fees for answering a question wrong, payments from a Mystery card, etc. The SuSu money is placed sticking halfway underneath the Motherlands spot so it is visable to all players.

Landing on a Black figure spot

When a player lands on a Black figure spot a player has the choice to acquire the Black figure. The player must pay the price indicated under each figure.

When landing on or passing the Motherlands spot

A player automatically receives \$100 when passing or landing on the Motherlands spot.

Underground Railroads

If a player lands on an Underground Railroad, that player will have the choice to acquire the Underground Railroad for **FREE** if it is not in the possession of anyone else.



Landing on a Black figure spot that is already acquired

If a player lands on a Black figure spot that is already acquired, he/she must pay the fee indicated on that specific Black figure card.

If the player cannot afford the fee, then the player may work out a deal that is suitable for the player who is owed the payment. If no deal can be met, the player who cannot pay the fee is to begin giving up their acquired Black figures back for half of the original price it was acquired for. If the player who owes the other player money still cannot pay, then that player must give up everything to the treasurer. The player who did not receive their payment from the player who could not pay the fee can acquire their payment from the treasurer from the pot of money.

Landing on the Enslavement spot



You have fallen victim to one of the many forms of enslavement/subjugation (physical, spiritual, political, economic, social, etc.). To exit this spot, on your next turn, you must answer two trivia questions in a row correctly to escape or you can pay a fee of \$100. After questions are answered correctly or \$100 is paid the player can immediately roll dice to move out of enslavement.



Elevating your Black Figures!

The gold beads are the elevation beads placed above of the Black figures head once you elevate them.

You can elevate your acquired Black figures ONLY when you have gained a set combination of Black figures. You cannot do so individually. The set combinations of Black figures are shown under each ancestor. Elevating your Black figures causes opposing players to pay a higher fee when landing on your acquired Black figures. Elevation prices are located at the bottom of each Black figure card. Place your elevation beads above the heads of each Black figure so all players know that you have elevated your Black figure. One bead for each elevation level you have paid for. Ex: if you pay the elevation price two times for one combination of Black figures acquired you put two beads above each Black figure.



Payment for landing on an already acquired Black figure

***Price 1: Normal payment with no elevation**

***Price 2: First elevation payment**

***Price 3: Second elevation payment**

***Price 4: Third elevation payment**

