THE GOLD COAST · 1750

TRIBAL INSTINCT

AFRICA

Story, quests and *things to do.*

You are Kofi. Your late uncle left you a piece of land called Baobab Point. Prove you are his heir, make a home there with your own hands, and find your place among the people of the village. This is everything the game gives you to do, and what is still to come.

In the game now | Coming

30+	47	37
QUESTS PLAYABLE NOW	FIRST-HOUR STEPS	ISLANDS PLANNED

IN DEVELOPMENT · 12 NOVEMBER 2026

00 / WHERE THE GAME STANDS

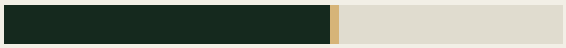
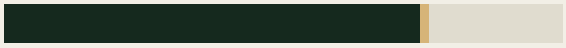
How much is in the game *today.*

Every entry in this document counts as one, whether it is a whole story chapter or a small delivery. In the game now means it is in today's build. Coming means it is designed or written and still to go in.

48%
IN THE GAME NOW
64 of 132 entries

52%
COMING
68 of 132 entries

61%
IN THE GAME, MAINLAND ONLY
64 of 105 entries, leaving out the islands

01	The story		60% in the game 9 of 15 entries, 6 coming
02	Objectives		79% in the game 11 of 14 entries, 3 coming
03	Quests		44% in the game 11 of 25 entries, 14 coming
04	Side quests		54% in the game 14 of 26 entries, 12 coming
05	Things to do		76% in the game 19 of 25 entries, 6 coming
06	The islands		0% in the game 0 of 27 entries, 27 coming

The islands are the largest part still to build: all 27 island entries are designed, and none is in the game yet.

01 / THE STORY

Win your uncle's *land.*

The main story is called The Heir. Your cousin claims the land by his father's line, and the elders will hear the case at the chief's court. Every chapter makes your case stronger or weaker.

IN THE GAME NOW — The Heir, Act I

01 **The Heir's Welcome**
Present yourself to the chief at his court, through his linguist, with a proper gift.
REWARD: 16 TAKU AND A FOWL

02 **The Final Funeral**
Give your uncle his final funeral: palm wine, the drummers' fee, a goat or meat for the guests.
REWARD: 8 TAKU

03 **Two Customs**
Answer your cousin Kweku's claim before the elders.

04 **The Uncle's Debt**
Settle your uncle's debt of 12 ackies with Esi, or carry her loads for four days.

05 **The Lineage's Due**
Repay your family 2 ackies if the funeral came up short.

06 **Witnesses for the Hearing**
Find two people who heard what your uncle wanted.

07 **Logs for the Widow**
Bring six logs to your uncle's widow, Akosua Mensah.

08 **Evenings with Nana**
Sit with the grandmother, Nana Akosua Nsiah, at the fire on two evenings.

09 **What the Wofa Watched**
Meet old Ekow at Paddle Beach at dusk and hear what your uncle was watching.
FIRST PART PLAYABLE

COMING — Still to come

01 **What the Wofa Watched, on the island**
Cross to the island, find the Hollow and the black stone, and bring the truth back to Ekow.

02 **The Hearing**
Speak at the chief's court on a court day. Three endings: one family, shared land, or taken by force.
REWARD: 1 OUNCE OF GOLD DUST

03 **Smoke on the Ridge**
Scout a war band's camp unseen at dusk.

04 **The War Band's Demand**
Pay them off, talk them round, defend the farms, or sabotage their camp at night.

05 **Taken on the Path**
Track two men who seized a girl at the well and bring her home.

06 **The Heir Confirmed**
Bring the elders a gift from your own settlement. Baobab Point becomes yours by name.

02 / OBJECTIVES

Always know what to do *next.*

A list of your next five tasks stays on screen, with a gold marker on the compass, on the map and in the world. A journal keeps your quests and everything you have heard.

IN THE GAME NOW — The first hour: 47 guided steps

01 **Day one**
Wake, follow the smoke across the river, drink, find the broken bridge, fell and split your first tree.

02 **Tools and the first hunt**
Make a hammer, a bow and arrows. Hunt a bushbuck, carry it to camp, build a bench and butcher it.

03 **The first night**
Raise a shelter, build and light a campfire with a hand drill, cook, and stay by the fire while hyenas circle.

04 **Day two**
Mend the bridge, beat the guard, enter the village, greet the chief's linguist, trade at the hill market.

05 **Baobab Point**
Cross the plain to the baobabs, dig at the roots, and return to the village fire.

IN THE GAME NOW — Build a home, chapter by chapter

01 **Your first house**
Walk the plot with the master builder, raise a shelter and your first hut, and sleep there.

02 **A home, not a camp**
Two buildings, your own bed, and a fire in the compound.

03 **Food that keeps**
Two snares, a drying rack, ten meat in store, and two safe nights.

04 **Known in the village**
Finish three jobs, raise a skill to level 4, and become known.

05 **A working compound**
A bench and a workshop, Hunter or Maker at level 8, and 60 kg of goods.

06 **Four compound levels**
Kofi's room, Household, Compound, and Recognised house.

COMING — Still to come

01 **Later home chapters**
Four more chapters that take the compound toward a settlement with families of its own.

02 **Your settlement on the map**
Baobab Point named as yours once the story is won.

03 **Islands landed**
A count of every island you have set foot on, out of 37.

03 / QUESTS

Work, favours and *trouble*.

People with paid work show a small gold-dust pouch over their head. Most jobs can be done more than one way: by talking, paying, threatening, sneaking or fighting.

IN THE GAME NOW — In the village

01 **The Light Weights**
Esi says the trader Addo cheats with light gold weights. Watch three deals, then expose him, settle it quietly, or take his hush-gold.
REWARD: 24 OR 72 TAKU

02 **Palm Wine for the Elders**
Get three calabashes of fresh palm wine to the court before it sours.
REWARD: 24 TAKU FRESH, 12 LATE

03 **The Baboon Raiders**
A herder's goats are being raided. Find the three troop leaders and bring their hides to the herders' camp.
REWARD: 48 TAKU

04 **Win Back Your Takings**
Raiders robbed your market stall in the night. Find your gold dust at their camp.

IN THE GAME NOW — In the forest camps

01 **Kola for the North**
Pick twenty kola nuts for the kola trader.
REWARD: 24 TAKU

02 **A Log for a Canoe**
Fell a tree at the twin stone cliffs and sled the log to the Landing for the canoe carver.
REWARD: 32 TAKU

03 **A Hide for the Drum**
Bring the old tracker a duiker hide.
REWARD: 16 TAKU

04 **Fever in the House**
Dig three fever roots for Maame Akua Serwaa.
REWARD: 16 TAKU

05 **The Lost Hunter**
Follow the cut branches and get a hurt hunter home.

06 **Ground of Your Own**
Chop three trees, dig out the stumps and light a fire to claim a forest plot.

IN THE GAME NOW — Courtship and marriage

Four women can be courted. Each takes the same road.

01 **Esi Amissah, Efua, Ama and Afia Nyarko**
Ask to visit, bring gifts she likes, sit with her in the evenings, win her family's consent, and marry.

COMING Still to come

01 **The Bee Tree**
Carry a lit torch to the bee tree and bring Afia her honey. Opens with the next build.

02 **The Raiders' Baskets**
Take a robbed trader's gold-dust pouch back from the raiders' camp.

03 **Nets and Yams**
Farmers and fishermen are feuding. Take a side or find the old boundary stones.

04 **Boundary Stones**
Walk Baobab Point's bounds with the queen mother and reset two fallen stones.

05 **The Seized Canoe**
A creditor took a fisherman's canoe for a debt already paid.

06 **False Gold**
Someone paid the goldsmith in brass filings. Follow the trail.

07 **Toll on the Path**
A fake warden charges tolls on the beach path.

08 **Knocking at the Door**
Carry Kojo's gifts and speak for him to his bride's family.

09 **The Creditor's Threat and The Borrowed Cutlass**
Two more cases of debt and honour.

10 **Leopard at the Goat Pens**
Read the tracks and sit a night watch.

11 **The Lion of the Long Flats**
Drive a goat-killing lion back past Lion Rocks, or kill it.

12 **Hyenas at the Racks**
Guard the fish racks at night against a pack.

13 **Robbers on the Coast Path**
Lead a patrol, sneak the goods back, or offer the robbers work.

14 **Elephant in the Plantains**
Drive it off with fire and noise. It can never be killed.

04 / SIDE QUESTS

Small jobs, *big village.*

Short paid jobs that teach you the village, fill your pouch and lead you to bigger work.

IN THE GAME NOW Errands

01 **Wood for the Kiln**
Six dry sticks for the potter.
REWARD: 4 TO 5 TAKU

02 **A Hide for the Drum**
A bushbuck or duiker hide for the drummer Kwasi Ofori.
REWARD: 8 TAKU

03 **A Rack for Your Materials**
Build a rack at your new house.

04 **A Stack for Your Sticks**
Build a stick stack beside it.

05 **Small deliveries**
Sticks for the Kiln, Clay for the Walls, Kola for Esi, A Load for the Headman, Wood for the Cook's Pots, Clay for the Forge, The Smith's Fire.
REWARD: 2 TO 4 TAKU EACH

IN THE GAME NOW — Pass the word

Carry a message and it opens another quest.

01 The Goldsmith's Word
02 Soup for the Elders
03 More Pots for the Hill
04 Straight Sticks for Shafts
05 Word for Esi
06 Word of the Baboons

IN THE GAME NOW — Work you can always find

01 **Hired hands**
Clear a plot, carry produce, fetch a log. Paid by the day.

02 **Your market stall**
Stock it and it sells for you each day.

03 **The yearly tribute**
Bring the chief his due at the festival.

COMING — Still to come

01 **Clay and Fire**
Find good clay for the potter and tend her firing at dusk.

02 **Firewood and Fish**
Split wood for the fish racks and carry smoked fish to market by mid-morning.

03 **Hog in the Yams**
A dawn watch on the yam mounds.

04 **Surf Landing**
Help push the canoes up through the surf each day.

05 **The Wind Scale**
Weigh a woman's gold dust in the wind without spilling any.

06 **Oware at the Market**
Beat three players, then play the old man for a story about your uncle.

07 **Spear and Bow Contest**
Throw and shoot against three young men.

08 **The Bushbuck Run**
Catch a live bushbuck bare-handed at the festival.

09 **Canoe Crews**
Join a crew, train and race.

10 **The Drum Message**
Carry a hurt messenger's words to the beach before dusk.

11 **Lost on the Long Flats**
Find a missing carrier after a storm.

12 **Chimps at the Meat Rack**
A forest camp job that waits for the chimpanzees.

05 / THINGS TO DO

A life to keep you *busy.*

Between quests the land itself gives you plenty to do. None of this needs a quest giver.

IN THE GAME NOW — Survive

01 **Eat, drink, rest, stay warm and dry**
Your needs change with sun, rain, sprinting and the season.

02 **Make fire by hand**
Work the drill, catch the ember, and keep the fire fed.

03 **Cook**
Roast on a spit, cook on embers, or make pot dishes.

04 **Sleep and save**
A bed rests you and saves your journey.

05 **Live through the seasons**
A twelve-day year: Major rains, Short dry, Minor rains, Harmattan and Burning time.

IN THE GAME NOW — Hunt, gather and make

01 **Hunt with bow and spear**
Stalk, follow blood trails, carry the kill home and butcher it at your bench.

02 **Set snares**
Bait them and check them in the morning.

03 **Fell any tree**
Chop, trim, split, and haul logs home on a drag sled.

04 **Gather**
Sticks, stones, vines, fibre and kola.

05 **Craft**
Tools, a bow and arrows, dressings, splints, mats, baskets, snares.

IN THE GAME NOW — Build and belong

01 **Build your compound**
Raise huts in stages and add work places as the compound grows through four levels.

02 **Store your goods**
Your own stores and a family store.

03 **Trade in gold dust**
Nine stalls at the hill market, haggling, and the goldsmith's scales.

04 **Run your own stall**
And answer the raids on it.

05 **Grow your skills and standing**
Hunter, Maker and Speaker. Break the law and you answer at the chief's court.

06 **Join village life**
The evening gathering, the drums, and people who remember how you treated them.

IN THE GAME NOW — Explore

01 **34 named places on the map**
Forest, open country, mountains, marsh and coast.

02 **Swim**
In the mountain lake and in the sea. New this week.

03 **Find the small things**
Lianas to climb, a bee tree, a game of oware.

COMING — Still to come

01 **Torches from the hot bar**
Light your way at night. In the next build.

02 **Fishing**
Rod, traps and a stone weir, in the river and on the reef.

03 **The canoe**
Paddle the coast and carry cargo between landings.

04 **Settlers at Baobab Point**
Families who come to live and work in your compound.

05 **Brews and marsh fever**
Remedies to make, and a sickness to fear.

06 **Swimming in the river and the waterfall pool**
And climbing out over rocks.

06 / THE ISLANDS

Thirty-seven islands to *find.*

One true island, twenty-five sea rocks and eleven marsh banks lie off the coast. All of this is designed and still to be built. The sea swim that reaches the first of them went into the game this week.

COMING — The uncle's trail

01 **The broken paddle**
The first clue, on the beach where you launch.

02 **His lost axe head**
On the reef, four metres down.

03 **His tally marks and a nugget**
Scratched on a rock too small to camp on.

04 **The old dugout wreck**
Half sunk in the mangroves.

05 **His last camp**
An ash heap, a failed rough-out, and what he left behind.

06 **The sea cave**
Entered only by canoe in calm water. The end of the trail.

COMING A second life on the water

01 **The fishing camp**
Your own shelter, fire, drying rack and bed on a cove rock.

02 **Salt and smoked fish**
A business of your own, with a hired hand.

03 **Reef fishing and night fishing by torchlight**
Bigger fish in deeper water.

04 **Diving for oysters and lobster**
By hand, on a held breath.

05 **The seabird colonies**
Feathers for better arrows, eggs in season.

06 **The salt pan rock**
Sea salt in the dry seasons.

COMING Orchid Isle and the far rocks

01 **The fisher family**
Trade, a canoe, and one more woman to court.

02 **The master canoe carver**
Build your own dugout from a silk-cotton tree.

03 **The turtle beach**
Nesting in season.

04 **The ruined hamlet**
Rebuild it as a second home.

05 **The secret lagoon**
A short swim through a rock arch to a hidden beach and a rare orchid.

06 **Blackseam Rock**
A hard black stone and the axe it makes.

07 **The hermit and the exile**
Two men living alone, each with a quest.

08 **The old crocodile and the great sea turtle**
Animals with a place of their own.

COMING Wonders and challenges

01 **Nine beacon rocks**
Light them all and the fisher family's canoe calls at your beach.

02 **Name an island yourself**
Your name stays on the map.

03 **The sardine run**
One day a year the sea boils and the birds dive.

04 **The glowing sea**
A cove that shines on moonless nights.

05 **The sandbar**
It only shows in the dry season.

06 **Storms that strand you**
A night under an overhang with a driftwood fire.

07 **The canoe race**
Against the fisher crews.