

The Big Five - Five large countries that start with the capability to research their own arms/artillery and have some clout. These are:

1. Al-Magrib
2. Misr Sultanat
3. Songhai
4. Shirikiso La waSwahili
5. Mangista ltyop'p'ia

Other interesting powers:

- BiAka - the BiAka are the only Aka country on the map. A nation ruled by a pygmy tribe, they offer quite a bit of variety.
- Any Katangan/Kongolese substate - Sharing their tech with each other, the Katangan/Kongolese substates have to cooperate to keep their power status, while vying for complete control of their countries. This grouping also includes the only Swahili power outside of the Swahili themselves (Luba), as well as Anziku, also known as the Tyo kingdom!
- Sicily - not named on the map but still playable, the Sicilian Emirate is the Boer Republic of the Alkebu-Lan world. An interesting choice no matter what.
- Dar Fertit/Merina - the Dar Fertit and Imerina Kingdoms are the only "Mixed" cultures on the map, meaning that as they have no dominant culture they aren't instant cannon fodder to other nations.
- The San tribes (Khomani, !Xoo, Xam and !Kung) are nomadic peoples in southern Africa practically surrounded by their sedentary Khoekhoe neighbors. The San are not a real united force, but could be turned into one by a capable player/set of players.