

THE PARENT'S GUIDE TO SAH

Prince Shabaka of Kerma in the Land of the Bow

The physics, math, and history your child learns while playing — mapped.

It looks like a game — a young prince in the African kingdom of Kerma, 1700 BCE, building a legendary bow and defending the city of gold. It plays like a game. **Inside it is a rigorous, sourced STEM and history curriculum** your child absorbs by *doing* — never by worksheet. A full playthrough takes 30–60 minutes. Here is exactly what happens in that hour.

What your child does — and what they're actually learning

In the game, your child...	They are actually meeting...	School subject
Aligns a real Bronze Age observatory with Orion's Belt to predict the rains (Nabta Playa — 2,000 years before Stonehenge)	Celestial alignment, calendars, periodic prediction, observational science	Astronomy · Math
Builds a composite bow: wraps sinew (stretch), laminates horn (squeeze), waits for glue to cure	Tension & compression, elastic energy, polymers & reaction rates, composite materials	Physics · Chemistry
Aims high to land arrows on distant targets; sees weak bows fall short and strong ones pierce armor	Projectile motion, conservation of energy, pressure vs. distributed force	Physics
Counts the scribe's tribute, judges distance with a scout, holds a shooting cadence under pressure	Rates, ratios, geometry, resource budgeting	Mathematics
Casts the deciding vote in a war council — defend, negotiate, or pursue — then lives with the outcome	Duty-based ethics, pragmatism, consequentialism — three classical frameworks, felt not memorized	Ethics · Civics
Walks a real African Bronze Age capital; meets the Kandakes; sees Amanirenas — the queen who faced Rome and won	Nubia & Kush, the 25th Dynasty, women in pre-modern power — sourced, never invented	World History

“When your child meets the law of action and reaction in 8th-grade physics, they've already felt it under their hands — building a bow with a Kushite master.”

The history your textbook skipped — and why it's safe to trust

Everything named in SAH is real: Nabta Playa (the world's oldest known astronomical site), the kingdom of Kerma — Africa's first kingdom, whose adobe Deffufa still stands after 3,500 years — the Medjay scouts, King Piye and the 25th Dynasty that ruled Egypt, and Kandake Amanirenas, who defeated three Roman cohorts and negotiated with Augustus on her terms. Every claim in the in-game Royal Library is sourced to mainstream scholarship (UNESCO's General History of Africa, the Kerma excavations of Charles Bonnet, and the classical record). Your child can say every name — tap any word and the game pronounces it aloud.

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Built kid-safe, by architecture

- **Zero data collection.** No accounts, no ads, no analytics, no chat, no network play. Nothing COPPA- or FERPA-relevant is ever created.
- **Age-appropriate by design (10–14).** Stylized bow combat, no blood; themes of war and loss handled with dignity.
- **Reading support built in.** Read-aloud on every history entry, tap-to-pronounce on every name, adjustable text size.
- **Runs on modest machines.** Built for older laptops — no gaming PC required.

Three ways to use it at home

1. **Just let them play.** The curriculum is invisible from the player's side. One full run, 30–60 minutes.
2. **Play, then talk.** Dinner-table starters: *Why did three materials beat one? What did the stones at Nabta actually measure? Which council choice would YOU have made — and who pays for it?*
3. **Homeschool unit.** Turn on Curriculum Tags in Settings and subject labels surface in real time as concepts appear. The full moment-by-moment curriculum map ships with the game, plus a For Parents & Teachers screen on the main menu.

What a single hour introduces

Three classical force concepts · conservation of energy · projectile motion · composite materials science · rates, periods and ratios · geometry and astronomical prediction · three ethical frameworks · and the real history of Nubia and Kush, with proper names, dates, and vocabulary — every one of them met again in grades 7–12, already familiar.

PLAY IT · Wishlist on Steam — launching August 4, 2026

LEARN MORE · Africana.fyi — the game page, the mission, and the classroom pack

TEACH WITH IT · site & classroom licensing — contact Sankofa Studio via Africana.fyi

Strong, smart, capable heroes of African history — finally the heroes of their own story.

SAH is a Sankofa Studio production. Sankofa (Akan): “go back and get it.”