

THROUGH THE DESERT

BAZAAR

RIVAL NOMADS

Rival nomads offer their treasures to whoever can best fulfill their desires.

SETUP

Place any 2 rival nomad cards faceup near the board. (You may pick them or deal randomly.)

Note: *The river nomad can only be used with the river map. The mountain range nomad can only be used with the mountains map.*

GAMEPLAY

At the end of the game, each rival nomad card is awarded to the player who best fulfilled it. Each card is worth 10 points. If 2 or more players tie for a card, they each get a 5-point token instead.

COMPONENTS

A 10 rival nomad cards



DJINNS

Visiting oases awakens mischievous djinns, who use their magic to make traversing the desert more difficult.

SETUP

Shuffle the djinn deck and place it facedown next to the board.

GAMEPLAY

If you connect 1 or more caravans to an **oasis marker** during your turn, then at the **end** of your turn, you must reveal the top card on the **djinn** deck. Read aloud the djinn's **new rule** and place it faceup next to the deck (covering the previous djinn, if there is one). The faceup rule applies to **all players** until a new djinn is revealed.

When the djinn deck is empty, reshuffle all but the last faceup card to make a new facedown deck. Note that once the first djinn is drawn, there will **always** be a single active djinn for the rest of the game.

Note: *If a djinn's rule requires you to place a camel of a specific color, but you can't legally do so, you may ignore it.*

PLAYING WITH SPECIAL WATERING HOLES EXPANSION

The Special Watering Holes expansion contains extra camel tokens that allow the player to place an additional camel on their turn. This Extra Camel placement completely ignores all djinn card rules, being placed in addition to the other camels placed on the player's turn.

COMPONENTS

B 16 djinn cards



SPECIAL WATERING HOLES

Not all watering holes are equal. Some can energize your caravans or provide trading opportunities.

SETUP

Before placing watering hole tokens, remove **7 each** of the 1 point, 2 point, and 3 point tokens (21 total) and shuffle in the special tokens to replace them. Then place as normal.

GAMEPLAY

Special tokens can be claimed like other watering hole tokens, but are kept **faceup** in front of whoever claims them.

Extra Camel: This token may be discarded on your turn to place 1 extra camel of any color. This token may be used immediately when claimed. Only 1 may be used each turn. Unused tokens score 0 points at game end.

Trade Good: At game end, score 10 points for every 2 tokens you have. Single tokens score 0 points.

COMPONENTS

- C** 21 special watering hole tokens
(12 trade goods, 9 extra camels)



BAZAARS

Form valuable trade routes from desert bazaars to the far off villages.

COMPONENTS

- D** 9 bazaar tokens (3 each of 15 point, 10 point, 5 point)

SETUP

Sort the bazaar tokens into 3 stacks with a 5-point token on the bottom, 10-point in the middle, and 15-point on top. Place 1 stack on each **bazaar hex** on the map (marked with a .

GAMEPLAY

When one of your caravans connects a **bazaar** to a **village**, claim the top **tile** on the stack and keep it facedown to add to your total during scoring. A caravan is connected to a bazaar or village if it either is placed next to or **encloses** it (just like an oasis). Hexes next to villages are marked with a  icon. Each caravan can claim one tile from each bazaar for each **village** it connects to. If 2 different caravans connect the same bazaar and village, they can both claim a tile.

Leaders **can't** be placed on or next to a bazaar (but can be placed next to a village). Camels **can't** be placed on a hex that has bazaar tokens left. If a hex runs out of bazaar tokens, it becomes an **empty hex**, and a camel can be placed there (or it can be enclosed to score 1 point).



CREDITS

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