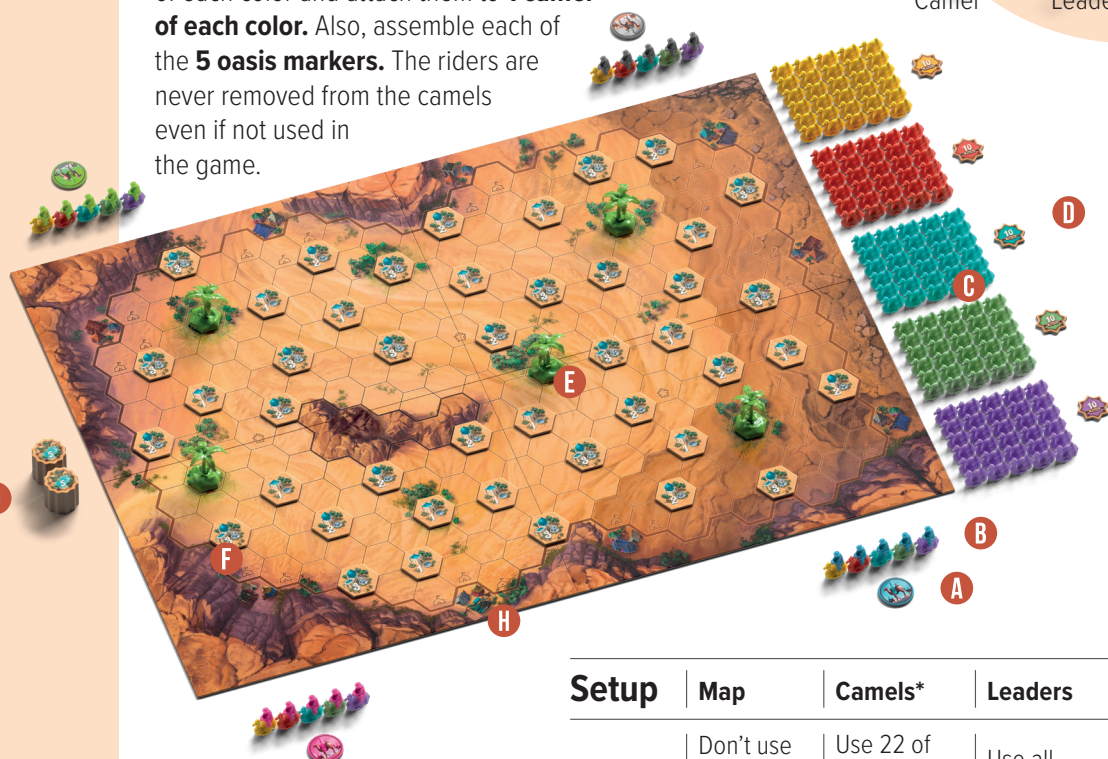
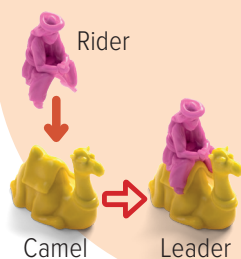




# THROUGH THE DESERT

## FIRST TIME SETUP

Before your first game, assemble the 5 riders of each color and attach them to **1 camel of each color**. Also, assemble each of the **5 oasis markers**. The riders are never removed from the camels even if not used in the game.



## + COMPONENTS

- A** 5 leader color markers
- B** 25 leaders (5 per player)
- C** 175 camels (35 of each color)
- D** 5 largest caravan tokens
- E** 5 oasis markers
- F** 45 watering hole tokens
- G** 45 5 point tokens
- H** 1 double-sided board
  - Mountain map
  - River map

## SETUP

- Decide whether to use the **mountain** or **river** side of the game board (see pg. 3 for river rules). Pile the **5 point** tokens, **largest caravan** tokens, and **camels** (separated by color) nearby. *With 2-3 players, return some camels to the box (see table).*
- Randomly choose **5 oasis hexes** (🌴) on the map and place an **oasis marker** (palm tree) on each of them.
- Shuffle the **watering hole** tokens. Place a random token on every **watering hole hex** on the map, with the side matching the map terrain faceup. Also place a watering hole token on each **oasis**

| Setup            | Map                       | Camels*                           | Leaders                                                      |
|------------------|---------------------------|-----------------------------------|--------------------------------------------------------------|
| <b>2 Players</b> | Don't use the shaded area | Use 22 of each color (remove 8)   | Use all leaders                                              |
| <b>3 Players</b> | Don't use the shaded area | Use 26 of each color (remove 4)   | Use all leaders                                              |
| <b>4 Players</b> | Use the entire map        | Use all camels (30 of each color) | Use all leaders                                              |
| <b>5 Players</b> | Use the entire map        | Use all camels (30 of each color) | Each player returns 1 leader of a different color to the box |

\*not counting leaders

- Each player takes a **leader color marker** and their **5 leaders** (camels with riders). The last player to take a drink of water is the **first player**. *With 5 players, each player returns 1 leader to the box. Each player must choose a different color to return.*

**Note:** Villages 🏠 around the outside of the map and marketplaces ⬠ on certain hexes are used in expansions and should be ignored when playing the base game.

## OBJECTIVE

Control 5 caravans of different colors and lead them through the Sahara desert to find water and claim territory. Cleverly place camels to extend each of your 5 caravans and block opponents. Score points for visiting watering holes and oases, enclosing areas, and having the largest caravans.

## PLACE LEADERS

Players start the game by placing their **caravan leaders**. Starting with the first player and going clockwise, players take turns placing 1 leader at a time, until each player has placed **all** of their leaders.

On your **first turn** placing a leader, you must choose **a different camel color** than each player who placed before you if possible. On each following turn, you may place a leader of **any** color.



You can only place a leader in a hex that doesn't have an oasis marker, watering hole token, or other leader. Mountains and villages aren't in hexes.



You can't place a leader next to an oasis marker or other leaders. Next to watering holes is allowed.

## GAME TURNS

Once all leaders have been placed, players begin placing **camels** to extend their caravans.

Players continue taking turns clockwise. Each turn, the active player must place **2 camels** of any color(s). They may be the same or different colors.

The first **2 players** in turn order (or 1 player in a 2-player game) each only place **1 camel** on their **first** turn. Afterwards, they place 2 camels per turn as normal.



You can only place a camel in a hex that doesn't have an oasis marker, leader, or other camel. Placing on watering holes is allowed.



Each camel you place must extend your caravan of the matching color.



A caravan can be placed next to another caravan of a different color (either yours or another player's).



A caravan can fork in multiple directions.



A caravan can **never** be placed next to another player's caravan of the **same** color.



## REACHING WATER

You can score points during the game by connecting your caravans to **watering holes, oases, and the river.**



When you place a camel on a watering hole token, take it and place it in front of you.



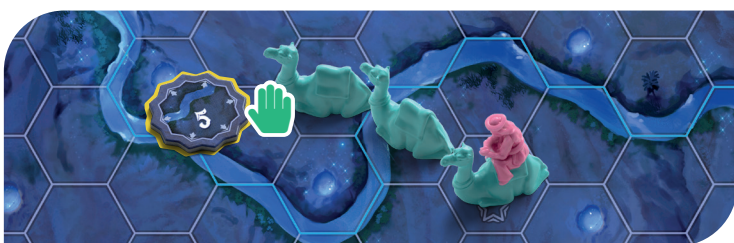
When you connect a caravan to an oasis marker that it's not already connected to, take a 5 point token.



Multiple caravans can be connected to the same oasis marker, but can each only score it once.



You can connect a single caravan to multiple oases to score each of them.



When you extend a caravan across the river for the first time, take a 5 point token. Crossing the river again with the same caravan doesn't score more points. The river is only on one side of the board.

**Note:** When a watering hole token covering an oasis hex is claimed, the hex does not become an oasis. It is treated as an empty hex.

## ENCLOSING AREAS

You can enclose an area with a **single caravan**, score all **watering holes** and **oases markers** inside it. At the end of the game, you score +1 point for each **empty hex** inside areas you've enclosed (pg. 4).



You can enclose an area by fully surrounding it with a **single caravan** and the **borders of the map** (including mountains in the middle). Immediately claim all enclosed watering hole tokens and take a 5 point token for each enclosed oasis marker the caravan isn't already connected to.



You **can't** enclose an area using multiple caravans.



You **can't** enclose an area with other camels or leaders inside it. Once an area is enclosed, no one may place camels in it (including you).

## GAME END

When a player places the **last camel** of any **1 color**, they finish their turn, and then the game ends. Players add up their final scores, and the player with the most points wins.

The game also ends in the rare case that a player can't legally place a camel on their turn.

## FINAL SCORING

1. Award each **10 point largest caravan** token to the player who has placed the most camels of each caravan color. *If tied for a color, each tied player takes a 5 point token instead.*
2. Add up the points on all your tokens.
3. Add **+1 point** for each empty hex in your **enclosed areas**. *Hexes with oasis markers don't add points for enclosed areas.*



## SCORING EXAMPLE

|                                                                 |                  |
|-----------------------------------------------------------------|------------------|
| 2x Largest Caravan<br>(Teal, Red)                               | 20 points        |
| 13x Watering Holes<br>(4x 3 points, 6x 2 points,<br>3x 1 point) | 27 points        |
| 5x Oases                                                        | 25 points        |
| 11x Enclosed Hexes                                              | 11 points        |
| <b>Total</b>                                                    | <b>83 points</b> |



## TIPS & REMINDERS

- Each player must choose a **different color** for their first leader. You **can't** place a leader next to an oasis or other leader, or on a watering hole.
- In a 2 player game, the **first** player places 1 camel on their first turn. In a 3-5 player game, the first **2 players** place 1 camel on their first turn.
- The 2 camels you place on your turn may be the **same** or **different** colors.
- If you place the last camel of a color as your **1st** camel, you must still place a 2nd camel before ending the game.
- A camel may be placed next to any camel/leader of a **different** color. It may **not** be placed next to a camel/leader of the **same** color that is in another player's caravan.
- You can claim a watering hole by placing a camel on it **or** enclosing it.
- Each caravan can score each oasis **once**, either by being placed next to it **or** enclosing it.
- Mountains and villages in the middle of the map **can** enclose areas (they count as map borders).
- If you surround an area that has another caravan inside, it **doesn't** count as enclosed (and scores no points).

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