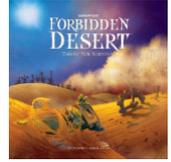


# Players' leaflets for Forbidden Desert

Don't print this - the leaflet starts on next page



## Printing

They're created at A5 size, which is half of A4.

The easiest way to print when using A4 paper may be to slice it in half first, then use it as A5 sheets.

## Fun games for casual players ....



[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



### [Palm Island](#)

Fun, popular games available from

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

### [Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

### [Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

### [Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

### [Black Sonata](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

### [Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

## Water tiles ...

Three desert tiles show drops of water.

Two of them are wells, but one is a mirage.

Whoever is on well tiles at the time they're excavated gains two water-points on their slider.

However, adventurers may not overflow their water containers.

## Storm strength meter

The meter shows how many cards must be drawn when an adventurer's actions are finished, and the sand storm comes.

If the meter ever reaches the top, the adventure is over - the game's lost.

### Once you've finished your actions, the sand storm comes

**One at a time**, draw and reveal the number of cards that are called for by the **storm meter**.

Each storm card's effects **must** be enacted before anything else can be done ....

### The wind may blow

The **storm** blows the number of tiles shown toward the eye - toward the empty space.

Place a **new** sand marker on each tile as it's moved - beneath adventurers or parts.

If no tile can be moved because the eye's reached the edge, enjoy a brief respite.

### The storm picks up (three of them in the deck)

Move the storm meter up one notch. If it reaches the skull & crossbones, everyone's blown away, and the game is lost.

### The sun beats down (four in the deck)

Adventurers who not in a **tunnel** that shelters them from the sun, and have no **Solar Shield** to protect them are forced to drink water - move their slider down one notch.

If it reaches their skull and crossbones the adventurer's overcome by thirst: the game is lost.



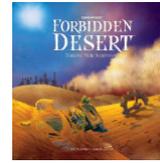
## Sharing water & helping, and equipment

At any time during the game, adventurers on the **same** tile can do two things. Yes - at any time.

One can gift the other water, reducing their own store and increasing their colleague's by one notch.

Equipment cards can be passed from one to the other.

Water sharing and using equipment (other than the shield) cannot be done as a **reaction** to a Storm card's effects - but can be done **between** resolving one card and drawing another.



## Forbidden Desert

Mini play-reminder from ...

FunGames4CasualPlayers.com



## The aim of the game



### Winning

If all four parts of the flying machine are collected, and if all adventurers assemble on the unblocked launch pad, the craft can be put together and they can fly off to safety. They **win!**

### Losing

- When anyone runs out of water. If **one dies of thirst**, they cannot escape as a team.
- When the **sand storm meter** reaches the skull & crossbones.
- If a **sand marker** is called for, but there are no more available.



## It's a co-operative game!

### The focus of attention

The adventurers want to collaborate, co-operate, and share.

Don't be afraid to ask for or to offer advice (nicely). Adventurers are at ease when taking a look at how the land lies, and discussing it publicly. There are no secrets between them.

Rather than having an eye primarily upon their own individual chances of success, the focus probably is more upon 'how are **we** doing'?

The habit of competing with colleagues may make this feel a little 'strange' at first.

### So, who are you?

For newcomers especially, it's ultra useful to be aware of the adventurers sitting around the table, and of their special abilities. And don't hesitate to remind people of your own.

Adventurers' abilities may impact upon the overall state of the desert, or upon the well-being of one's colleagues.

# Adventurers' abilities

## Archaeologist

As one action, two sand may be cleared from an adjacent tile or the one they're standing on. Usually just one can be cleared, so the Archaeologist may help keep the sand at bay.

## Climber

Unlike others, the Climber can go onto blocked tiles, and can take one other adventurer with them (if they were on the Climber's starting tile).

As well as being able to use their abilities during an action of their own, they also are called into effect if the Climber is moved by the **Navigator**.

## Explorer

Move, or clear sand, or use **Dune Blasters** diagonally as well as via adjacent tiles. The ability makes the Explorer quite powerful.

## Meteorologist

Instead of using actions to do things, the Meteorologist can 'save them up', and use them to reduce the number of Storm cards that they have to pick up at the end of their turn. This may help keep the storm's hazards down for a bit.

Another powerful ability is being able (as one action) to look at as many Storm cards atop the deck as the current power of the storm.

They then have the choice putting one at the bottom of the deck - any others are put back where they were. They can the team what they've seen and done of course: no secrets.

## Navigator

Move one other adventurer up to three tiles (or tunnels), as one action. Yes, this means they (theoretically perhaps) could move twelve tiles: three in each of four actions.

The **Explorer** can be moved diagonally, and the **Climber** be moved onto blocked tiles.

## Water Carrier

Once a well has been excavated and is not blocked, the Water Carrier can take water from it at any time (if they're standing on it). Just one layer of sand doesn't get in the way - though the water may be a bit gritty. 😊

They also may be the team's life saver, since they can at any time give water to adventurers on **adjacent** tiles (*all can give water to others on the same tile as themselves at any time*). In all cases, they reduce their own supply at the same time.

This is 'free', in the sense that it does not take up one of the Water Carrier's action.

# Each turn, you can ...

Take between **none** and **four** actions.

They can be taken in any order, and actions can be repeated.



A tile is **unblocked** if it has no more than one sand marker on it. **Second+** sand markers show darker sand and crosses, meaning that the tile's blocked. It's a no-go area for the average adventurer. (But not for the **Climber**.)



## move

Adventurers can move to an unblocked, **adjacent** desert or city tile. That's one with a touching side: North, East, South or West.

Movement can also be made between unblocked tunnels (there are three in the desert).

**Great peril** - you are buried in sand if there's more than one sand marker on your tile. You (with help, perhaps) must reduce the height of the sand to at most one marker before you can take any actions **except** shifting sand.

The **Climber** (and a companion) can move or be **Jetpacked** to **blocked** tiles. Adventurers on a blocked tile can take actions there if the Climber is with them on it.



## shift sand

You may remove one sand marker from the tile you're on, or from one that's adjacent.



## excavate

If there's no sand on your tile, and it's desert at the moment, it can be excavated.



## pick up a part of the flying machine

**Location of parts** - both directional clue tiles must have been excavated to show where a part lies. One is not enough.



When the location's revealed, the part can be put upon the tile - no matter whether it's desert or city. It stays there - if the tile moves, the part moves with it.

If the location was the eye of the storm, the part is placed there, and is moved atop the first tile that subsequently takes up that space.

To pick up a part, the tile must have been excavated, and it must not be blocked by sand. The adventurer must be on it.