

# THROUGH THE DESERT

*Expand your caravans through the desert, race to secure watering holes and access to Oases, and to carve out territory in the sands while building the largest caravans.*

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## SETUP

1. Place the **board** either **Mountain** or **River** side up.  
*At 2-3 players the shaded area is not used.  
The River side has additional scoring rules.*
  2. Place the **5pt Tokens**, leaderless **Camels** and **Largest Caravan Tokens** in a supply.  
*At 2/3 players remove 8/4 **Camels** of each colour. (I.e. 22/26 Camels per player)*
  3. At 2-3/4-5 players choose 1/2 random **Oases hexes**, place a random **Watering Hole Token** on each.
  4. Place an **Oasis Marker** on each remaining Oasis hex.
  5. Place a random **Watering Hole Token** on each Watering Hole Hex.  
*Match the colour facing up to the map you're using.*
- Each player:**
6. Takes a **Leader Colour Token** and the **5 Leaders** with a rider of that colour.  
*At 5p each player uses 4 Leaders. Each returns a different colour leader to the box.*
  7. **First Player** is the last player to take a drink of water.
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## PLACE LEADERS PHASE

- Starting with the First Player and proceeding clockwise until all leaders are placed, each player places a **Leader** on an a hex that is:
    - Not adjacent to an Oasis or another Leader.
    - Doesn't contain any Token, Marker, Mountain or Leader.
  - The first leader each player places must be of a different colour than all previous leaders, if possible.
  - *Each player will have one connected "caravan" of each colour, the leader is the starting point for each caravan and its colour shows which player owns it.*
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## CARAVAN PHASE

### Placement

During their turn each player must place **2 Camels**.

- **Except**, the 1<sup>st</sup> 2 players place only 1 Camel on their first turn. (2p: just 1<sup>st</sup> player)
- When placing a Camel it must be placed on a hex that:
- Is adjacent to the player's caravan of the same colour.
  - Is not adjacent to any other player's caravan of that colour.
  - Doesn't contain an Oasis Marker, Mountain, Leader or other Camel.
  - *It may be placed on Watering Holes and Watering Hole Tokens, adjacent to a Caravan of a different colour, and the Caravan may fork.*
  - *The two Camels placed may be the same colour or different.*

## Effects:

- If placed on a **Watering Hole Token**, the player takes that token.
  - If placed adjacent to an **Oasis Marker** that they didn't already have a Camel of that colour adjacent to, they take a 5pt token. *I.e. they get an Oasis Marker if they're connecting that caravan to the Oasis for the first time.*
  - **River Board:** If placed so that the Caravan crosses the river for the first time, take a 5pt token.
  - **If a player encloses an area:**
    - A group of hexes is **enclosed** if they are surrounded by Camels of **single** caravan and/or the map edge, and they contain no Leaders or Camels.
      - *I.e. All Camels surrounding the group must be of the same colour.*
      - *The border around the mountains count as a map edge, at 2/3p the shaded hexes count as a map edge.*
    - Within the enclosed area, they take each **Watering Hole Token** and score 5pts for each **Oases Marker** that the surrounding Caravan hadn't already scored.
    - At the end of the game they will score 1pt for each empty hex in the enclosure.
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## GAME END

When the **last camel of a colour is placed**, that player finishes their turn and the game ends. *I.e. if they had not yet placed a second camel, they may do so.*

## FINAL SCORING

- For each colour, the player with the **largest Caravan of that colour** scores 10pts. *If tied, tied players score 5pts each.*
- Each **empty hex in an enclosure** scores the player whose Caravan surrounds it 1pt. *Oasis Markers and Mountains do not count. Watering Hole hexes do.*

The player with the most total points wins.

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## CLARIFICATIONS AND EXTRA RULES

- If a player **cannot place a camel**, the game ends.
- A **Camel** cannot be placed on an **enclosed hex**.
- **Leaders** do count as **Camels**.
- **Optional:** When scoring a Watering Hole Token, place it **facedown** or underneath your Leader Colour Token, to conceal its value.