THROUGH THE DESERT

FIRST TIME SETUP

Before your first game, each player takes the 5 riders of their color and attaches them to **1 camel of each color.** Also, assemble each of the **5 Oasis Markers.**

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

Setup	Map	Camels*	Leaders
2 Players	Don't use the shaded area	Use 22 of each color *(remove 8)*	Use all leaders
3 Players	Don't use the shaded area	Use 26 of each color *(remove 4)*	Use all leaders
4 Players	Use the entire map	Use all camels *(30 of each color)*	Use all leaders
5 Players	Use the entire map	Use all camels *(30 of each color)*	Each player removes 1 leader of a different color

*not counting leaders

SETUP

1. Decide whether to use the **mountain** or **river** side of the game board (see pg. 3 for river rules). Pile the **point** tokens, **largest caravan** tokens, and **camels** (separated by color) nearby. *With 2-3 players, return some camels to the box (see table).*

2. Randomly choose **5 oasis hexes** (🌴) on the map and place an **oasis marker** (palm tree) on each of them.

3. Shuffle the **watering hole** tokens. Place a random token on every **watering hole hex** on the map, with the side matching the map terrain face up. Also place a watering hole token on each **oasis hex** that **doesn't** have an oasis marker. *With 2-3 players, only 1 oasis hex will not have a palm tree, since 1 oasis hex is in the shaded area.*

4. 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 salt icons ⚠ on certain hexes are used in expansions and should be ignored when playing the base game.*

OBJECTIVE

Lead your caravans 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. 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 or other leader. 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.
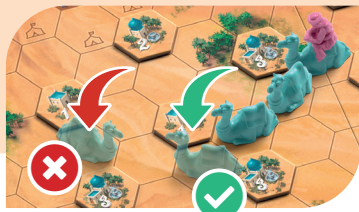
Each camel you place must extend your caravan of the matching color.

A caravan can fork in multiple directions.

A caravan can touch another caravan of a different color (either yours or another player's).

A caravan can **never** touch 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 face down in front of you.

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

Multiple caravans can be connected to the same oasis, 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 pt 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, it does not become an oasis. It is treated as an empty hex.

ENCLOSING AREAS

You can enclose an empty area with a **single caravan** to score all **watering holes** and **oases** inside it. At the end of the game, you score +1 pt 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 pt token for each enclosed oasis 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 pt largest caravan** token to the player who has placed the most camels of that color. *If tied for a color, each tied player takes a 5 pt token instead.*
2. Add up the points on all your tokens.
3. Add **+1 pt** for each empty hex in your **enclosed areas.** *Hexes with oasis markers don't count as empty.*

SCORING EXAMPLE

2 X Longest Caravan *(Teal, Red)*	20 pts
13x Waterholes *(4x 3 pts, 6x 2 pts, 3x 1 pt)*	27 pts
5x Oases	25 pts
11x Enclosed Hexes	11 pts
Total	**83 pts**

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 2p game, the **first** player places 1 camel on their first turn. In a 3-5p 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 touch any camel/leader of a **different** color. It may **not** touch 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 touching 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).