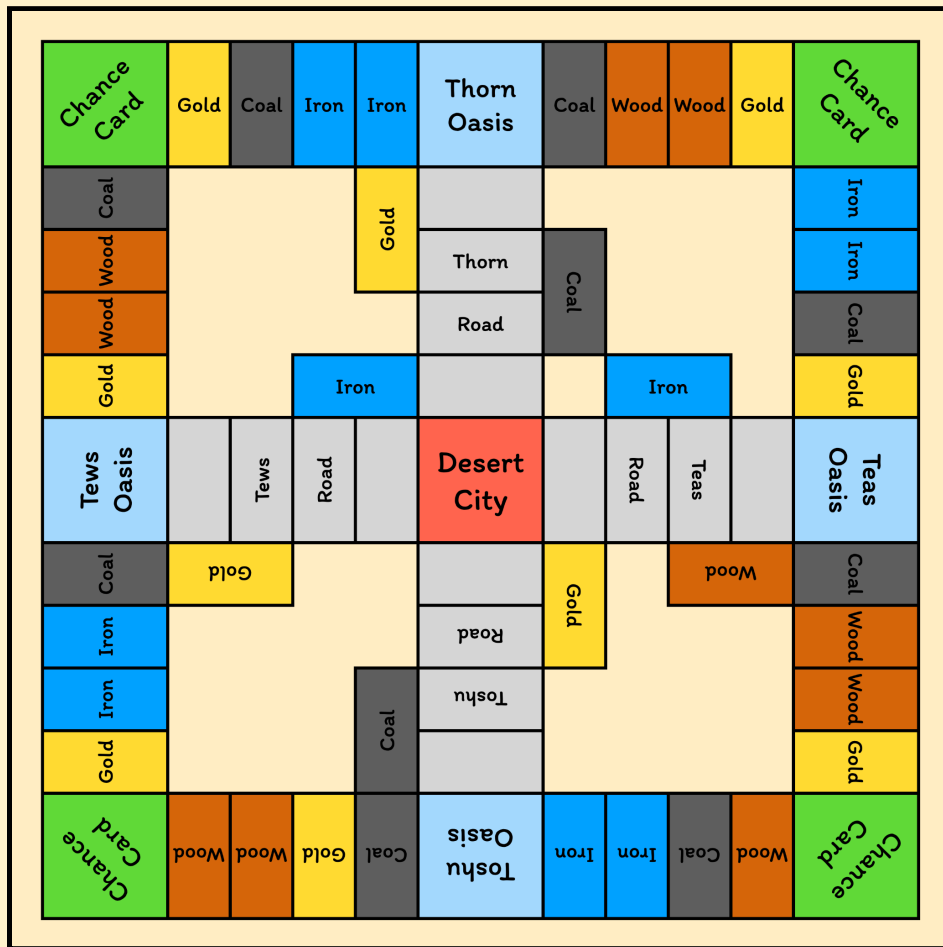


# DESERT PIONEERS

2-6 Players



The desert tells a different story every time  
someone ventures into it...

You are a mercenary sent by your ruler to a desert.  
To claim the land for your ruler, you must complete  
your unique task before the others!

## CONTENTS

- 1x Instruction Booklet
- 1x Game Board
- 1x Dice
- 6x Pawns
- 6x Establishment Markers (1 of each color)
- 6x Service Cards
- 12x Goal Cards
- 18x Outpost Markers (3 of each color)
- 18x Camp Markers (3 of each color)
- 18x Chance Cards
- 24x Wood Resource Cards
- 24x Coal Resource Cards
- 24x Iron Resource Cards
- 24x Gold Resource Cards

## SETUP

Start by shuffling the Chance Cards and Goal Cards. Each player draws a unique goal to complete.

Players then place their pawn on an Oasis of their choice and receive their building markers.

Highest roller goes first, and then turns proceed clockwise.

# TURNS

1. Gain the resources from all your buildings.
2. Roll the dice and move in any direction, the number of spots moved is dictated by what number you roll. You may not move onto the same spot in one turn.
3. Players then perform actions based on the tile and may use services.

# TILES

1. **Resource Tiles (Wood, Coal, Gold, Iron):** If the player lands on an unoccupied resource tile, they may claim it by placing a camp. If the resource is already claimed by another player with a camp, they may destroy the camp and claim it for themselves. If there is already an outpost or establishment built, they may not claim that tile.
2. **Chance Tiles:** If the player lands on a chance tile, they draw one chance card from the deck.
3. **Oases:** If the player lands on an Oasis, they may immediately move to any Oasis on the board.
4. **The Desert City:** The Desert City allows the player to finish the game if they have met their goal. Otherwise, they take no action.
5. **Roads:** The player takes no action.

# BUILDINGS

**Camps** can be built on any unoccupied resource tile that the player is on. These produce one resource per turn.

**Outposts** and **Establishments** must be bought as services when building.

**Outposts** are upgraded camps. A player may build an Outpost anywhere they have a camp or on any resource tile they are on. Outposts produce 2 resources per turn.

**Establishments** are the final form of camps. Players must upgrade an existing Outpost to create an Establishment.

Players may only own **3** camps, **3** outposts, and **1** establishment at any time.

Buildings may be destroyed by their owner at any time, and other players may destroy any opponent camp they land on.

# WINNING

To end the game, a player must end their turn on the Desert City with their goal completed.

The first player to do this wins. Players may choose to continue playing or start another game.