Forbidden Desert Redux

The game is based on the original boardgame "Forbidden Desert", but we enhanced it with custom game rules.

The game rules:

The original story is that you experienced a helicopter crash, the objective is to build an ancient flying machine to go home.

The game works with 2-3-4 players, and the difficulty can be selected by them. There are four difficulty levels: Novice, Normal, Elite and Legendary. The game arena has 25 cards, all of them are different, hiding ruined city or shelter.

Water

There are 3 wells, 2 of them are working the other one is a dry one, so you can't get water from it. Players can share water during the rounds. Everyone has a different water level, keep it in mind. The game is over if one of the player's water level is depleted. Water can be shared between players.

Roles

Each player has a different role which is assigned randomly and is unique(Archeologist, Climber, Explorer, Meteorologist, Navigator, Water Carrier).

Actions

Everyone has 4 actions in a round:

· Moving left-right-up-down (but not diagonally)

· Discovering

· Remove sand

· Pick up part

To discover a field, you have to dig all the sand up otherwise you can't flip the card.

Shelters

There are different shelters:

· Empty

· Friendly with water supply (+1 water)

· Friendly with survivors (you can do a bonus mission for additional reward: chooseable gadget

· Hostile shelter where you must fight or let yourself arrested

Parts

The parts of the machine are scattered in the desert, however the desert challenges you to find them. You need to discover cards by digging up sand to find parts of the desert.

There are 2 guidance cards for each parts that pinpoints the location for the player to find it.

The players need to find the landing site with the ship (there are 4 parts for it)

Storm

There are cases when there is storm, it means that the cards move dynamically and sand cards are put on those which are affected by the storm. (It may happen that there are 2 cards on one, that means that card is blocked so you have dig before doing other action, and by digging you)

Losing conditions

-Storm meter reaches the skull icon

- all 48 sand markers are used (and you want to put another one)

- one of the players dies of thirst

Concept Art

Main Menu:

Board (only a sketch):

Parts collected/not collected		Cards of player 3		Storm meter

Cards of player 2	Board filled with 24 sand tiles and a storm	Deck 2
		Logging box
		Deck 1

	Cards of the current player	Sand pile counter	Pause