



Game data

- **Desert** : Basic terrain, no special features
- **Mine** : You can mine to get funds
- **Village** : Can buy water and food
- **Obstacle** : Impassable Terrain

Weather impact

- **Sunny** : Consume 5 boxes of water and 7 boxes of food
- **High temperature** : 8 boxes of water, 6 boxes of food
- **Sandstorm** : Must stay in place, consume 10 boxes of water and 10 boxes of food

Material Information

- **Water** : 3kg/box, base price 5 yuan/box
- **Food** : 2kg/box, base price 10 yuan/box
- **Maximum load** : 1200kg
- **Initial capital** : 10,000 yuan
- **Mining income** : 1,000 yuan/day



30-day weather forecast



Basic Rules

1. The game starts on day 1, with the player at the starting point. The player must reach the end point on or before the deadline, at which point the game ends.
2. Crossing the desert requires two resources: water and food, both of which are measured in boxes. The total weight of water and food a player can carry each day cannot exceed the maximum weight limit. If you run out of water or food before reaching the end point, the game is considered a failure.
3. The weather each day is one of three conditions: "clear", "hot", or "sandstorm", and the weather is the same in all areas of the desert.
4. Each day, players can move from one area of the map to another adjacent area, or they can stay where they are. On sandstorm days, players must stay where they are. Players can only move one square per day.
5. The amount of resources a player consumes when staying in one place for one day is called the basic consumption, which is one box of water and one box of food. The amount of resources consumed when walking for one day is twice the basic consumption.
6. On the first day, players can purchase water and food at the starting point using their initial funds at the base price. Players can stop at the starting point or return to it, but cannot purchase resources there multiple times. Upon reaching the end point, players can return any remaining water and food at half the base price per box.

7. While players are at the mine, they can earn funds through mining. The base income for a day's mining is 1,000 coins. Mining consumes three times the base consumption; not mining consumes the base consumption. Mining is also possible during sandstorms.
8. When players pass by or stay in a village, they can use their remaining initial funds or funds obtained from mining to purchase water and food at any time. The price per box is twice the base price.

Rules of the Game

1. The destination must be reached within the specified time limit.
2. Consume water and food, the total amount does not exceed the upper limit of the load

[View detailed rules](#)

[Start the game](#)

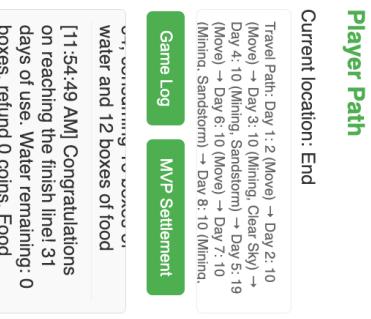
Desert Adventure Game

Game Status

Day 31

Weather: Sandstorm

[View All Weather](#)



water and 12 boxes of food

[11:54:49 AM] Congratulations on reaching the finish line! 31 days of use. Water remaining: 0 boxes, refund 0 coins. Food

[Game Log](#) [MVP Settlement](#)



Resource Management

funds: 14280 currency
water: 0 box
food: 0 box
Weight: 0 / 1200kg

Action Selection