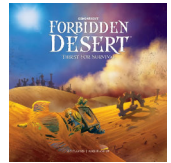


# Players' leaflets for Forbidden Desert

Don't print this - the leaflet starts on next page



## Printing

They're created at A5 size, which is half of A4.



[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



# Adventurers' abilities

## Archaeologist

As one action, two sand may be cleared from an adjacent tile or the one they're standing on.

## Climber

The Climber can leave or move to adjacent blocked tiles (tunnels included). May take one adventurer with them (*if on the same starting tile*) - even when using the **Jetpack**.

The Climber's abilities are called into effect if the Climber is moved by the **Navigator**. Also, the Climber **can** pick up a part from a blocked tile.

## Explorer

Move, or clear sand, or use **Dune Blasters** diagonally as well as via adjacent tiles.

## Meteorologist ... two abilities

Instead of using actions, the Meteorologist can 'not-use' them, thus reducing the number of Storm cards that they have to pick up at the end of their turn.

Another ability is being able (as one action) to look at as many Storm cards atop the deck as the current power of the storm - don't shuffle and renew the deck if there aren't enough.

They then have the choice putting one at the bottom of the deck - any others are put back where they were.

## Navigator

Move one unburied adventurer up to three tiles (or tunnels), as one action.

Yes, *this means they could move across twelve tiles: three in each of four actions.*

The **Explorer** can be moved diagonally, and the **Climber** be moved onto blocked tiles.

## Water Carrier ... two abilities

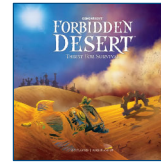
Once a well has been excavated and is not blocked, the Water Carrier can take water from it at any time (if they're standing on it).

Just one layer of sand doesn't get in the way - though the water may be a bit gritty.

They also may be the team's life saver, since they can at any time give water to adventurers on **adjacent** tiles (*everyone can give water to others on the same tile at any time*).

In all cases, they reduce their own supply at the same time.

This is 'free', in the sense that it does not take up one of the Water Carrier's action.



## Forbidden Desert

Thanks to all the discussions at BoardGameGeek forums for clarifying several rules.



## Winning - do these two things

All four parts of the flying machine must be collected.

All adventurers must then assemble on the unblocked launch pad, meaning that the craft can be put together, and they can fly off to safety.

## Losing - any of these

- If one runs out of water and **dies of thirst**, they cannot escape as a team.
- The **sand storm meter** reaches the skull & crossbones.
- A **sand marker** is called for, but there are no more available.



## Who are you?

Be aware of every adventurer's special abilities. Remind people of your own.

## Blocked tiles

A tile is **blocked** if it has more than one sand marker on it.

**Second (and above)** sand markers show darker sand, and crosses.

## Water tiles ...

Three desert tiles show drops of water. Two of them are wells, but one is a **mirage**.

All adventurers on well-tiles **at the time they're excavated** gain two water-points.

## Storm strength meter

The meter shows how many cards must be drawn when an adventurer's actions are finished, and the sand storm comes.

If the meter ever reaches the top, the adventure is over - the game's lost.

# Each turn ... actions

Take between **none** and **four** actions ... in any order. Actions can be repeated.

## Action - move

Move to an **unblocked**, adjacent (N, E, S, W) desert or city tile.

Movement can also be made between unblocked tunnels (*there are three*).

**Great peril** - you are buried in sand if there's more than one sand marker on your tile. You (*with help, perhaps*) must reduce the height of the sand to at most one marker before you can take any actions **except** shifting sand.

The **Climber** (and a companion) can move onto or be **Jetpacked** to **blocked** tiles.

Adventurers on a blocked tile can take actions other than shifting sand if the Climber is with them on it.

## Action - shift sand

Remove one sand marker from the tile you're on, or from one that's adjacent (N, E, S, W).

## Action - excavate

If there's no sand on a desert-tile you're on, it can be excavated.

## Action - pick up a part of the flying machine

To pick up a part from a tile, the tile must have been excavated, and must not have more than one sand marker on it.

The adventurer must be on it.

**Location of parts** - both directional clue tiles must have been excavated to show where a part lies.

When the location's revealed, the part is put upon the tile - no matter whether it's desert or city. It stays there - if the tile moves, the part moves with it.

If the location was the eye of the storm, the part is placed there, and is placed atop the first tile that subsequently takes up that space.

# After taking actions ..

## The sand storm comes

**One at a time**, draw the number of storm cards called for by the **storm meter**.

Each storm card's effects **must** be enacted before anything else can be done.

## The storm's effects

### The wind may blow

The **storm** blows the number of tiles shown toward the eye - that's the empty space.

Place a new sand marker on each tile as it's moved - beneath adventurers or parts.

If no tile can be moved because the eye's reached the edge, enjoy a brief respite.

### The storm picks up (three of them in the deck)

Move the storm meter up one notch.

If it reaches the skull & crossbones, everyone's blown away, and the game is lost.

### The sun beats down (four in the deck)

Adventurers who are not in a **tunnel** that shelters them from the sun, and have no **Solar Shield** to protect them are forced to drink water - move their slider down one notch.

If it reaches their skull and crossbones the adventurer's overcome by thirst: the game is lost.



At any time, adventurers on the same tile can do these things. Yes - at any time.

Give the other one water, reducing their own store and increasing their colleague's.

Equipment cards can be passed from one to the other.

Water sharing and using equipment (other than the shield) cannot be done as a **reaction** to a Storm card's effects - but can be done **between** resolving one card and drawing another.