

“You have arrived at Death Valley in the big desert of Tarrazo. Death Valley got its name from the deadly water in all oases that are located in the area. You’re here because you have heard the legend of the beautiful crystals that can be found here. The area is hard to navigate in but you have found an old map that lets you calculate your route with good precision as long as you manage to stay on course.”

Game setup:

All players get 5 action cards.

All players pick a camp they want to start from and place their pawn here (There can never be 2 players on same spot at any time in the game).

Place a pawn with your color on the health tracker (see pic on last page)



Moving round

A moving round includes 5 movements.

All players get to draw 10 moving cards and then pick 5 of these cards to use for movement.

Once all players have received 10 cards, turn the sand timer. If the sand timer runs out before some players haven't picked 5 cards the player to their right get to place the rest of their cards on random. The 5 cards you don't use, goes back to the deck.

The 5 cards you have picked shall be placed in front of you, faced down, one by one in the order you want to use them (from left to right).

All players also draw an action card.
You are now ready to start the moving round



All players now turn over their first moving card (from the left) and each player move acc to his card. The player with the highest number on his card moves first then the rest of the players take turn moving acc to the number on their card. Then all players turn over their second moving card and move acc to this card... and so on until all players have used all their 5 cards.

If two players end up next to one another after a move, they battle. Read more under battle.

If a player move into the same spot another player are standing on this player gets pushed in the same direction the moving player are moving, then they will battle.

If you get pushed up next to another player by a moving player or a battle, no battle will take place between the pushed player and the player he got pushed up next to. But if he get pushed into a spot another player is standing on, this player also get pushed in the same direction.

Note. All players have to pick 5 cards and move acc to all the 5 cards when they are turned. If you get moved by battle or other players action cards you have to move acc to your moving cards from the spot you end up on. If you end up outside the map (Pushed out or moved out) you will be placed in a camp. Your moving round is over even if you have moving cards left that you haven't used. The player to your right decides wish camp you will end up in.

If you walk over a poison lake or end up in one, you lose one health point.

When all 5 cards have been turned for each player and all players have moved, the moving round is over. Collect all the moving cards and shuffle the deck. Next moving round will start and all players get 10 cards again, pick 5 of them and draw an action card.

Moving cards

Your moving cards tell you how you shall move. What direction and how many steps.

When you choose the cards you want to use and when you move after a card, have in mind that you have to read the card with the north icon on the card in the same direction as the north icon on the map. Otherwise you will not move in the right direction acc to the card.

Poisoned oases are marked  on the map...

Battles

If two players end up next to one another after a move, they battle. The player with the highest points on his moving card wins the battle. Have in mind that you can play sword cards here to help you win the battle.

If you lose a battle you will lose one health point. You also have to move your pawn one step away from the other player. You have to move so you are in a straight line from the other player as the picture here below...



The example here to the left shows where red has to go after losing a battle against black.

If you end up outside the map you will be placed in a camp. Your moving round is over even if you have moving cards left that you haven't used. The player to your right decides which camp you will end up in. If you end up in a poison lake you lose one health point.

If more than two players end up next to one another the player with highest points wins and all other has to move one step away from the winner according to picture.

Action Cards

A player can max hold 6 action cards. If you get 7 cards on your hand when you pick up a card in the beginning of a moving round, you have to lose one card.

You can play as many cards you can and want, any time in the game.

Play cards to make it hard for other players or to defend against cards played by other players.

Pickaxe	-Play when standing on a crystal to take the crystal after a move.
Sword	-Add points to your moving cards to help win battles.
Fake map	-Change places on two moving cards for another player.
Map	-You get to move one extra step in any direction you want.
Night	-All other players lose one in health.
Fireplace	-You don't lose health during the night.
Sandstorm	-All other players lose a moving card. The player that played the card gets to pick.
Tent	-You don't lose a card during a sandstorm.
Thief	-You steal one crystal from another player.
Tame wolf	-Protect you against a thief (You will not lose a crystal)
Meat	-You raise your health 1 point.
Buffalo	-Move another player one random step.



Digging for a crystal:

When you're standing on a crystal icon on the map you can dig it out.

There are two ways to do this...

- *Play a pickaxe card*
You can do this if you end up on a crystal after a movement.
(Note. If you end up in a battle you have to do the battle first and win that battle so you don't get moved, before you can dig)
- *Dig with your hands*
You can only do this if you end up on a crystal after the last move in a moving round.

If you dig for a crystal you get to take a crystal token in the same color as the crystal icon you're standing on has. You can only have one of each crystal at the same time, during the game.

You can use any crystal to buy food that will raise your health 2 points. You cannot dig for a crystal, use that crystal to buy 2 health points, and then dig for same crystal again without first have moved from the spot. You have to move out from the crystal spot and then back in again.

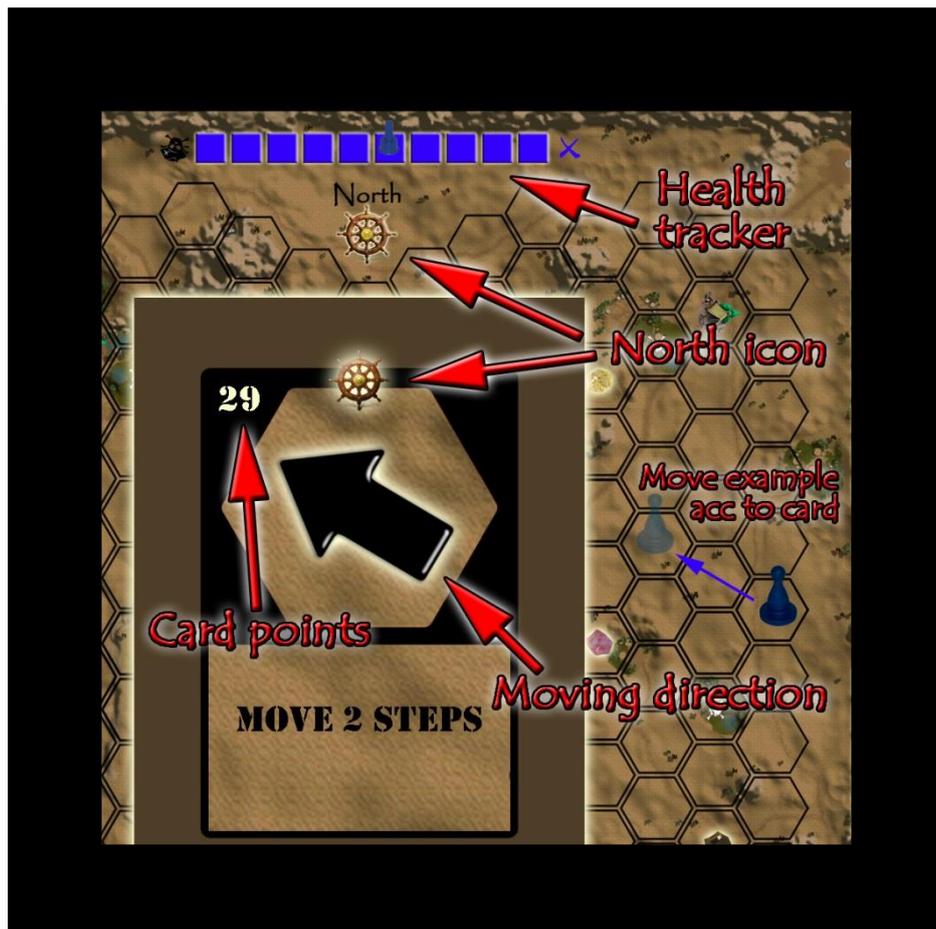
Health

You start with your health tracker pawn on the **X** in your color and move it to the right, every time you lose health and to the left when you gain health.

If your health comes down to the  icon, you are dead and taken out of the game.

A game round in short:

- All players draw 10 moving cards each.
- All players pick 5 cards of the 10 they drew, that they want to use for moving.
- All players place there 5 chosen moving cards in a line, one by one, faced down.
- All players draw one action card.
- All players turn their first moving card over and move. (first card from left to right)
- If two players end up next to one another after a move, they battle. This can happen after every move. Read more under “battle”.
- Players can play a pickaxe and dig for crystals. This can happen after every move. Read more under “digging for a crystal”.
- When all 5 cards have been turned and all players have moved, the moving round is over.
- Players that are standing on a crystal can dig up this crystal using their hands. Read more under “digging for a crystal”
- New game round begins.



The player that first gets one of each six crystals to a camp wins the game.
GOD LUCK!