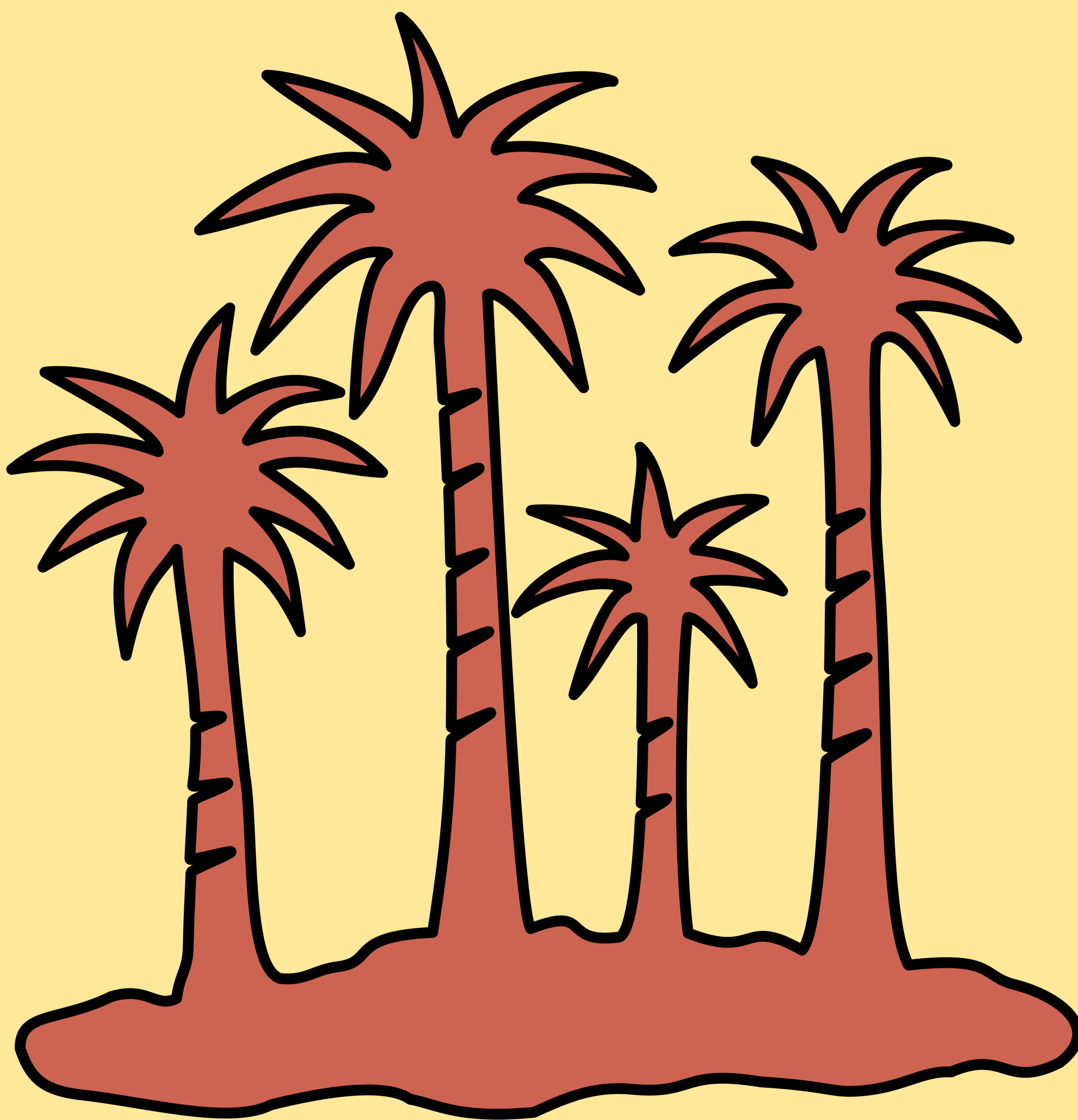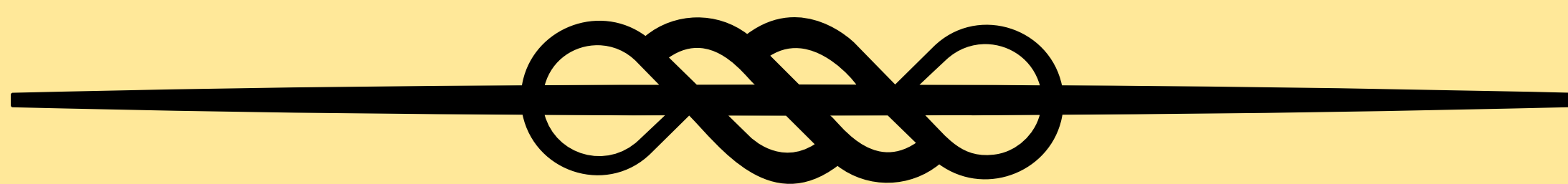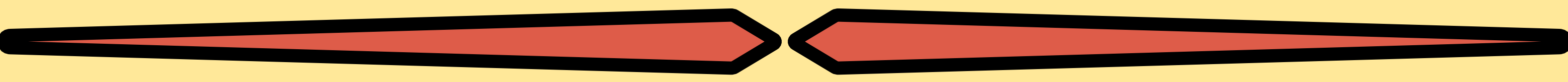# Desert Pioneers

You are a mercenary sent by your ruler to a desert. To claim the land, complete your unique task before the other players!

Contents

- 1x Rules
- 1x Game Board
- 1x Dice
- 6x Pawns
- 18x Camp Markers (3 of each color)
- 18x Outpost Markers (3 of each color)
- 6x Establishment Markers (1 of each color)
- 6x Trade Cards (⇄)
- 12x Goal Cards (!)
- 18x Chance Cards (?)
- 24x Coal Resource Cards
- 24x Gold Resource Cards
- 24x Iron Resource Cards
- 24x Wood 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.

Turns

1. Gain the resources from all of your buildings.

2. Roll the dice and move that many spaces in any direction. You may not move onto the same spot twice in one turn.

3. Perform actions based on the tile you land on and buy services listed on the trade card.

Tiles

1. Resource Tiles (Wood, Coal, Gold, Iron): If the player lands on an unoccupied resource tile, they may claim it with a building.

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 at no cost 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 two resources per turn.

Establishments are the final form of camps. Players must upgrade an existing Outpost to create an Establishment. These produce three resources per turn.

Players may only own **THREE** camps, **THREE** outposts, and **ONE** establishment at any time.

Buildings may be destroyed by their owner at any time.

Winning

The first player to end their turn on the Desert City with their goal completed wins the game.