



# FORBIDDEN DESERT

## GAME PLAY ONE-SHEET

### SUMMARY :

Forbidden Desert is a coop game for 2-5 players. Your team has crashed in the desert while searching for a lost city and its legendary flying machine. To survive: excavate the city, find/assemble the machine's parts and escape before water runs out or the desert swallows you up.

If the players locate the 4 parts and return to the landing pad: they win. However: If one of the player's water supplies runs below 0, if you run out of sand markers.

or if the Storm Meter reaches the top - the team loses

**GAME PLAY :** Each player takes up to 4 actions, in any combination:

**MOVE** – move to an adjacent tile, or from one Tunnel tile to another. Players cannot move on, through, or from a blocked tile (w/ 2 or more Sand Markers on it)

**REMOVE SAND** – remove a Sand Marker from an adjacent tile, or the tile you are on

**EXCAVATE** – if you are on the desert side of a tile with no Sand Markers, you may flip it over and resolve depending on the symbols revealed.

**PICK UP A PART** – pick up part of the flying machine, as long as you are on an unblocked, excavated tile.

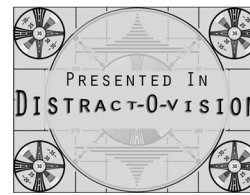
**After using actions :** current player draws a number of **Storm Cards** according to the Storm Meter. Each should be resolved, one at a time.

**WINDS BLOW** – shows how the sands shift: each card displaying a number of tiles and the direction they move towards the Storm's Center (space with the missing tile). Each gets a Sand Marker: light colored if there is no Sand marker yet, dark colored with the "X", for any additional Sand to show the tile as blocked.

**STORM PICKS UP** – move the Storm Meter up 1 tick, changes the number of cards drawn on further turns. If the meter reaches the top (skull and crossbones), all is lost.

**SUN BEATS DOWN** – all players lose 1 water on their cards, unless a player is protected by a Tunnel or Solar Shield.

After the Storm cards are resolved the next player continues, until either the players escape, or are lost in the desert.



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**TILES :** During play different tiles and symbols are revealed:

**WATER** – Three Tiles have a water symbol in the bottom right corner. Two of these have water, the third is a mirage. When one of these is excavated and reveals a well with a water symbol all players currently on that tile add 2 water to their cards.

**GEAR** – 12 tiles have a Gear symbol in the bottom right corner. The person who excavates this tile may draw 1 Equipment card, which they can save for later. (Equipment cards do not require an action to use)

**TUNNELS** – 3 tiles have the Tunnel symbol on them, this allows players to move from one Tunnel Tile to another. Tiles must be excavated, and cannot have 2 or more Sand Markers. Tunnel tiles also shelter players on them from the effects of the Sun Beats Down card.

**PART LOCATION CLUES** – 2 Part Location Clues for each of the 4 missing Parts, with the part's symbol in the corner. One indicates which row (left/right arrows), the other which column (up/down arrows).

When the second tile for a specific part is excavated, place that part on the tile where the 2 intersect. This part remains with the tile it is placed on, even when Sand is added or Storms move the tile. It can be picked up as long as the tile has been excavated and is not buried (X)

**LAUNCH PAD** – with the striped border and the "ship" on it, indicates where the body of the Flying Machine rests. All parts must be found and all players must reach this destination to win the game. It cannot be buried when the final player arrives, and must be cleared for the win.

**ADVENTURER CARDS :** how you work together as a team is key:

**Archeologist** - remove 2 Sand markers from any single tile for 1 action.

**Climber** - can move to or through, Sand blocked tiles. He can also take one player with him. Players on his tile are not buried and can move.

**Explorer** - can move, remove sand, and use Dune Blasters diagonally.

**Meteorologist** - may spend actions to draw fewer Storm cards (1 per action) at end of their turn. May also spend 1 action to look at top Storm cards, equal to the Storm level, and place one at the bottom of the deck.

**Navigator** - may move another player up to 3 tiles per action, including tunnels. Can move the Explorer diagonally and the Climber through blocked tiles. Climber can still carry another player when moved this way.

**Water Carrier** - can gain 2 water from already excavated wells for 1 action. May also give water to players on adjacent tiles for free at any time.