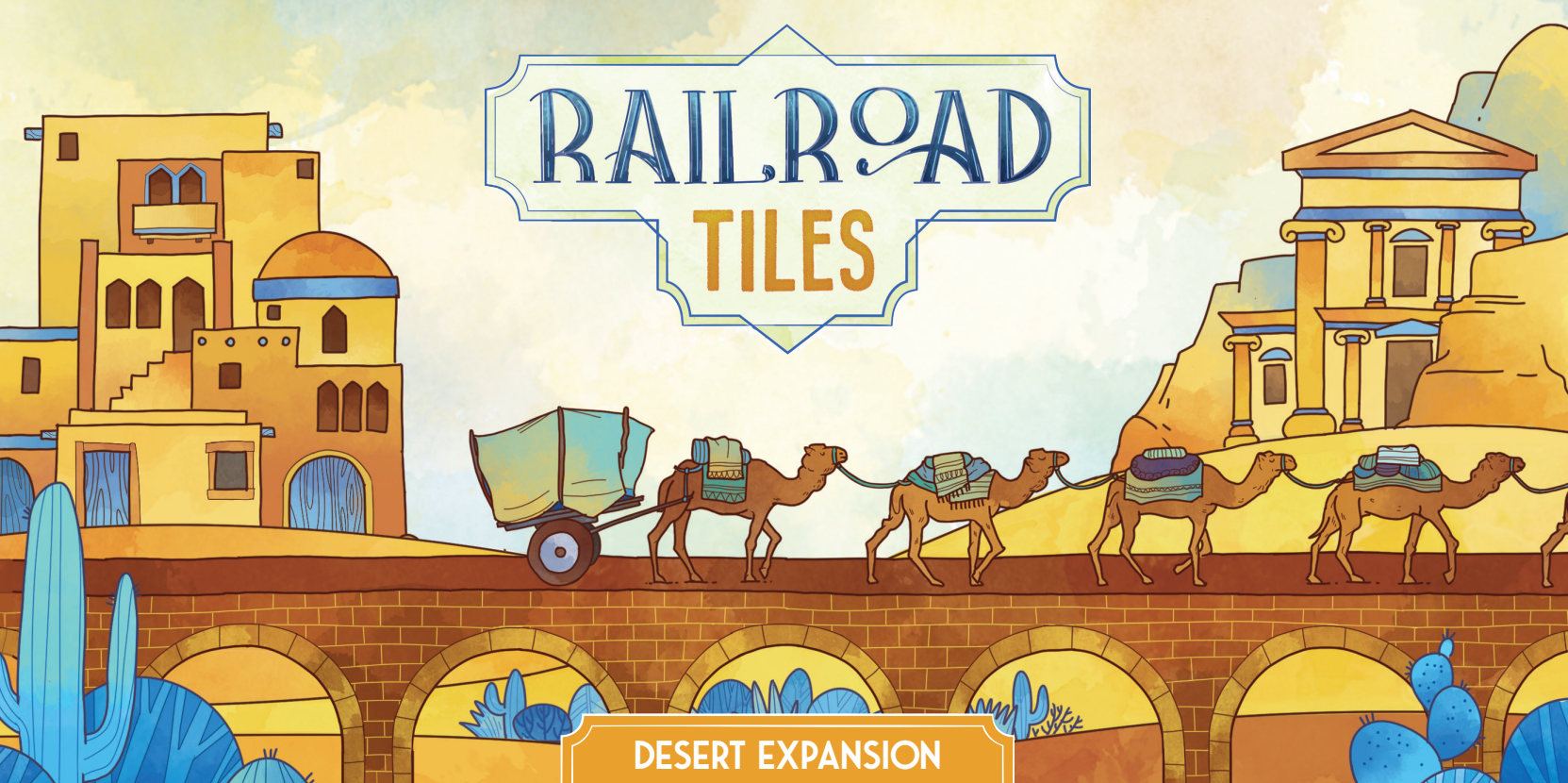


RAILROAD TILES



DESERT EXPANSION

COMPONENTS



44 DESERT ROUTE TILES



12 DESERT
OBJECTIVE TILES



3 CAMEL PLACEMENT
TOKENS



40 DESERT STATION
TOKENS



13 CAMEL
PAWNS



1 BAG

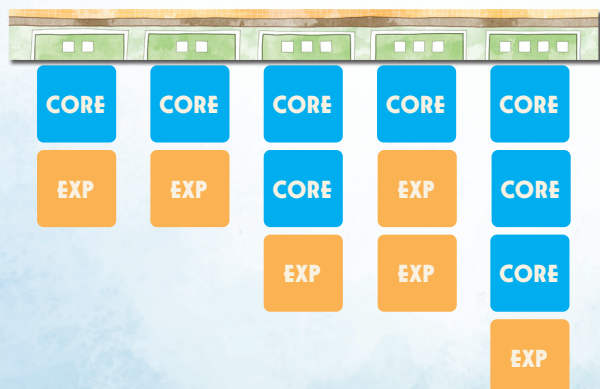
ADDITIONAL SETUP

- Shuffle all the **Desert Route tiles** inside the Expansion bag.
- Add all **Camel pawns** and **Desert Station tokens** to the general pool.
- Remove the 3 Placement tokens with a Train Pinpoint from the game and add the **3 Camel Placement tokens** in their place. Shuffle them with the other Placement tokens before you create the stack on the Clock space of the Station board.



ROUND SETUP

When revealing **Route tiles**, you must follow a pre-determined mix of tiles from the Core Game bag and the Expansion bag. Each column will still contain as many tiles as the number of square icons at the top of that column.



DESERT TILES

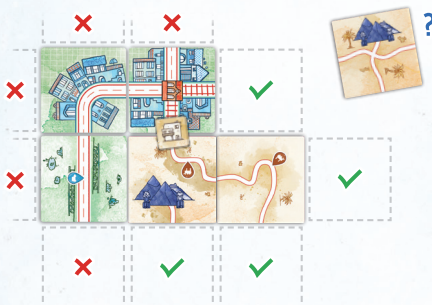


Desert tiles (identified by their **background**) are a **new type of Route tile**. In addition to Empty sides (which follow the regular placement rules), they also have **Desert Trail sides**: these can be connected to **other Desert Trail sides** or to **Railroad/Highway sides** (see *Desert Station Placement* on the next page).

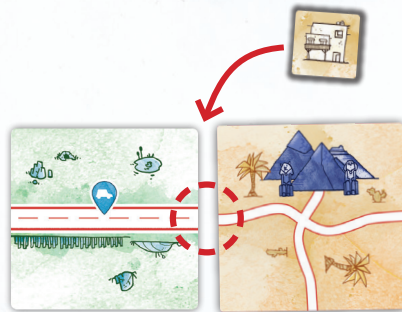
DESERT TILE PLACEMENT

When you place your first **Desert Route tile** of the game, it can be placed freely. All following tiles (Core Game tile or Desert tile) must have **at least 1 side** connected to a tile of the **same kind**.

The new Desert tile must be placed connected to at least 1 other Desert tile.



DESERT STATION PLACEMENT



If you connect a Desert Trail side to a Railroad or Highway side, you must **immediately place a Desert Station token**; they act as Stations, connecting Desert Trail networks to other kinds of routes.

CAMEL PAWN PLACEMENT



For each Placement token in the Active Area that displays a Camel icon, you may place **1 Camel pawn** from the general pool on any tile that has a matching empty Pinpoint.

When you place a Camel, you **immediately score 1 point for each Desert Station connected to that Camel only through Desert Trails**.

Note: Star pawns can also be used to place Camel pawns.

END OF GAME SCORING

LANDMARKS - Desert tiles may feature **Landmarks** connected to Desert Trails. There are 4 types of Landmarks: **Oases**, **Pyramids**, **Obelisks**, and **Sphinxes**. At the end of the game, every Landmark connected to **at least 1 Desert Station** is considered Active. You score points for each set of different Active Landmarks depending on its size (Landmarks do not need to be connected to each other to be a part of the same set; they just need to be connected to a Desert Station). Multiple sets can be scored; each Landmark can be counted only toward 1 set.

- 1 LANDMARK:** 1 point
- 2 LANDMARKS:** 3 points
- 3 LANDMARKS:** 6 points
- 4 LANDMARKS:** 10 points

OPENING PENALTIES - Desert Trails with open ends **do not count towards the number of Openings** at the end of the game.



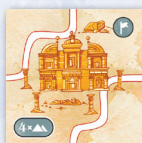
At the end of the game, **Paul** has 5 Landmarks, 4 of which are Active—the Oasis is not connected to a Desert Station. **Paul** scores his 4 Landmarks in 2 sets of different Landmark tiles: A set of 3 Landmarks (Pyramid, Sphinx, and Obelisk) for **6 points**, and a set of 1 Landmark (Pyramid) for **1 point**.

PLAYING WITH OBJECTIVES

This expansion includes 3 additional sets of Objective tiles; they work exactly like those in the Core Game (apart from their Desert-themed scoring conditions, of course).

When playing with the Desert expansion, you can use all Objectives from the Core Game, from this expansion, or a combination of both. We recommend including at least 1 Desert Objective. It is not possible to use Objectives from this expansion if you are playing only with the Core Game or with other expansions.

SCORING CONDITIONS



DESERT TEMPLE
The Desert Temple must be connected to at least 4 Landmarks.



DESERT MARKET
The Desert Market must be part of a continuous path with at least 5 connected Desert Trail segments; in case of looping paths, the same Desert Trail segment cannot be counted more than once.



GREAT OASIS
The Great Oasis must have at least 2 Camels in the tiles that surround it. This tile counts as an Oasis Landmark.

SOLO MODE CHALLENGES

When you play in solo mode with this expansion, you can only use the Challenges below:

CHALLENGE	MISSION	1★	2★	3★
SHARP BOUNDARY	All Desert tiles that are adjacent to regular Route tiles are in a single row (or column) of your play area.	45	55	65
THE LOST WORLD	Every Landmark in your play area is part of a single orthogonally adjacent group (they don't need to be connected to each other, just adjacent).	45	55	65
DESERT OF DEATH	Each Desert tile containing a pawn (Car, Traveler, or Camel) must be orthogonally adjacent to at least 1 regular Route tile.	45	55	65

CREDITS

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