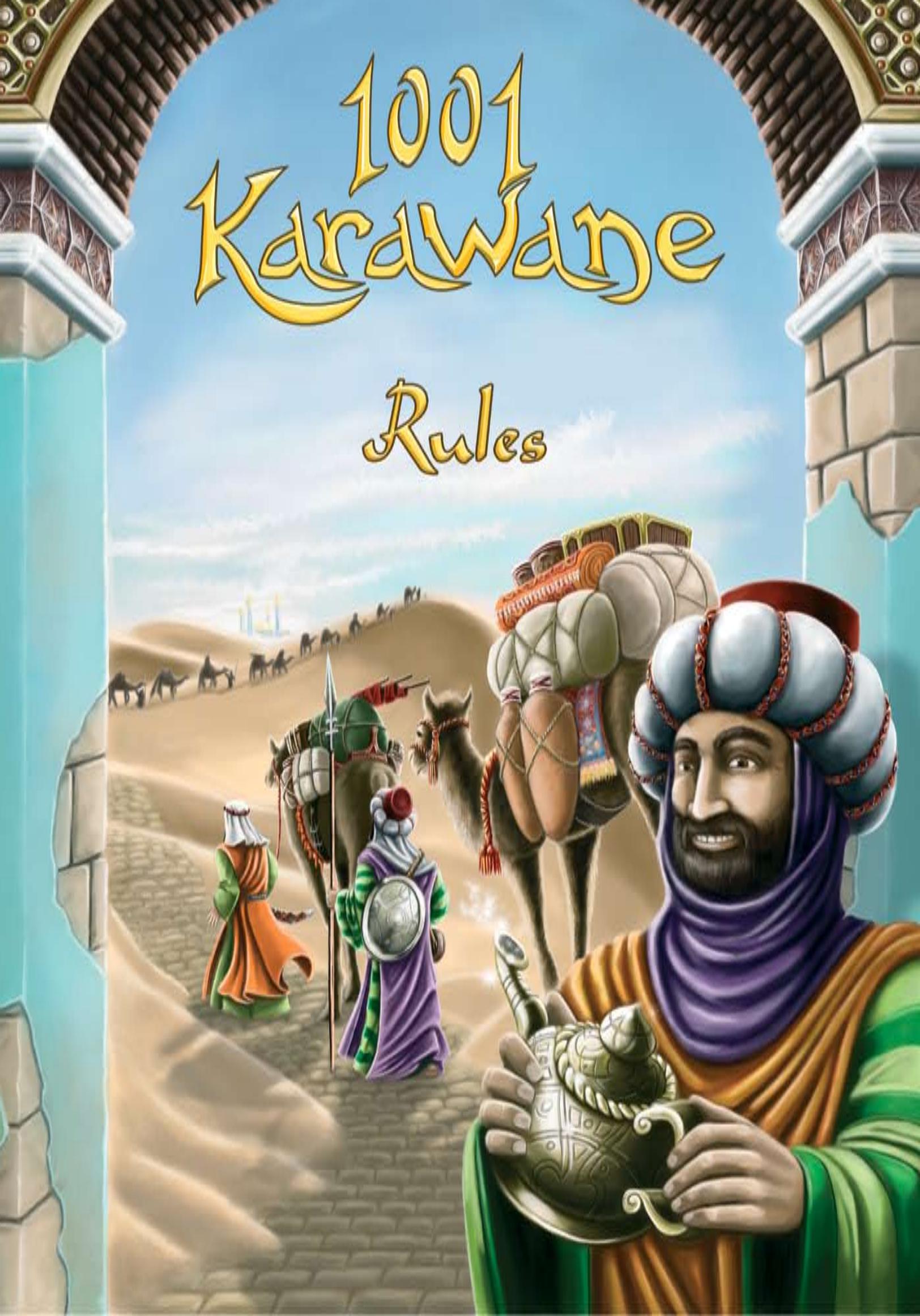


1001 Karawane

Rules



1001 Karawane

When cameleers meet at the campfire after a long and straining journey, they tell each other stories about cities in the middle of the desert, from hidden oases, and flying carpets. A versed cameleer will of course not whistle-blow the exact location of these precious places, but if you can „read“ the desert, you will find them anyway. And with the help of a powerful jinn, you may rearrange the location to your own benefit – or to the disadvantage of someone else.

Players move their caravans through the desert in search of these marvellous locations not telling the others what they discovered. But if you make use of such a location, you automatically reveal some information about it. For instance, if you trade in a desert city the other players will roughly know where the city is. Object of the game is to find three artifacts, or to buy them with the gold you earn.

You will find cities, oases, caravanserais and artifacts. Knowing where they are is very beneficial when you equip a caravan. Do you still remember where they were?

1 Game Material

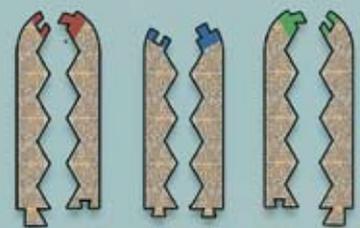
1 rule booklet



1 “known area”



1 frame, consisting out of 6 parts



48 desert hexagons, of which are
16 red,



16 blue,



and 16 green



110 cards, of which are
6 thief cards



15 cameleers



20 waterskins



20 trading goods



5 magic lamps



5 amulets



5 flying carpets



10 x 3 gold



24 x 1 gold



20 chips



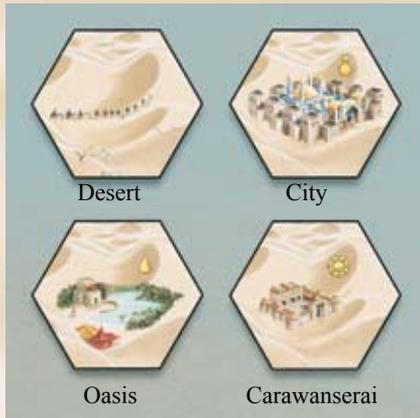
and 5 wooden caravans

2 Game Board

The game board comprises the known area, the frame and the desert hexagons. First, the known area and the frame are put together, and the desert hexagons are sorted into three stacks according to their colour.

Each stack includes 16 hexagons and forms one desert section. In addition to twelve desert hexagons each stack contains four places with special capabilities:

- 1 city where players may trade,
- 1 oasis where players may supply their caravan with water,
- 1 caravanserai which shelters against thieves, and
- 1 magical place.



Each desert section has a different magical place where players may obtain a magical artifact according to the symbol shown on the hexagon:

- a magic carpet in the tower,
- an amulet in the mausoleum, and
- a magical lamp in the ruin.



The hexagons of the three desert areas are shuffled separately and are placed in the appropriately coloured areas of the game board with their (coloured) back side showing up and without looking at them first. What lies in front of you now is the unknown desert - with all its secrets and perils.

3 Game Setup

Set up the game.

The map is set up in the middle of the table. The thief cards are shuffled and placed next to the map as the thief card deck. The equipment card (waterskins, cameleers and trading goods) form an open card deck which will be used to staff the caravans. The gold cards and the magical artifacts are placed next to the board for later use.

Each player gets a caravan of the colour of his choice and four chips. All players place their caravans on the city in the corner of the known area. The player who has ridden on a flying carpet most recently becomes start player.



4 Object of the Game

The player who manages first to acquire all three magical artifacts wins the game.

Your task is to acquire all three different magical artifacts available in the game - no matter whether you find them in the desert and carry them home yourself, or whether you buy them back home. In case of a tie the player who has more money wins the game.

5 Game Turn

The start player turns over a card from the thief card deck. This card is valid for all players during the entire round.

At the beginning of his turn the start player reveals the uppermost thief card. It indicates how many thieves are on their way around the desert during this turn and is valid for all players for the entire round. Then the start player may

Players do their moves clockwise. They may perform all activities described in chapter five.

- equip his caravan,
- move his caravan,
- play a chip, and
- report from his adventures in the desert.

Then the other players follow clockwise (the player who is currently performing his turn will be called the active player for the remainder of the rule booklet). At the beginning of the next round the start player will turn over the next thief card. If all thief cards have been revealed already, he will shuffle the thief card deck again and reveal the uppermost thief card.

5.1 Equipping Caravans

A caravan residing at the start field may be equipped with up to six equipment cards from the equipment card deck.

If a player starts his move at the start field in the corner of the known area, he may choose up to six cards from the equipment card deck into his hand. He may only use his hand cards to support his caravan during the expedition.

A caravan has a maximum capacity of six cards, and a player may not hold more than six cards in his hand at any time.

5.2 Moving Caravans

Players may move their own caravan up to three fields (no matter whether they are part of the known area or desert hexagons). Each desert hexagon a caravan moves to can be taken from the game board and secretly looked at by the active player. Then the hexagon will be put back to where it has been taken from. Therefore, if a caravan moves over more than one desert hexagon, it is recommended to look at them successively rather than all at the same time to avoid confusion about which hexagon belongs to what place.

Moving less than three fields or moving back and forth is allowed but usually makes no sense as players may use the options inherent to all fields they moved over and not only the one the caravan stops at: A game turn comprises a certain amount of time during which more than one event may take place and more than one action may be taken.

5.3 Playing Chips

A chip may be played before or after (but not before AND after) the movement. If you play a chip, you either choose the jinn side or the map side (the appropriate side facing up). If you don't have any chips left, you can no longer perform special actions.

A jinn is a powerful being and it can make places far away become close to you, and transfer near places to a location far away. And if you free a jinn from his flask, you have a free wish. You can change the position of two arbitrary desert hexagons (but without looking at what's under them), regardless of their colour. So it is possible to exchange for example a green and a blue hexagon.

Any caravan on one of the hexagons will be moved together with the hexagon - so it is possible to move the own caravan or the ones of other players throughout the desert!

Playing the map side, a desert hexagon will be mapped, which means that it will be turned around and remain open for the rest of the game. It cannot be moved away from its place by jinns any longer.

5.4 Adventures in the Desert

If a caravan moved around in the known area only (and has not even started its move from a desert hexagon), nothing happens during this phase.

But as soon as a caravan leaves the known area, it is subjected to the law of the unknown desert. It may encounter marvellous things, but it is also exposed to its perils. Having said that, the active player may make use of everything he encountered below the hexagons during the caravan's move. He may

- trade goods in the desert cities,
- acquire artifacts at magical places,
- support the caravan with water at oases, and
- find shelter at caravanserais.

But he is also free to not use the capabilities of places he found and keep the location of the place secret. You never reveal hexagons to other players, but if you make use of the capabilities of a place, they will know that it has to be one of the hexagons your caravan moved across during this turn. You can expect that other caravans will show up at interesting sites soon, so you have to decide whether the action is worth revealing the information.

Just for clarity: The starting field of the caravan does not count as one of the hexagons you may make use of as long as you don't move back to it during your turn. So, if you start your movement on a desert hexagon, but move over three fields in the known area, you have to play this phase (as you started your move in the desert), but you may not make use of any special places (as you moved through the known area only). Also, desert hexagons remain desert area even if they are turned open by a mapping chip.

5.4.1 Trading

Players may trade goods for gold in the desert cities. You may lay down as many trading goods from your hand to the equipment deck as you want and take the equal amount of gold cards showing one gold chest from the gold card deck into your hand (showing both the trade good cards and the gold cards to the other players). You may not take cards with three chests. These are only used to show your wealth when you bring the gold back home!

A caravan moves three fields per turn. The player may look secretly look underneath all desert hexagons the caravan passes.

The active player may play a chip (jinn side or map side) either before or after the movement of his caravan.

Playing a jinn, the active player exchanges two desert hexagons (including caravans which may reside on the hexagons).

Playing the map side, the active player turns over a desert hexagon. Revealed hexagons cannot be moved by jinns.

If a caravan moves only across the known area, the entire phase 5.4 is skipped.

But if parts of the move are outside the known area, the "law of the desert" applies (and phase 5.4 is performed).

The active player may make use of all desert hexagons his caravan came across (but he does not have to).

If the caravan came across a desert hexagon showing a city, the active player may trade goods for gold.

No trade limit in cities lying face-down, but only two trade goods may be sold in cities which have been turned over.

If a caravan moved over a magical place, the active player may take the appropriate artifact (printed symbol).

Players may not have only one artifact of each kind (there are sufficient artifacts for all players).

In the desert, caravans need water supply - either by passing an oasis, or by returning one waterskin to the card deck.

If a caravan cannot be supplied, the equipment is lost, it loses one turn, and it is put back to the start field.

If a caravan moved over an oasis, the active player may buy additional waterskins for one gold.

In the desert, caravans have to be protected against thieves according to the thief card drawn at the beginning of the turn.

If a caravan cannot be protected, the equipment is lost, it loses one turn, and it is put back to the start field.

If a caravan moved over a caravanserai, the active player may hire additional cameleers for one gold.

If a desert city is face-up because it has been revealed by a mapping chip, it is well known by all traders in the desert, and business competition is big. Therefore you may only trade two goods per turn in face-up desert cities - if you want to trade more than two goods, you have to come back next turn!

5.4.2 Finding magical Artifacts

When a caravan moved over a magical place, the player may search the appropriate magical artifact from the card deck and take it into his hand. Just follow the symbols on the hexagon and on the magic artifact cards: A flying carpet at the tower, a magical lamp in the cave, and an amulet at the mausoleum. Again, you may not hold more than six cards on your hand after doing so! And, just a hint: By doing so, you can be certain that you will have the full attention of all other players, be sure that this is the right moment to pick it up!

There are sufficient magical artifacts for all players. The only reason why there are only five cards of each kind in the game is that you will not get a second one of a kind that you possess already.

5.4.3 Water Supply

Caravans need water to survive in the desert. If a caravan comes across an oasis in this turn (and you choose to make use of it), supply is secured. Otherwise, you have to pay a waterskin card from your hand. You show it to the other players and put it back to the equipment card deck.

If a caravan cannot be supplied with water, it is removed from the gameboard. All its possessions are lost, including magical artifacts and gold. The player lays all cards in his hands back to the appropriate card decks. In the next turn, he puts his caravan back to the start field, but may not move the caravan yet. In the subsequent turn he continues with his new caravan.

If a player has gold cards in his hand (because he traded earlier during his expedition) and moves across an oasis, he may acquire more water than is needed to satisfy the demand for the current turn. He puts one gold card back to the gold card deck and draws as many water cards from the equipment card deck as he wants (without exceeding the hand limit of six cards).

5.4.4 Protecting a Caravan against Thieves

Cameleers protect a caravan against thieves. The start player has revealed a thief card at the beginning of the round which shows no, one, or two thieves. If no thieves are on the prowl, the caravan does not have to be protected. But if there are thieves in the desert the active player has three possibilities:

He shows more cameleer cards from his hand to the other players than the number of thieves on the prowl (i.e., two cameleers against one thief or three cameleers against two thieves). He keeps the cameleers, but he has to prove that the caravan is safe.

He discards one cameleer and puts it back to the equipment card deck.

If the caravan stepped over a caravanserai, he may make use of it by telling the other players that the caravan is safe due to the caravanserai on the way.

If a caravan cannot be protected, the caravan is removed from the game board and the same procedure as described for the case of missing water supplies applies (cf. chapter 5.4.3).

In caravanserais the active player may hire new cameleers. He pays one gold card and takes as many cameleers from the equipment card deck as he wants (not exceeding the hand limit of six cards).

5.4.5 Some more Remarks on Living in the Desert

A caravan has to be supplied at the end of a turn. That means that it is possible to make a move even with no water or cameleers in your hand. Lucky you if you find an oasis and a caravanserai! Only if you cannot support your caravan after the move, you lose it.

And a remark for very smart players: Maybe the other players cannot prove that you haven't found the missing oasis or caravanserai immediately. But they will come by to support their own caravan sometimes. And, at the very latest, when someone finds the locations in a different place everyone will know that you made a "mistake" (since there is only one of each for the differently coloured desert sections). They will find out sooner or later!

5.5 Back Home

Gold and magical Artifacts are save when a caravan comes home. When your caravan reaches the start field (the city in the corner of the known area) again, you place the gold cards and magical artifact cards from your hand open in front of you on the table. Any remaining equipment cards go back to the equipment card deck.

You may buy any magical artifacts now for five gold each, or you may keep the gold for later use. You will not loose cards lying in front of you, even if you cannot support your caravan later in the game. Also, they do not decrease your hand limit - your caravan can always carry 6 items, no matter how many cards you possess "at home". But you always have to keep the cards separated. Your possessions "at home" are save, but they cannot be used while your caravan is en route.

If the cards showing only one gold chest are running out, you may change the gold lying in front of you into gold cards with three chests. But you cannot take the cards in front of you back to your hand (meaning carrying gold back into the desert - which makes no sense anyway).

If you don't possess all three magical artifacts yet, you can equip a new caravan at the beginning of your next turn.

6 End of the Game

As soon as a player brought home his third magical artifact or bought it back home, the game ends as soon as the round is finished. The winner of the game is the player possessing all three different magical artifacts. If more than one player acquired all magical artifacts in the same turn, the winner is determined by comparing the gold for the players who tied in securing the artifacts. The one with more gold wins.

Only magical artifacts and gold cards on the table count, not the ones in a player's hand. If you have everything you need to win the game on your hand, but haven't made it back home yet - bad luck!

7 Example

Player A is close to winning the game, he has a flying carpet, an amulet and two gold back home, and as he does not know where to find the magical lamp, he plans to get enough gold to buy one. He knows a city in the desert, as he has traded there already, and so he is on the way with three trade goods, two cameleers and one waterskin. As he is short on water, he has taken a route which will lead him over an oasis he knows, so he does not have to spend a waterskin on his last turn. Now, he starts his turn by playing a chip on the jinn side and exchanges one of the hexagons next to his caravan with the desert city hexagon he knows, as it is too far away to reach it in this turn otherwise. Then he moves his caravan over the city and back to the oasis. He changes his three trade goods into three gold cards. He claims that he does not have to spend a waterskin because he has moved across an oasis. As the thief card for this round shows one thief, he has to show both his cameleers to the other players.

By now, player B now regrets that he hasn't spend a mapping chip earlier, hopefully revealing the city, so that player A could have traded only two goods per turn there. But as player A has taken a different route, he didn't want to risk a chip. Now it's too late, player A already has everything he needs, and only has to go back home to win the game. So, player B decides to play a jinn as well and swaps the hexagon player A is on with one of the outermost hexagons in an entirely different area of the desert. Then he moves his caravan, pays a waterskin and shows two cameleers to the other players.

When a caravan comes home, the active player lays down gold and artifact cards from his hand face-up in front of him.

If the caravan is at home (the start field), the active player may buy magical artifacts for five gold each.

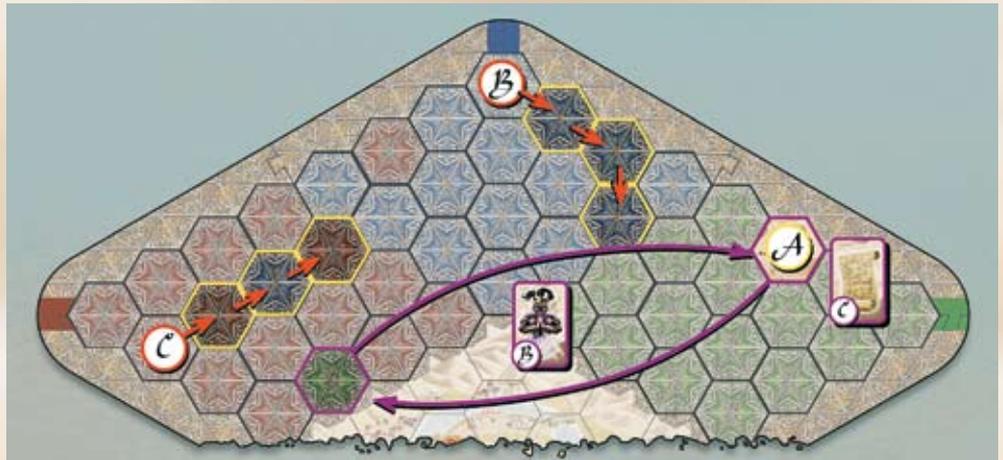
Cards lying in front of players on the table do not count for the hand limit, but may not be used when caravans are en route.

If a player has all three magical artifacts lying face-up in front of him, the game ends as soon as the round is finished.



His caravan is now next to the hexagon with the cave, two fields away from the known area. He knows that because he has passed it earlier in the game. Since he did not say anything and nobody else has been there yet he is the only one who knows. His plan is as follows: He only acquired a flying carpet so far, so the other players shouldn't pay too much attention on what he does. But he knows where the mausoleum is, as all other players have an amulet already, and player B remembers the particular hexagon which all players passed on the turn they claimed an amulet for themselves. Next turn, he should be able to swap the mausoleum hexagon with the one between the cave and the known area, move over both magical places and back into the known area where his caravan cannot be moved away by jinns.

Now it's player C's turn. He plays a chip with the map side and turns open the hexagon player A's caravan resides on. Hexagons lying face-up cannot be exchanged by jinns, so player A will not be able to move the hexagon closer to the known area. The caravan will not be able to reach the known area and hopefully (from player C's point of view) end up unsupplied somewhere in the desert. Player C knows that player A has three gold cards and two cameleers, so he can only have one waterskin. But player A needs at least two waterskins to reach the known area from the outermost row of hexagons.



Now, player A is in a dilemma: If he pays a jinn for moving the oasis he knows from last turn into the way from where he is now to back home, he will have sufficient water, but he will not be able to play a map on the hexagon where he will end his next turn, as he may only play one chip per turn. He now realizes how important maps can be during the end phase of the game!

No matter what player A does in his next turn, player B will win the game. There was no need for him to pick up the amulet earlier, as he knows exactly where to find it from what the other players told him. Of course, he would have lost his advantage if one of the other players stepped over the ruin as well or played a map on the mausoleum (so that he cannot move it), but looking at the fate of player A's caravan he is quite confident that it was worth taking the risk!

