

Desert and Wilderness

– Manual –



You have just opened the manual to a game based on the most popular Polish adventure novel. Join Staś and Nel en route from Port Said to Mombasa. On your way, you'll be able to take part in adventures experienced by the heroes of Sienkiewicz's novel: kidnapping, war, sandstorms, as well as encounters with a lion, an elephant, a witch doctor, and many, many others.

On your route, you will be assisted by friends – Kali, Mea, King the elephant and Saba the dog – and you'll find objects that saved the lives of Staś and Nel: a rifle, water gourd, quinine, dates, kites... and – a factor that is more valuable than all of them combined – your own ingenuity. The game is integrated with an online Knowledge Platform. It will help you discover important facts about Africa in the early 20th century and Africa as depicted by Henryk Sienkiewicz. Knowledge of these facts will win you additional rewards. Although you do not have to be familiar with the novel In Desert and Wilderness (W pustyni i w puszczy) to play, we are sure that the game will encourage you to read it.

What the game is about

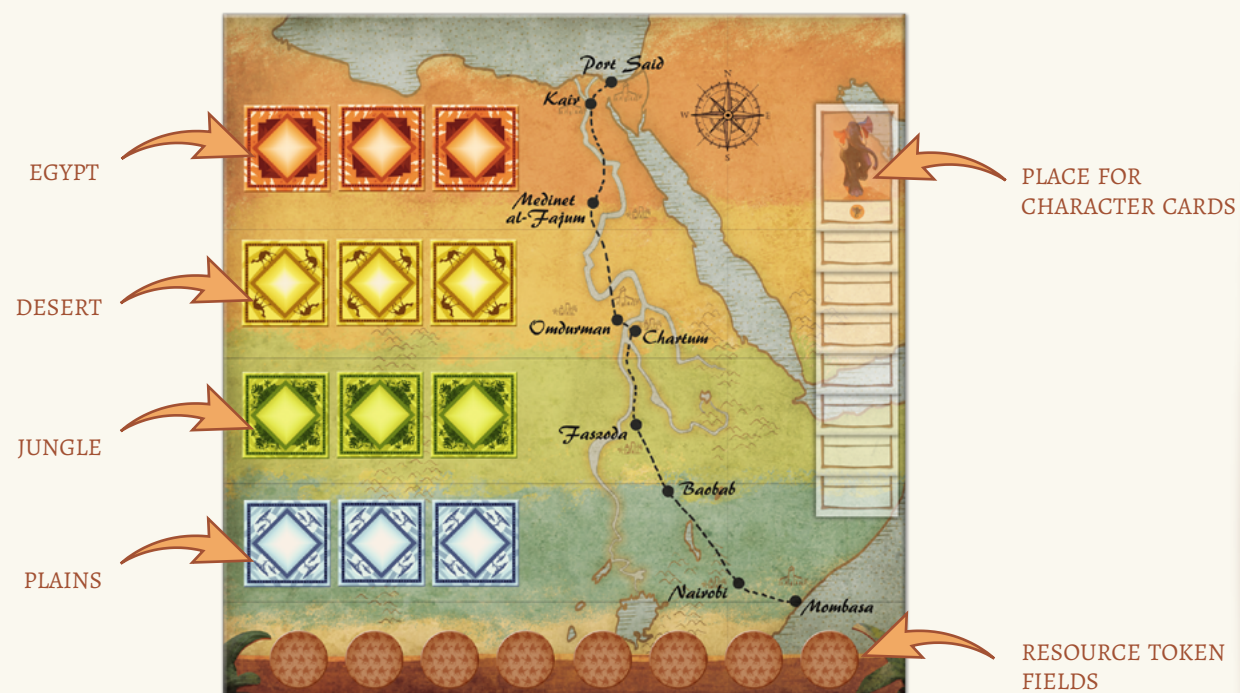
"Desert and Wilderness" is an educational game of cooperation designed for 2 to 4 people, where all players win if they succeed in negotiating 12 successive adventures representing the challenges of the heroes of Henryk Sienkiewicz's novel while negotiating the African wilderness. The game aims at inspiring the players to cooperate, as working together is the only means to achieve the final success, and to expand and reinforce their knowledge of the book.

What the game consists of

GAME BOARD WITH TRAVEL MAP

The game board presents a fragment of the map of Africa divided into four regions crossed by the route of Staś and Nel. The orange colour corresponds to Egypt, yellow to the desert, green to the jungle, and blue to the plains. Each region has a designated area for placing three selected and drawn cards illustrating the adventures of Staś and Nel at a given stage of their journey.

Provided on the right-hand side of the board are square fields to place the Character Cards to allow for the completion of the adventures from the drawn Adventure Tiles.



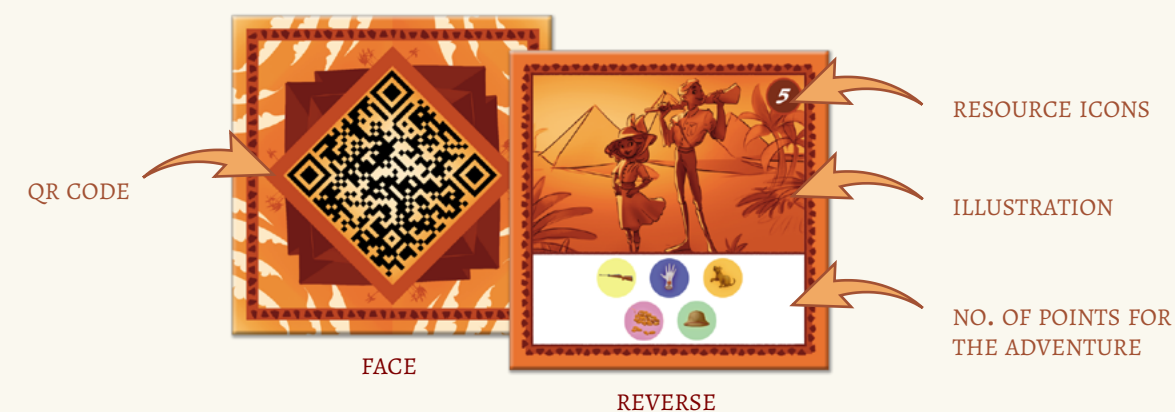
24 ADVENTURE TILES

Referred to below as just tiles, they come in four colours corresponding to the colours of regions found on the board. Six illustrated Adventure Tiles have been designed for every region.

The icons below the illustration define which resources found on Character Cards and tokens need placing on a given tile to complete the adventure it presents.

The number in the top right-hand corner of the tile determines the number of points that can be won for a given adventure.

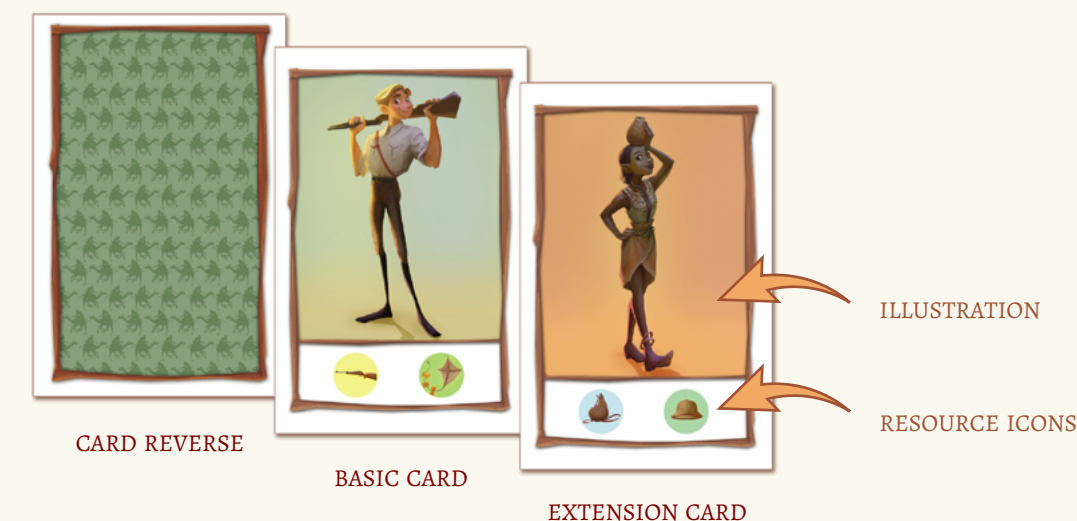
The reverse of each tile bears a QR code that lets you jump to the Knowledge Platform and expand your information related to a specific adventure.



FOUR TYPES OF TILES USED IN THE GAME

27 CHARACTER CARDS

Further in the instructions, these are just called cards. They present Staś, Nel, Kali, Mea, Saba, and King. The icons of resources provided by the given card are situated below each illustration.



34 RESOURCE TOKENS

Later simply called tokens, they present the resources that let you complete the adventures presented on the Adventure Tiles. The game makes use of the following resources:



POUCH

The players will draw Resource Tokens from the pouch.



16 RESOURCE MARKERS

Resource Markers are useful to follow the progress of completing individual Adventure Tiles.



REVERSE OF THE
RESOURCE MARKER



REVERSE OF THE
RESOURCE TOKEN

ONLINE KNOWLEDGE PLATFORM

You can find it at www.sienkiewicz.promocjaksiazki.pl

The platform contains interesting information about Africa and Henryk Sienkiewicz's book, as well as questions relating to both. Answering them wins the player additional tokens for the game.



Preparation of the game

Open the board and place it on a table, divide the tiles into four decks according to the colour of their reverse sides, and place them next to the bands of the board in corresponding colours.

Now, shuffle the cards with turquoise faces (Staś, Nel, Saba) and make them into a deck. Divide the remaining cards – the ones with the orange background on the face (Kali, Mea, and King) according to the individual characters, and place them on the right-hand side of the board, next to the regions corresponding to them: Kali – yellow, Mea – green, King – blue.

Place the pouch with the tokens close to the board for easy access.



The play-off phase

The game consists of four stages corresponding to the four regions of the board. Each stage consists of three rounds, that is three Adventure Tiles are examined. Each round is divided into turns, the number of which is flexible as it depends on the progress made by the players.

Draw three tiles to begin a new stage of the game and place them (face up) in appropriate places of corresponding colour on the board. In this way, you will use three orange tiles in the first stage of the game, in the second – three yellow tiles, in the third – three green tiles, and in the fourth – three blue tiles.

It is highly probable that tiles taken out at random won't follow the chronology of the events known from Sienkiewicz's novel. This is a perfect opportunity for you to discuss and make a joint decision concerning the proper order of events. Remember that "Desert and Wilderness" is a game of cooperation, and your probability of victory will be decidedly low unless you cooperate.

Once you have agreed the proper order of the tiles, shuffle the deck and give each player an appropriate number of cards, as instructed in the table on the following page. Then draw an appropriate number of tokens from the pouch. While drawing tokens, remember that no player can hold two identical resources. Should any of you draw two tokens of the same kind, he or she must return it to the pouch and draw a new one.

Drawing continues until the player has drawn only unique tokens.

NO. OF PLAYERS	MAXIMUM NO. OF CARDS IN THE HAND	NO. OF TOKENS DRAWN AT THE BEGINNING OF THE GAME	NO. OF TOKENS DRAWN AT THE BEGINNING OF THE GAME WHEN KNOWLEDGE PLATFORM IS USED
2	5	5	3
3	4	4	2
4	3	3	1

PLEASE NOTE!

During the gameplay, none of you can have more than 7 tokens. Should a situation occur when one of you is given an eighth token, he or she must reject one of the seven he or she has, and return it to the pouch, and draw a new one to replace it.

PLEASE NOTE!

At no time during the game can you have more cards in the hand than defined by the number of players. For example, if there are three players, you can have no more than 4 cards each.

PLEASE NOTE!

In the first stage of the game, you only use the cards with turquoise face (Staś, Nel, and Saba). Starting every successive stage of the game, you will add successive characters with an orange background on the face to the deck: Kali in the yellow stage, Mea in the green stage, and King in the blue one. This symbolises your progress following in the footsteps of Sienkiewicz's characters.

OPTION: TO MAKE THE GAME HARDER

In this option, you only use one adventure tile at the beginning of each stage of the game, and the remaining two remain covered. You will use them successively, one after another, having completed the previous adventures. In this way, you will of course lose the phase of negotiating the chronology, but – unable to see the icons on the following tiles – the uncertainty of the play will increase as you won't be able to plan your strategy a few moves ahead. In this way, the game will be more of an adventure: just like Staś and Nel in the novel, you won't know what you're going to come up against next.

OPTION: THE PLAYER WITH LEAST RESOURCES ARRANGES THE TILES

In this option, at the beginning of every stage of the game (save for the first), the player who collected the least points on the tiles in hand will try to determine the proper chronology of events presented in the novel. If the arrangement is correct, he or she will be rewarded with one token of resources from the pouch.

Playing the adventure tile

One round of the game is the playing of a single tile. You always go on an adventure from the left to the right side of the board. Once you have moved your play to a given tile, place all markers corresponding to the resources on the adventure tile being played at the time on the Resource Marker fields (at the bottom of the board).

Every tile contains from 5 to 8 resources. Your goal is to add cards and/or tokens so as to "collect and present" the set of resources fitting a given tile and remove the markers corresponding to them from the board as quickly as possible.

Every time one of you plays a card or token, he or she removes markers corresponding to the resources on his card/token from the Resource Marker fields, and takes them off the board. In this way, you can easily follow what resources you still need to provide to "complete" a given tile.

During a round, you take turns clockwise. During your turn, you can make one of the four actions available:

1. Add a card you have to the tile you are working on.
Choose one of the cards in hand and put it in the field on the right-hand side of the board. The card should, although it doesn't have to, have the resources you can see on the tile. Remember to remove appropriate markers from the board.
2. Add one or multiple tokens to the tile you are working on.
Select at least one of the tokens you have that represents a resource that fits one of the Resource Markers displayed on the board, and take it back into the pouch. Do not forget to remove the thus cancelled Resource Markers from the board! Remember as well that every token you have used must remove a marker. This means that you cannot use a token, if there are any matching markers on the board.
3. Add a card you have to the tile being played together with one or more tokens.
Choose one of the cards in hand and place it on a field on the right-hand side of the board. Additionally, remove one or more matching Resource Markers from the board into the pouch. Remember to remove appropriate Resource Markers from the board!
4. Draw one card from the deck.
If you have fewer cards than the maximum number, you can draw one card from the top of the deck.

WHAT DOES THE ELEPHANT TOKEN MEAN?

There is no elephant in any of the tiles. The elephant is the so-called wildcard and it replaces any missing resource. The elephant arrives only in the region of the plains, in the last stage of the game, and is there to help you completing your journey in Africa.

After completing one of the actions described above, the player's turn is over, and the player sitting on his or her left-hand side takes over. The game continues until one of you has removed the last Resource Marker from the board. It doesn't matter whether this happens after playing a card or using a token. The player who has succeeded takes the adventure tile from the board and puts it in front. Every tile is worth a specific number of points that will make it possible at the end of the game to choose the winner and award him the honorary title of the Chief Explorer of Africa.

Additionally, after the completion of a given adventure, every one of you – apart from the player who won the tile – collects one token from the pouch. This is your reward for cooperation and progress in travelling in the footsteps of Staś and Nel.

Now you can move on to capturing the following tile by repeating the steps listed above. Remember to put all the markers denoting the resources corresponding to a given adventure on the fields designed for them.

Using Knowledge Platform to play an Adventure Tile

If you are using the online Knowledge Platform, you can perform another, bonus action:

5. Answer a question from the Knowledge Platform.
Enter the Knowledge Platform, scan the QR code from the reverse of the tile and answer one of the questions referring to the adventure. If you answered correctly, remember that this is a bonus action. It means that in your turn, you can also perform one of the four basic actions.

Finishing a stage and starting another

After every completed stage, that is, after removing three tiles, the game moves to the following stage. To do so, gather together all the used and unused cards, and add to them new character cards: Kali in the desert, Mea in the jungle and King in the planes, and shuffle them all to make a new deck. Then, checking the table, deal each player an appropriate number of cards and draw three tiles corresponding to the new region of the board to which you have moved. Additionally, every player draws one token from the pouch. In this way, you embark on a new stage of the adventure that follows the same rules as the previous ones.

PLEASE NOTE!

If, during any stage of the game, you have used all the cards in the deck and you cannot remove Resource Markers from the board (e.g. with the use of the tokens), which is necessary to clear away a given tile, you have lost by default.

Ending the game

You win the game when you have negotiated 12 adventures (three in each of the four stages of the game).

After finishing the last stage, add up all the points you have collected, and which you can read from the tiles lying in front of you. The person with the highest score is awarded the honorary title of the Chief Explorer of Africa. The remaining players must make do with the titles of Explorers of Africa – at least until you have finished playing another game.

WHAT TO DO IN THE CASE OF A DRAW?

Once you have counted the points, two players may find they are in a draw for first place. In this case, the title of the First Explorer of Africa goes to the player who collected more Adventure Tiles. If it's still a draw, you share the title.

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