

DESERTO



Ages: 7 to 99



Number of players: 2 to 4



Number of cards: 51 cards (6 oasis, 15 vizier, 15 thief, 15 treasure)



Aim of the game: to win as many cards as possible.

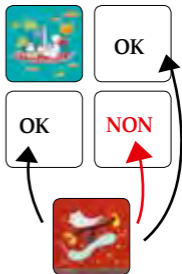
There are 4 types of cards in the game:

- The vizier catches the thief
- The thief steals the treasure but gets caught by the vizier
- The treasure is stolen by the thief
- The oasis does not do anything.



Playing the game: The cards are shuffled, and each player is dealt 3 cards. The rest of the cards are placed face-down to form the deck. The youngest player starts. The player puts one of the 3 cards in their hand in the playing area during their turn. Then they draw a new card from the deck so that they still have 3 cards in their hand.

The playing area is formed by 4 cards laid out 2 x 2 on the table to make a square. Players place their card beside one that has already been set down (never diagonally).



Then, as soon as the square is complete, players place their card on top of another card in order to keep the 2 x 2 card square.

You can never place:

- a **thief next to a vizier**
- a **treasure next to a thief**
- 2 of the same cards on top of each other.

If a player places a **vizier next to a thief**, that player **wins the thief card** (or the pile if several cards are piled on top of each other).

If a player places a **thief next to a treasure**, that player **wins the treasure card** (or the pile if several cards are piled on top of each other).

A player can win 2 cards or 2 piles of cards at the same time. *E.g. The player puts a thief down next to 2 treasures; they win the 2 piles that the treasure cards are on.* The player places their winning cards in front of them.

If a player cannot play, they give one of their cards (of their choosing) to the previous player. This player keeps this card in front of them as winnings.

Note - When the square is made up of 4 viziers, the player who put down the 4th vizier wins all the cards in the playing area.

Note - Cards can only be piled one on top of another when the square is complete.

Aim of the game: When there are no cards left in the deck, players continue to play until they have no cards left. Players count the number of cards they have won. The player with the most cards wins.