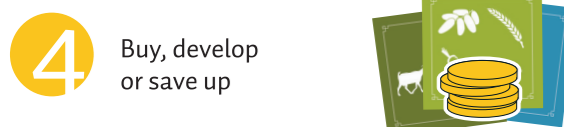
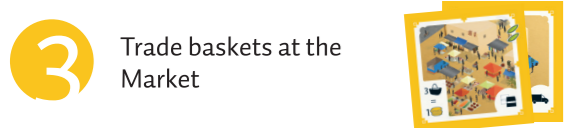
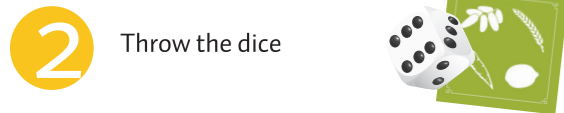
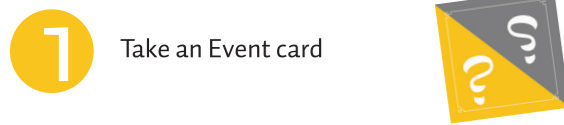


Order of Play



This game to raise awareness of the need to save oases was designed by members of **RADDO**, including:

- **CARI** (International solidarity organisation)

for the content

12 rue du Courreau
34380 Viols le Fort

Tel. +33 467 556 118 / www.cariassociation.org

- **Terre Nourricière** (associative communication agency)

for production

6 rue Tour Gayraud
34000 Montpellier

Tel. +33 953 443 434 / www.terrenourriciere.org



Design : Fabrice Hoff, www.ludiformation.com

Graphics & illustrations : Marion Lauro,
www.marion-lauro.fr

Contents of the game

9 central cards

5 Plateau cards

4 Development cards

30 Production cards (12 Palm Grove, 6 Orchard, 6 Market Garden, 6 Crop Field)

9 Diversification cards (3 Herd, 3 Dairy, 3 Ecotourism)

32 Event cards including 7 Quiz cards

6 Objective cards

2 Earnings/Development Index account cards

1 dice

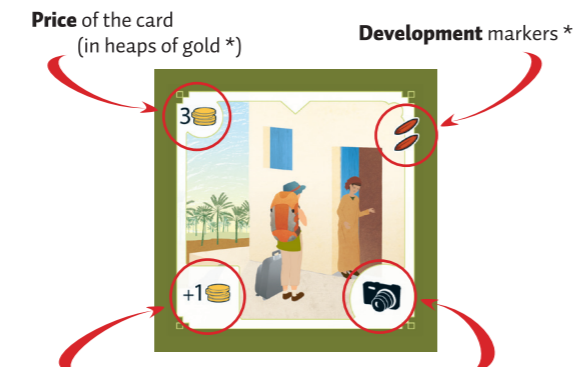
5 player counters

1 "development marker" counter

1 set of rules in 3 languages

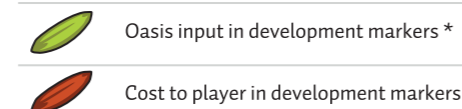
Reading a card

On each card in "Save the Oasis" are symbols with all the information needed to play it.



Effect of the card Symbol representing the card

Development markers



Representative symbols

Plateau cards *	Development cards *
Village	Hospital
Irrigation	School
Pasture	Water management group
Market	Economic Interest Group

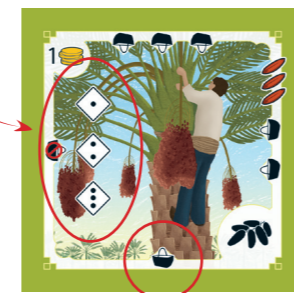
Production cards *	Diversification cards *
Palm Grove	Herd
Orchard	Dairy
Crop Fields	Ecotourism business
Market Garden	

« * » means a glossary entry.

Player cards

PLAYING PRODUCTION CARDS

Dice value to harvest baskets



Palm Grove Current harvest stock (1 basket here)

To increase harvest stock (when the dice falls on the card value) or decrease it (when selling at the market), the card is turned round.

Example with the **Palm Grove** card:



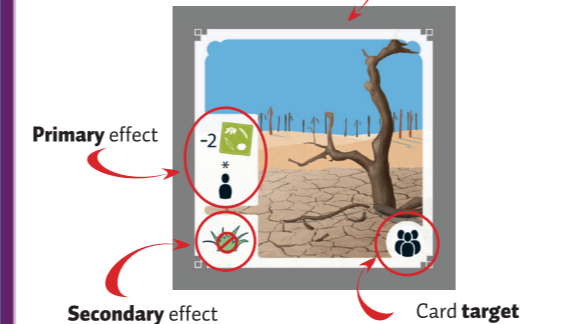
OTHER PRODUCTION & DIVERSIFICATION CARDS



Event cards

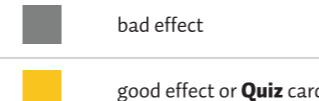
SPECIAL READING

The colour indicates the card's type of effect (good or bad)

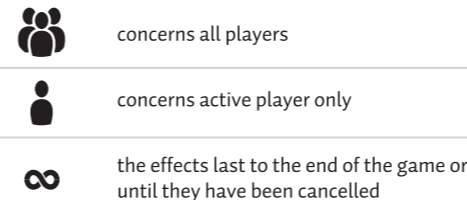


Primary effect Secondary effect Card target

Card colours



Target symbols



MEANING OF EVENTS

Bad effect cards



Severe flooding
All players lose 2 baskets from their stock on each **production** card they own.



Water dispute
If the **Water management group** is not in the game, the Oasis **Irrigation** card is destroyed.



Failed harvest
All players lose 4 baskets from their stock.



Palm tree disease
All players without a **Farming training** card lose 1 Palm Grove.



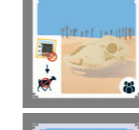
Human virus
If the **Hospital** is not built, all players must pay 2 heaps of gold or the Oasis loses 1 brown card (**Village** or **School**).



Rural exodus
All players must pay 3 heaps of gold or the Oasis loses 1 brown card (**Village**, **Hospital** or **School**).



Loss of soil fertility
All players without a **Herd** lose 2 baskets from their stock.



Animal disease
All players without a **Farming training** card lose their **Herd**.



Economic crisis
All players lose 2 heaps of gold or the oasis loses 1 yellow card (**Market**, **Economic Interest Group**).



World crisis
All players with 1 **Ecotourism** card lose it.

Training cards



Farming training
If the **School** is built, the player automatically wins 1 basket at every go (which can be added to any production).



Livestock training
If the **School** is built and the player has a **Herd**, they increase their development capacity by 2 points (in relation to the Oasis development index).

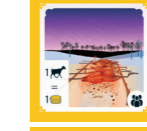
Good effect cards



Heavy rainfall
All production cards of all players add 2 baskets to their stock.



Abundant harvests
All the corresponding production cards (**Crop Fields**, **Market Garden** or **Orchard**) of all players add 2 baskets to their stock.



Sheep/date festivals
All the corresponding production cards (**Herd** or **Palm Grove**) immediately earn their owner 1 or 2 heaps of gold per card.



Road access
If the **Village** card is in the game, the Oasis' development index goes up 1 point.



Poverty control
The poorest player (fewest heaps of gold and Production/Diversification cards) can choose 1 **Production** card.



Group question
The group earns 2 heaps of gold to finalise purchase of an Oasis Development card.

Save the Oasis

Oases are vulnerable to climatic vagaries and many other events. Can you succeed in making yours survive and flourish?

For: 2 to 5 players.
Age: 8 and over.
Length of a game: 30 minutes to 1h.

"Save the Oasis" is a semi-cooperative game where players help to develop an oasis. Personal motives added to the need for joint management make them strive together to deal with events and individually cultivate goods to sell at the market and build up 10 heaps of gold.

WHY OASES?

Oases are agricultural systems found in many parts of the world and are part of its heritage. They develop around sources of water and enable populations to feed themselves and settle in dry regions where conditions are hostile.

Oases today are faced with many threats, climate change being the most telling.

The members of the RADDO network for sustainable development of oases have committed to saving these wonderful systems and their ways of life. "Save the Oasis" is both educational and fun; it was invented and designed as part of the RADDO scheme to raise awareness in as many people as possible.



www.sauvonsloasis.org

Game rules

“(*)” means a glossary entry.

AIM OF THE GAME

Be the first player to gain 10 heaps of gold*.

Optional: meet the objective mentioned on the card dealt at the start of the game (see “**Objective cards**”).

SETUP (see illustration below)

1) **SET UP OF EVENTS:** Pick out all the Event cards and sort them into 3 stacks: good Events, bad Events and Quizzes.



Divide each of the 3 stacks into heaps of 4 (to get 12 heaps). Shuffle 1 heap of good **Events** together with 1 heap of bad **Events** and 1 Quiz heap. Do the same with the other 3 sets of heaps to get 4 well-shuffled heaps. Put these heaps on top of each other WITHOUT shuffling again to get a single stack of **Events**.

2) **SET UP OF THE GAME BOARD:** Lay the 5 Plateau cards (Central, **Pasture**, **Irrigation**, **Village** and **Market**) in the middle of the game according to their respective colours.



3) Sort the remaining cards into several stacks:

a) 1 stack for each type of Production cards (**Palm Grove, Market Garden, Orchard, Crop Field**).



b) 1 stack for each type of Diversification cards (**Herd, Dairy, Ecotourism**).



c) The 4 **Development** cards are placed face up for all players to see.



The **Objective** cards are mixed up and laid outside the game face down.

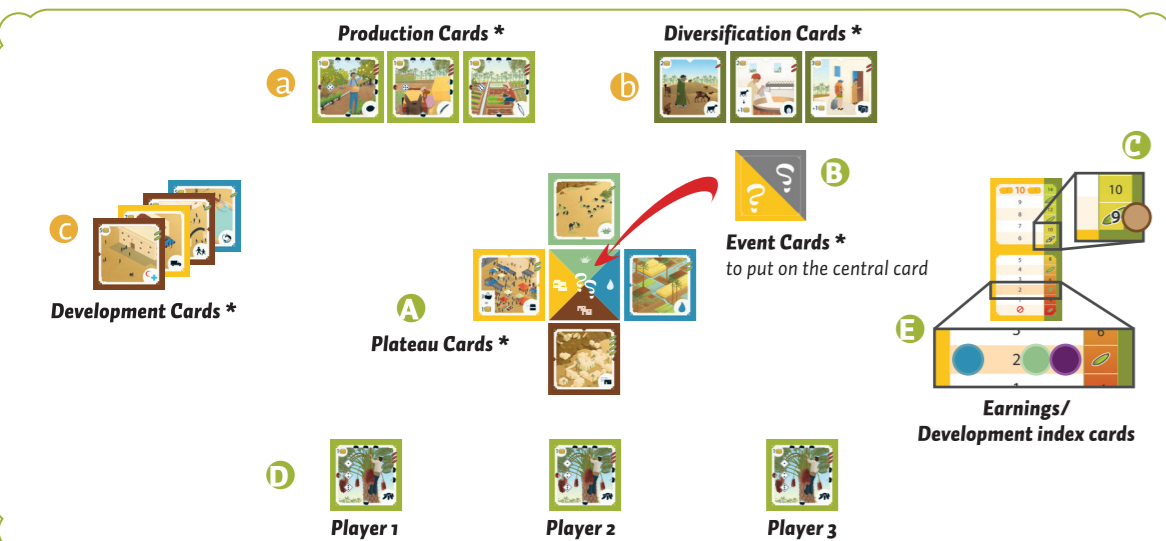


NB: The **Objective** cards are optional. If you decide not to use them, put them back in the box.

4) Put the **Events** stack you made face down on the Central card of the **Plateau** cards. **B**

5) Put the “development marker” counter on square “g” of the **development index** cards **C**; this is the base level for your Oasis development (i.e. the sum of current development markers on your **Plateau** cards).

6) Each player receives 1 **Palm Grove** **D** card and starts the game with 2 heaps of gold **E**: place one counter per player on line “2” of the earning cards: **Development index**.



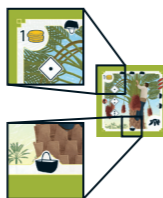
PREPARATORY ROUND

Before starting the game, each player can spend their initial 2 heaps of gold on development by buying new productions or diversifying. Or they can keep the gold in hand to use later.

Optional: experienced players can also be dealt an **Objective** card face down. They look at the card and then put it back face down in front of them. Put unused cards back in the box.

Buying a card

The player takes from their hand (on the **Earnings/Development index** card) enough heaps of Gold to pay for the cards they buy.



The **Production** cards enter the game with 1 basket.

START AND PROGRESS OF A GAME

The oldest player starts the game (out of respect for age in the oasis!)

The game is played clockwise.

Each round is divided as follows, in this order:

- 1) **Event**
- 2) **Production season**
- 3) **Selling**
- 4) **Buying/development**

Golden rule

A player must never have 0 Production cards.

If an **Event** would make one or more players lose their last **Production** card, they must ignore the effect of the event.

E.g. Event “Palm Tree Disease” is drawn but you only have one **Production** card left and this card is a **Palm Tree**, then the Event will have no effect on you.

1) **EVENT:** the active player draws an **Event** card which can be:

- **an event:** the player reads the card description in the rules out loud and applies the effects (good or bad). If the effect is “bad”, players may sometimes have to choose between fulfilling

the basic condition (e.g. pay heaps of gold) OR, if they can’t or won’t, to accepting the side effect (see **Event Cards** on back).

- **a quiz:** the player reads the question out loud, specifying if it needs a speed or group answer.

Speed questions: the first player to give the right answer earns what is on the card

Group questions: if all the players (except the active one*) working together find the right answer, the whole group earns what is on the card.

- **training:** if the active player has not had the training, they can put this card beside their **Production** and **Diversification** cards. As long as the conditions are met (e.g. having a **School** built), they can apply the effects. If the conditions are not or no longer met, the card stays in the game but has no effect until the conditions are met again.

If the player has had the training, they must choose another player to give the card to.

The **Event** and **Quiz** cards are discarded* after they are read by putting them face up to one side. When the **Event** stack runs out, reshuffle the discarded cards to make a new stack.

Card destruction

If an event causes a **Plateau** card to be destroyed, turn it over and apply whatever effect it has. **Remember to recalculate the development index.**



It can be rebuilt in a common action in a player’s buying & development phase.

If another **Plateau** card has to be “destroyed” cf. “Game Over”.

If the card to destroy is **Production, Diversification** or **Development**, just put it back in its stack, ready to buy again.

2) **PRODUCTION SEASON:** the active player throws the dice.

ALL the players will add a basket their harvest by turning

their **Production** card or cards corresponding to the dice numbers one degree.

1 to 3: **Palm Groves**

4: **Orchards**

5: **Crop Fields**

6: **Market Gardens**

Note: a **Production** card can hold no more than 3 baskets.

3) **SELLING:** the active player can sell their harvest at the market (3 baskets = 1 heap of Gold as long as the **Market** is not “destroyed”; 2 baskets = 1 heap of gold if the group has bought the **Economic Interest Group**). If so, they must turn the related **Production** cards to show that their baskets have been spent. They immediately collect the financial earnings of their diversification cards (**Ecotourism** and **Dairy**).

The Gold earned is carried over to the **Earnings/Development index** card by moving the active player’s counter to the new value.

4) **BUYING & DEVELOPMENT:** the active player can:

- **Develop activities:** spend all or part of his gold to develop his production and diversification: the player withdraws the cost of the cards they buy from his heap of gold.

Buying an oasis Development card

All the players discuss this action and they must all agree to the development. Cost distribution is negotiated. Each player announces how many heaps of gold he is ready to give. He can give gold (voluntary participation) and nobody is obliged to give the same thing. But the sum of heaps of gold spent by all the players must equal the total cost of the card.

Example: the **Hospital** cost 5 heaps of gold. If there are 3 players, they can decide to divide the cost into 2+2+1, 3+1+1, 4+1+0 or even 5+0+0! But mind: if even only one player does not agree, the hospital cannot be built.

Those who take part withdraw the number of heaps of gold they agree to from their reserves. The **development** card is laid down and linked to the **Plateau** card of the same colour. The development index level is recalculated and updated with the “development marker” counter.



AND/OR

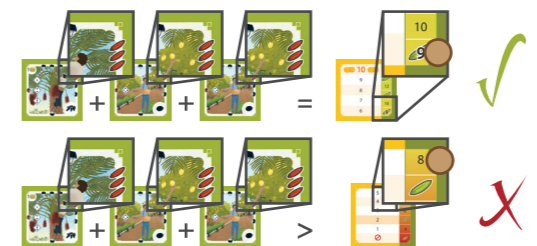
- **Develop the oasis:** suggest to the other players to develop the Oasis by helping to fund a **School, Hospital, Water Management Association, Economic Interest Group** or even rebuild a **Plateau** card which has been destroyed.

OR ELSE

- **save up:** spend nothing at all.

Important: Maximum development index & plot development

Players cannot develop their own production and diversification beyond the Oasis’ maximum development index. This means that the sum of a player’s red markers cannot exceed the sum of the Oasis’ green markers (kept up to date by the position of the “development marker” counter on the **Earnings/Development index** cards).



If in the course of the game an event causes the production and diversification of one or more players to develop beyond the Oasis’ current development index, they must immediately remove enough **Production** and **Diversification** cards to bring them back into order.

E.g.: An event causes the destruction of the **Irrigation** card and immediate loss of 2 points in the Oasis’ development index. All the players whose production and diversification have developed beyond the new index must remove one or more **Production** and **Diversification** cards.

Exception: if the “**Livestock Farming training**” card is active, it allows the player who has it to exceed the oasis index by 2 points.

GAME OVER

The first player to earn 10 heaps of gold wins. If you play with **Objectives**, to win the player must also meet their objective. If another **Plateau** card has to be “destroyed” before the first has not yet been rebuilt, **the game is over and all the players have lost!**

Other rules

OASIS WITHOUT RESTRICTIONS

To simplify the game (such as when playing with children), the development markers principle can be ignored. This means that the red and green markers and resulting development restrictions will also be ignored.

When you have got the hang of the game, you may want to make it harder. Here are some other rules you can use.

OBJECTIVES

Give every player an objective card at the start of the game. When they have looked at it, they put it face down (so their opponents cannot see it). To win the game, you must be the first to earn 10 heaps of gold AND meet the objective.

DIVERSIFIED PRODUCTION

The production (**Palm Grove, Orchard, Market Garden** and **Crop Field**) produce different stocks. So when it is time to convert baskets at the Market, remember that you can only add up the same production card baskets.

Example: For 1 Heap of Gold you must convert 3 baskets of the same type at the market (3 Dates, 3 Fruits, 3 Vegetables or 3 Grain crops). A mixture of, e.g. 1 Date + 1 Fruit + 1 Grain crop is not allowed.

TRADING BETWEEN PLAYERS

Use the principle of lending and bartering between players (heaps of gold, baskets, **Production** cards or **Diversification** cards).

Don’t forget it is a game and you are free to develop it as you like. Change or add rules as you think fit!

Glossary

- **Plateau cards:** the 5 basic cards forming the initial oasis

- **Development cards:** cards that players can buy together to develop the Oasis

- **Production cards:** Palm Grove, Orchard, Crop Field and Market Garden

- **Diversification cards:** Herds, Dairy, Ecotourism

- **Event cards:** cards dealt at the start of the game with good or bad effects applied immediately

- **Quiz cards:** cards mixed up with Events cards, offering rewards for right answers

- **Training cards:** cards mixed up with Events cards, giving extra advantages to players who hold them if the conditions are met

- **Objectives cards:** optional cards with a different winning condition for every player

- **Active player:** player whose turn it is

- **Development marker:** counter laid on the Earnings/Development index cards indicating the Oasis’ current development level (green symbol), the level players are not allowed to exceed when they add up the points on their Production and Diversification cards (red symbols)

- **Production and diversification:** Production & Diversification cards players buy and place in front of them

- **Discard:** taking a used card out of the game and laying it face up

- **Discard stack:** stack of discarded cards

- **Heap of gold:** currency used in the game. It is used to develop the Oasis and its production and diversification. 10 are needed to win the game.



Not suitable for children under 3. Contains small parts. Could be swallowed or inhaled. Please keep the instructions and packaging for future reference.

