



PAY 1 FEWER GOODS
TO PLAY ADDITIONAL
"OASIS" CARDS.



EACH TURN WHERE
YOU GET AT LEAST
1X SALT WITH A
GOODS CARD, RECEIVE
1 MORE SALT.



AT THE END OF THE
GAME, SCORE 1 VP FOR
EVERY 2 "WELL" CARDS
IN YOUR DISPLAY.



EACH TURN WHERE
YOU DO NOT GET ANY
GOODS FROM A GOODS
CARD, YOU RECEIVE
1 GOODS OF YOUR CHOICE.



AFTER PLAYING THIS
CARD, YOU MAY MOVE
2 TRIBE CARDS IN YOUR
DISPLAY. (NO GAPS ALLOWED
AFTER MOVING THE CARDS.)



YOU DO NOT HAVE
TO PAY ANYTHING
DURING A "RAID".



EACH TURN WHERE
YOU GET AT LEAST
1X PEPPER WITH A
GOODS CARD, RECEIVE
1 MORE PEPPER.



AT THE END OF THE
GAME, SCORE 1 VP FOR
EVERY 2 "CAMP" CARDS
IN YOUR DISPLAY.

