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GOBI



10+ 2-4 40’

« My name is Gobi.
I am the biggest and driest desert in Asia.
Usually, I am peaceful, but yesterday I got angry.
Yesterday there was a big storm
and the tribes scattered far and wide. »

As caravan drivers, your task is now to help the nomads reunite with each other. They will be very thankful and bestow you with gifts and blessings for your troubles...

Gobi is a slick game of tile-laying and route building. Set yourself up for grand moves and win it all!



Overview

In turn, players place a tile, then place camels on adjacent tiles. Each tile contains a tribe name. Once a route of camels connects two tiles with the same name, the player chooses a gift giving victory points and a power to use later in the game.

A route of five or more camels gives access to Coffee, a special gift. The game ends when all the tiles have been played.

Components

* 40 desert tiles (8 each of 5 tribes)
* 40 gift tiles: 18 gifts (red), 12 blessings (blue), 10 coffees (brown)
* 40 camels:10 in each player color



Set Up

1 - Shuffle the desert tiles and draw four. Place them in a two by two grid in the middle of the table. If two of the tiles have the same tribe on them, place them diagonal from each other (i.e. not adjacent). In the unlikely event you draw three or four tiles of the same tribe, shuffle and redo this step.

2 - Split the stack of remaining tiles face down between players (9 tiles per player if 4 players, 12 tiles if 3 players and 18 tiles if 2 players).

3 - Shuffle the 30 red and blue gift tiles and deal out randomly 6 to the side. Place the remaining in 4 decks of 6 tiles face up.

4 - Place the deck of the coffee gift tiles face up on the side, closed to the gift tiles decks.

5 - Give each player the 10 camels of their preferred color.



Game play

Each player takes turns drawing desert tiles and adding camels to the desert, trying to connect lost nomads with each other. Always have the golden rule in mind:

At no point during the game may two matching tiles be orthogonally adjacent to each other!

Players turn is divided in 2 steps:

1st step - Play Desert Tile and Camels

On your turn, draw your top desert tile and either:

Place it adjacent to any other tile

You may do this as long as you don't break the golden rule!

After you have drawn and placed the desert tile, you must place one camel on each tile adjacent to the tile you just played.



OR

Discard it

Place it in front of you face-up, where it is worth a negative point at the end of the game.

If you chose to discard the tile you drew, you may place a single camel on any desert tile you like.

Keep the following in mind:

1- Do not place a camel on the tile you played!

2 - There is no camel limit per tile. You can have multiple camels of any colors on one space.

3 - If you don't have enough camel in your reserve, take some anywhere on the board.

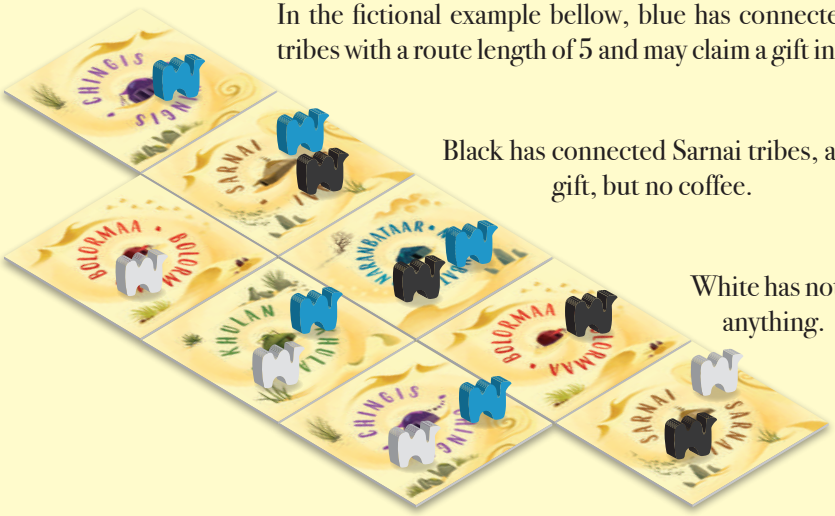
2d step - Check routes and accept gifts

If you have created an orthogonally connected path between two matching tribes with your camels, you must reunite them! Do the following steps:

1. Retire the two camels off the board that are on opposite ends of the route (i.e. the ones on the matching end spaces of your route) and put them back in your supply.

2. Accept a gift, and take one on the top of one of the 4 decks on the table. If your route was five camels or longer, you may take instead a coffee gift worth 7 points!

Scoring example



In the fictional example bellow, blue has connected two Chingis tribes with a route length of 5 and may claim a gift including coffee.

Black has connected Sarnai tribes, and may claim a gift, but no coffee.

White has not yet connected anything.

Note: As soon as a player connects two tribes on their turn, he must reunite them. If a player connects multiple groups simultaneously, he must resolve each connection one at a time, taking off two camels and then receiving a gift. This may or may not break the caravan connecting the other tribe! Careful planning is crucial to resolving combos!

End Game

When the last tile has been played, the game is over. Players count the points on their gifts and blessings. The player with the most points is the winner.

Gifts

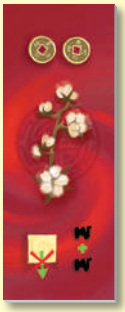
With the exception of coffee, the gift give you a special ability, as well as victory points. You may use the abilities of as many gift as you like on your turn. Once you have used them, flip them face down.



Perfume

You may also put a camel on the desert tile you just placed.

Gives you 3 victory points at the end of the game.



Cotton

When discarding a desert tile in front of you, you may use cotton to place 2 camels instead of 1 anywhere on the board. They can be placed anywhere, together or separate.

Gives you 2 victory points at the end of the game.



China

You may move a camel on the board up to three orthogonal spaces.

Gives you 3 victory points at the end of the game.



Tea

You may accept a coffee as a gift when completing a route of only 4 camels (instead of 5).

Gives you 2 victory points at the end of the game.



Silk

Instead of placing orthogonally adjacent, put your camels anywhere you like in the straight lines emanating from the desert tile you placed.

Gives you 3 victory points at the end of the game.



Spices

You may complete a route that has diagonal connections. Only one route can be completed like this, not all the routes of a turn.

Gives you 2 victory points at the end of the game.



Coffee

Gives you 7 victory points at the end of the game.

Blessings

Some of the gifts are blessings (blue). The blessings give you a condition for the end of the game. See bellow the 6 different conditions.

If you meet this condition at the end of the game, you will score the points as indicated on the front (4 or 5). If you do not, turn the tile and you will score only 1 point for the blessing.



Score 4 points if you get 2 camels on middle tiles*.

Otherwise score 1 point.

* The 4 edges are in contact with other tiles.



Score 5 points if you get at least 2 of your camels on a single tile.

Otherwise score 1 point.



Score 4 points if you get 2 camels on outer tiles*.

Otherwise score 1 point.

* At least one edge is not in contact with another tile.



Score 5 points if you haven't discarded any tile during the game.

Otherwise score 1 point.



Score 4 points if you don't use at least one gift ability.

Score 1 point if you have used all your gifts abilities.



Score 5 points if you get at least one of your camel on a tile with another player's camel.

Otherwise score 1 point.

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Scott: «Thanks to my testers Dilan, Mei-Li and Sascha for helping us reunite the people of the Gobi desert, and a special thanks to Balázs, my favourite tester of all.»

Shaun: «I would like to thank Tilly for always playing with me, Juliane for always supporting me and the sun for always shining!»

Capsicum Games: «Thousands of thanks to Céline, Sam and Nico for testing and supporting Gobi.»

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