

Over the Next Dune

*Rules and ongoing development at
lawofgamedesign.wordpress.com*

1	2 Top 1	3 2	4 3	5 4	6 5	7 6	8 1	9 2	10 3
2 Left	2						2		
3	3						3		
4	4						4		
5	5						5		
6	6						6		
7	1	2	3	4	5	6	1	2	3

Map, upper left

11	12	13	14	15	16	17	18	19	20
4	5	6	1	2	3	4	5	6	
			2						
			3						
			4						
			5						
			6						
4	5	6	1	2	3	4	5	6	

Map, upper right

8	2						2		
9	3						3		
10	4						4		
11	5						5		
12	6						6		
13									
14									

Map, middle left

			2						
			3						
			4						
			5						
			6						

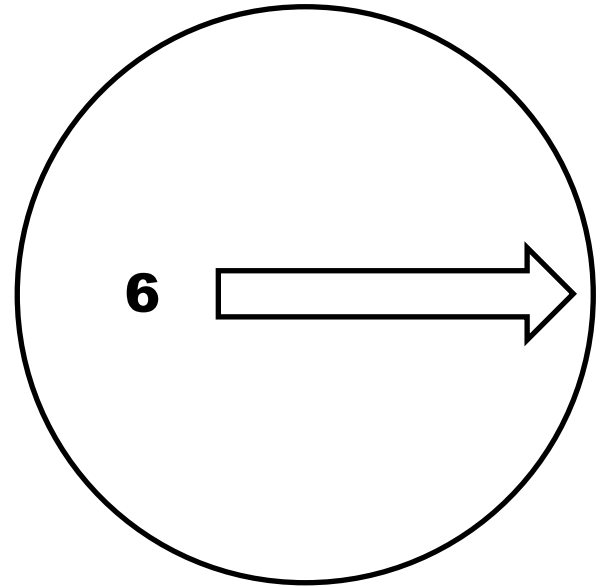
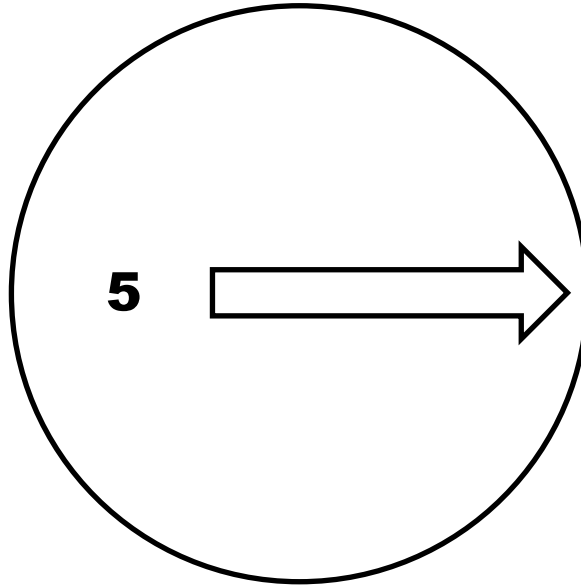
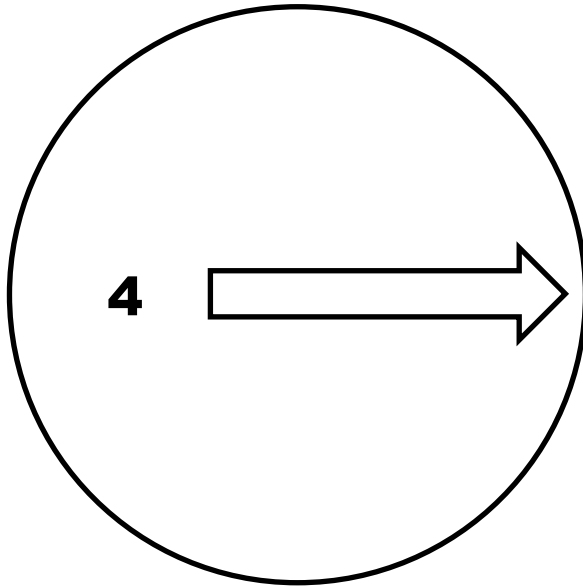
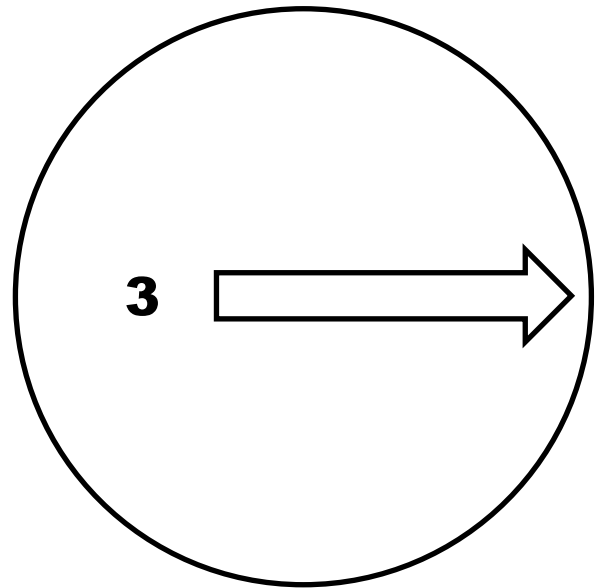
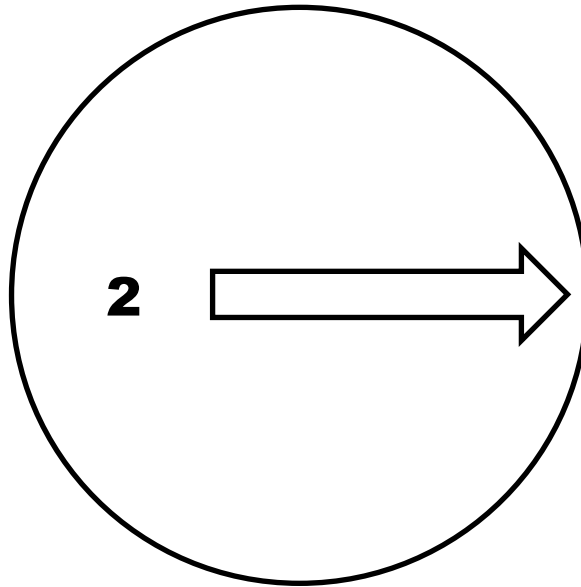
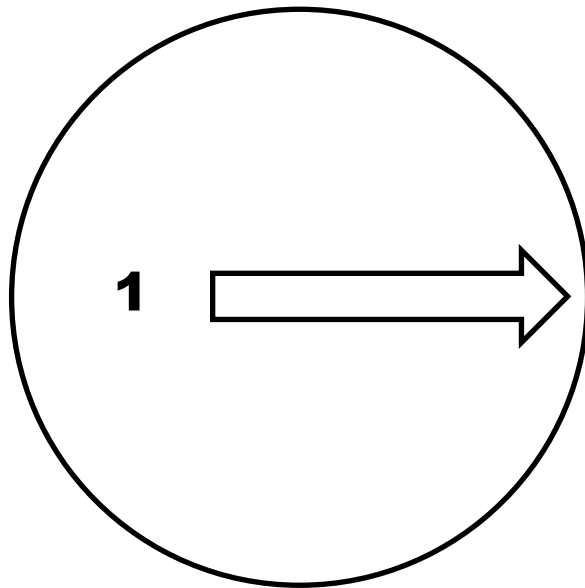
Map, middle right

15									
16									
17									
18									
19									
20	Player Start				Player Start				Player Start

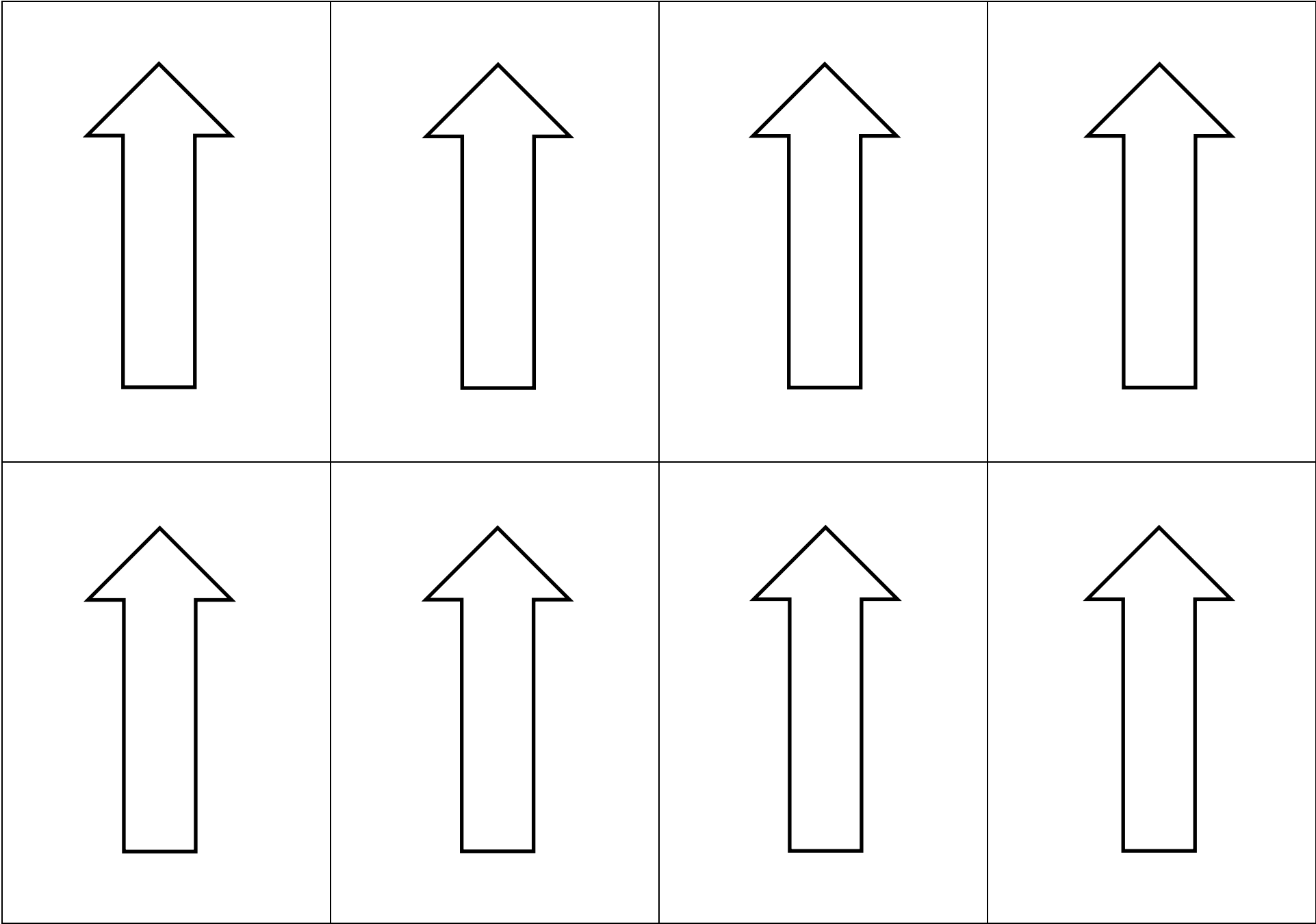
Map, lower left

			Player Start				Player Start		

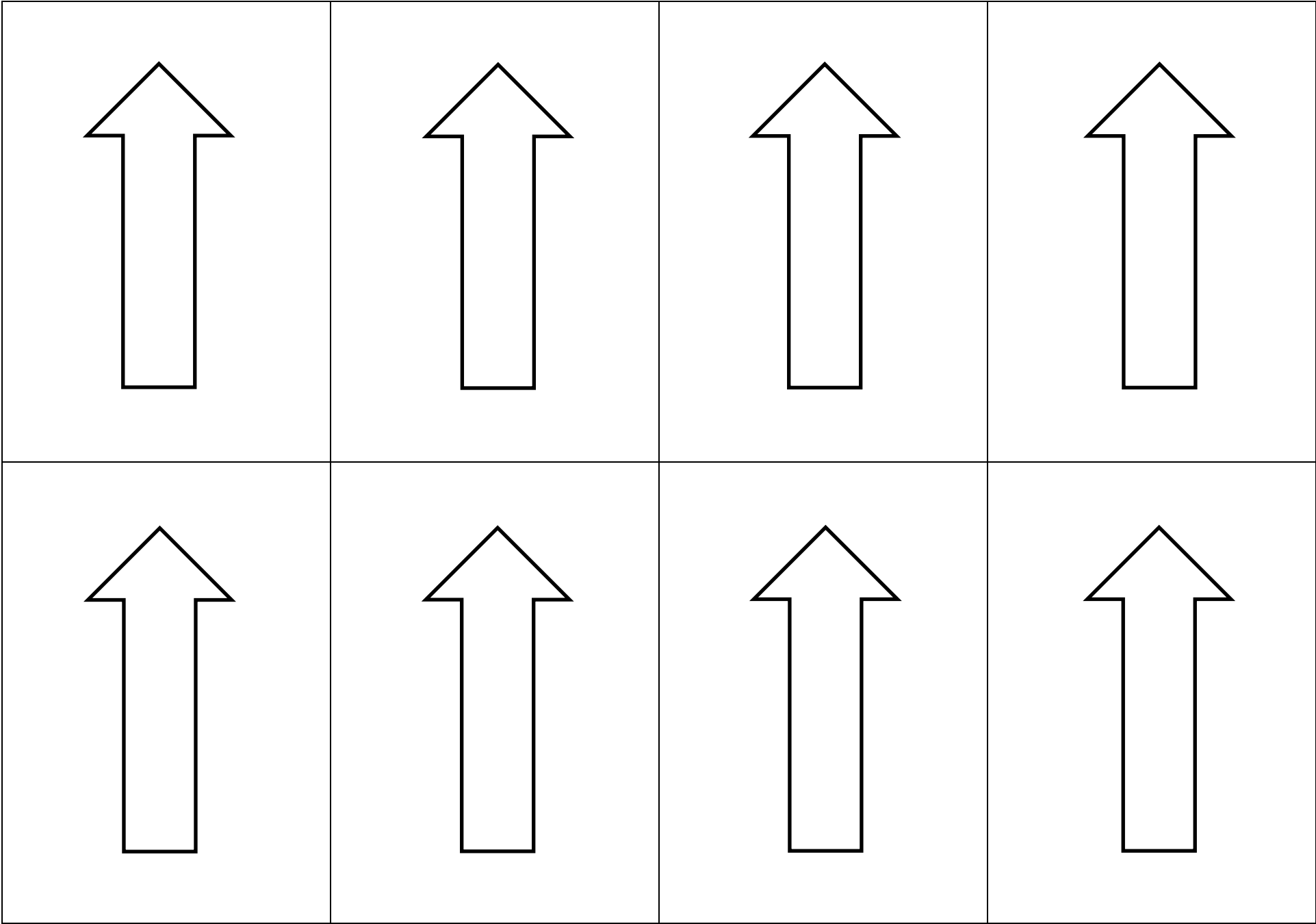
Map, lower right



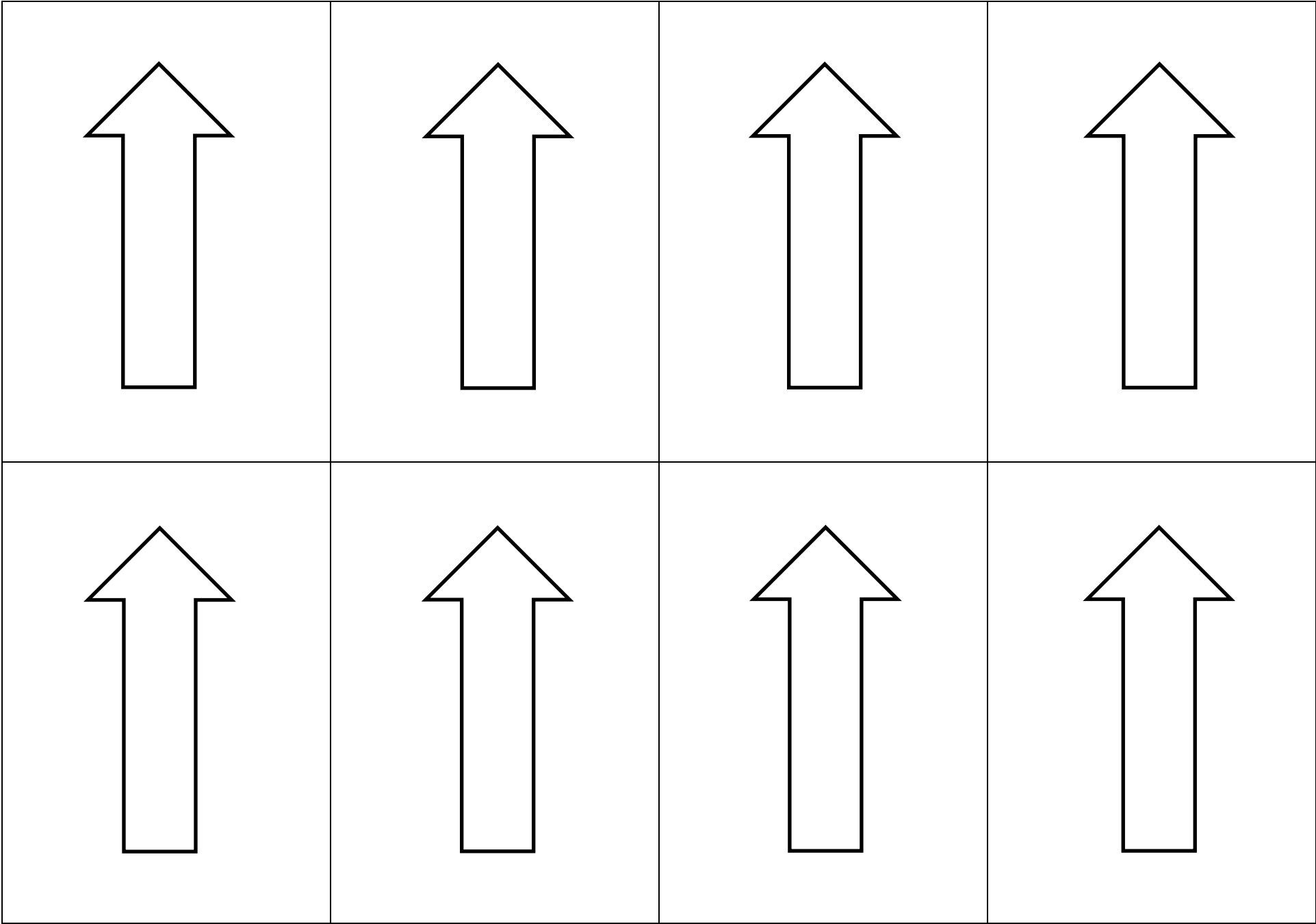
Searchers



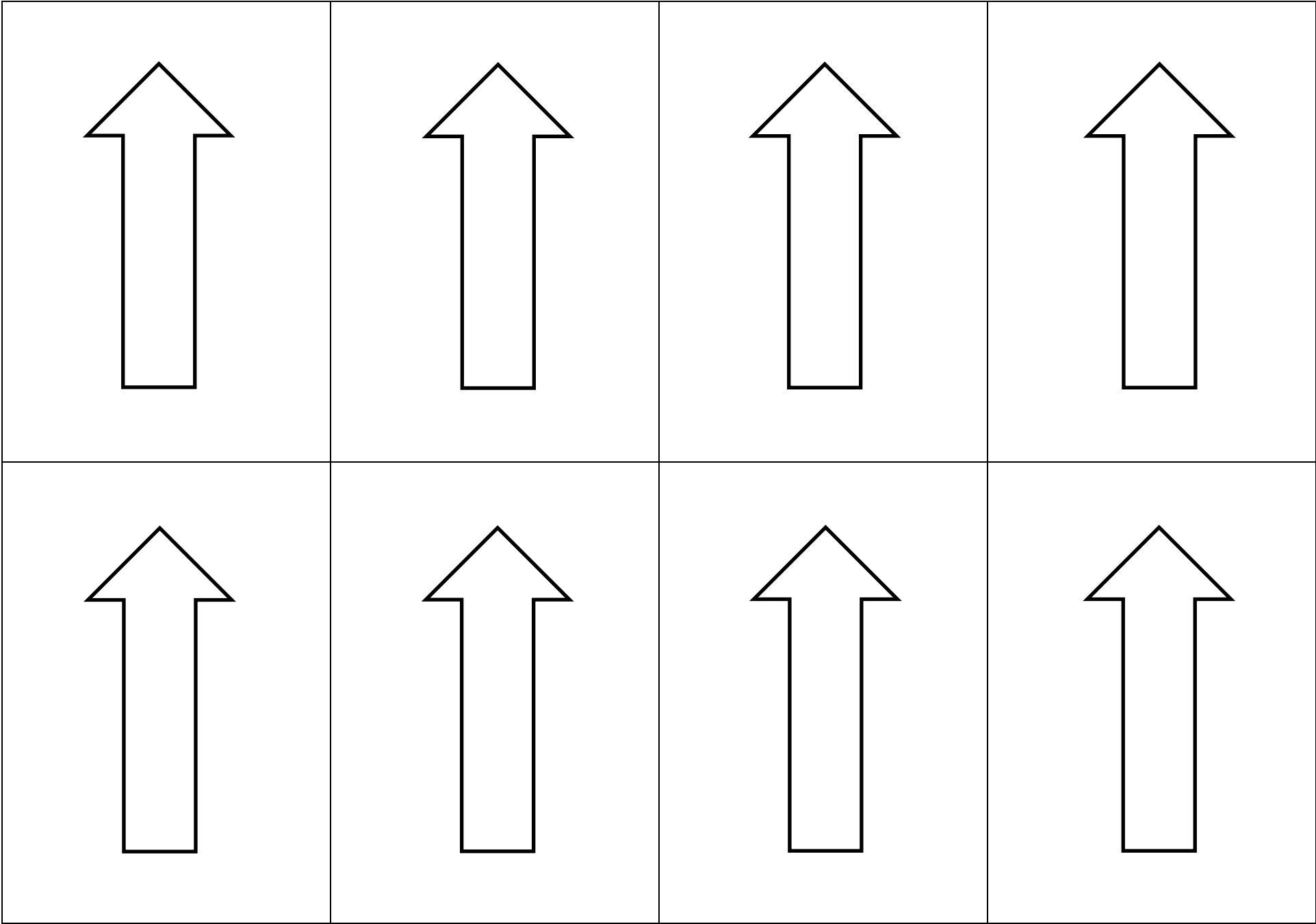
Searcher Movement Cards



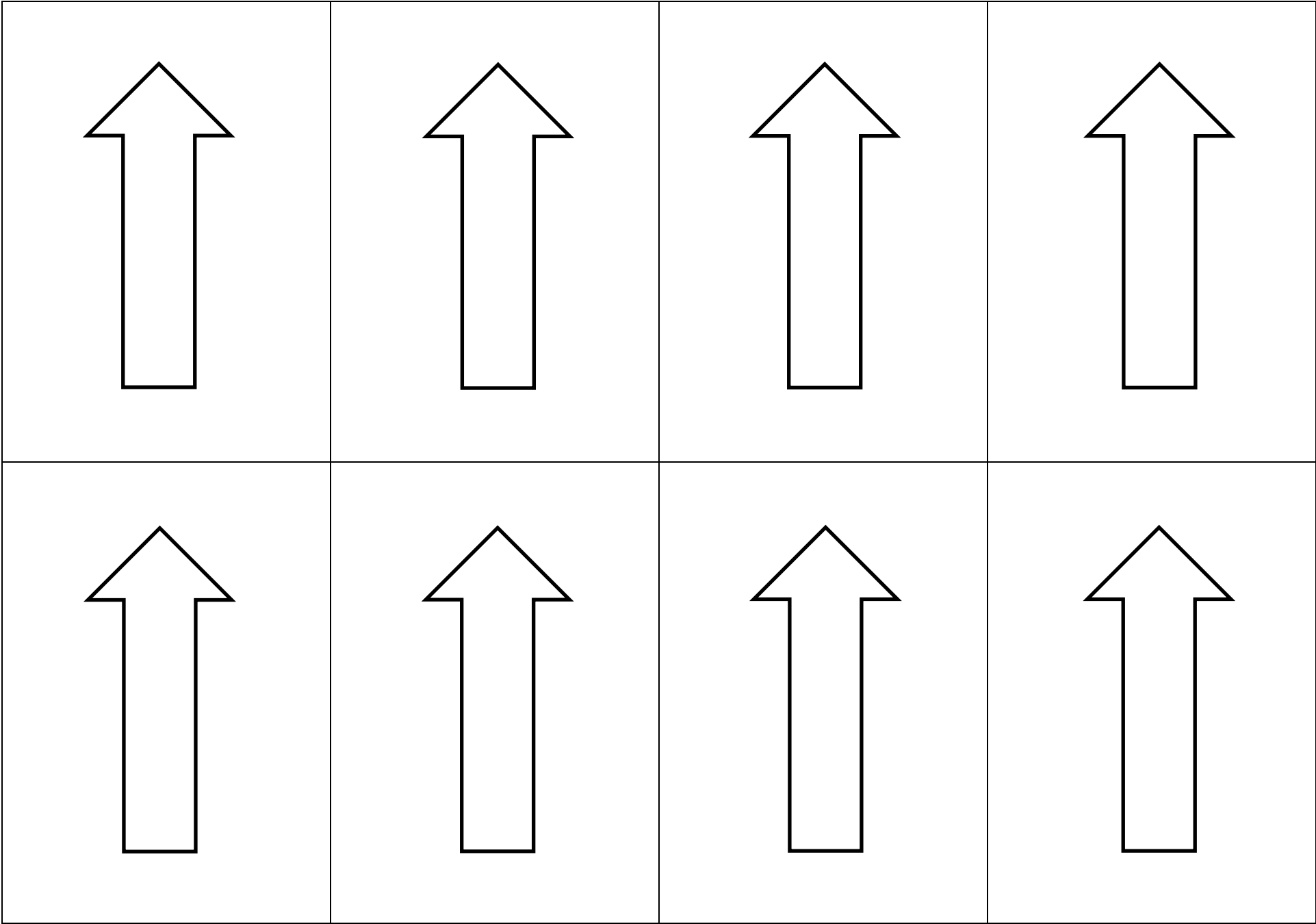
Searcher Movement Cards



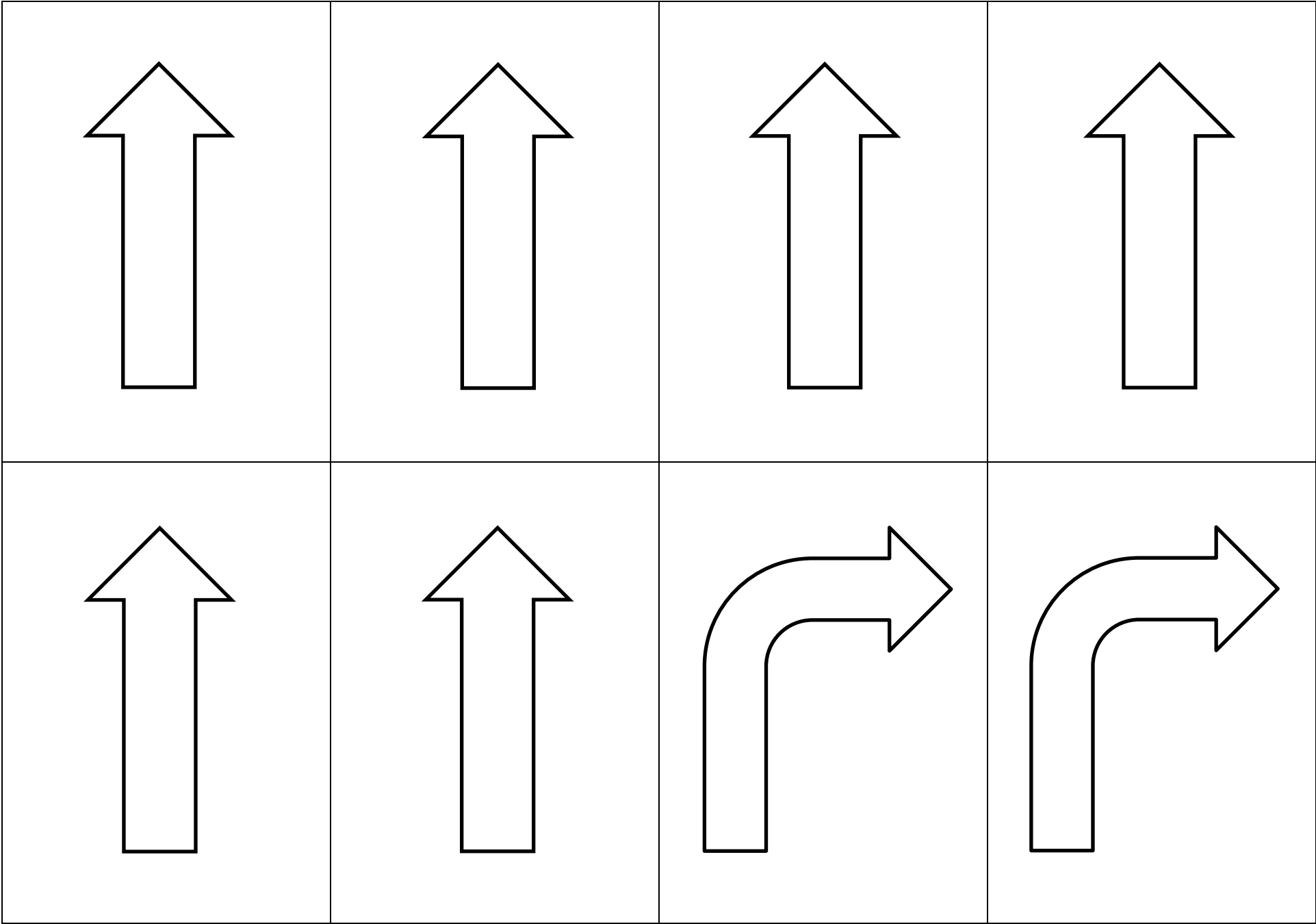
Searcher Movement Cards



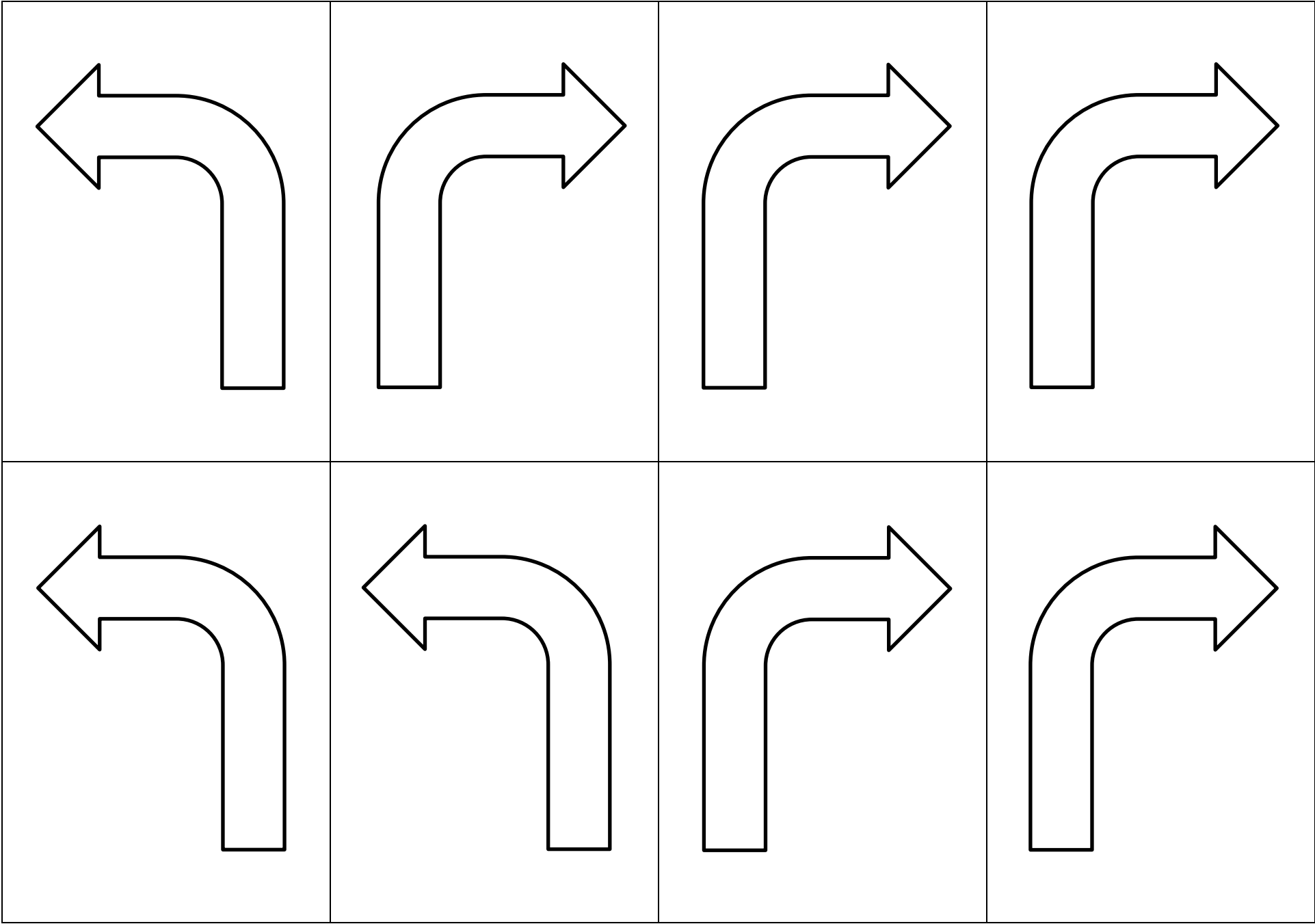
Searcher Movement Cards



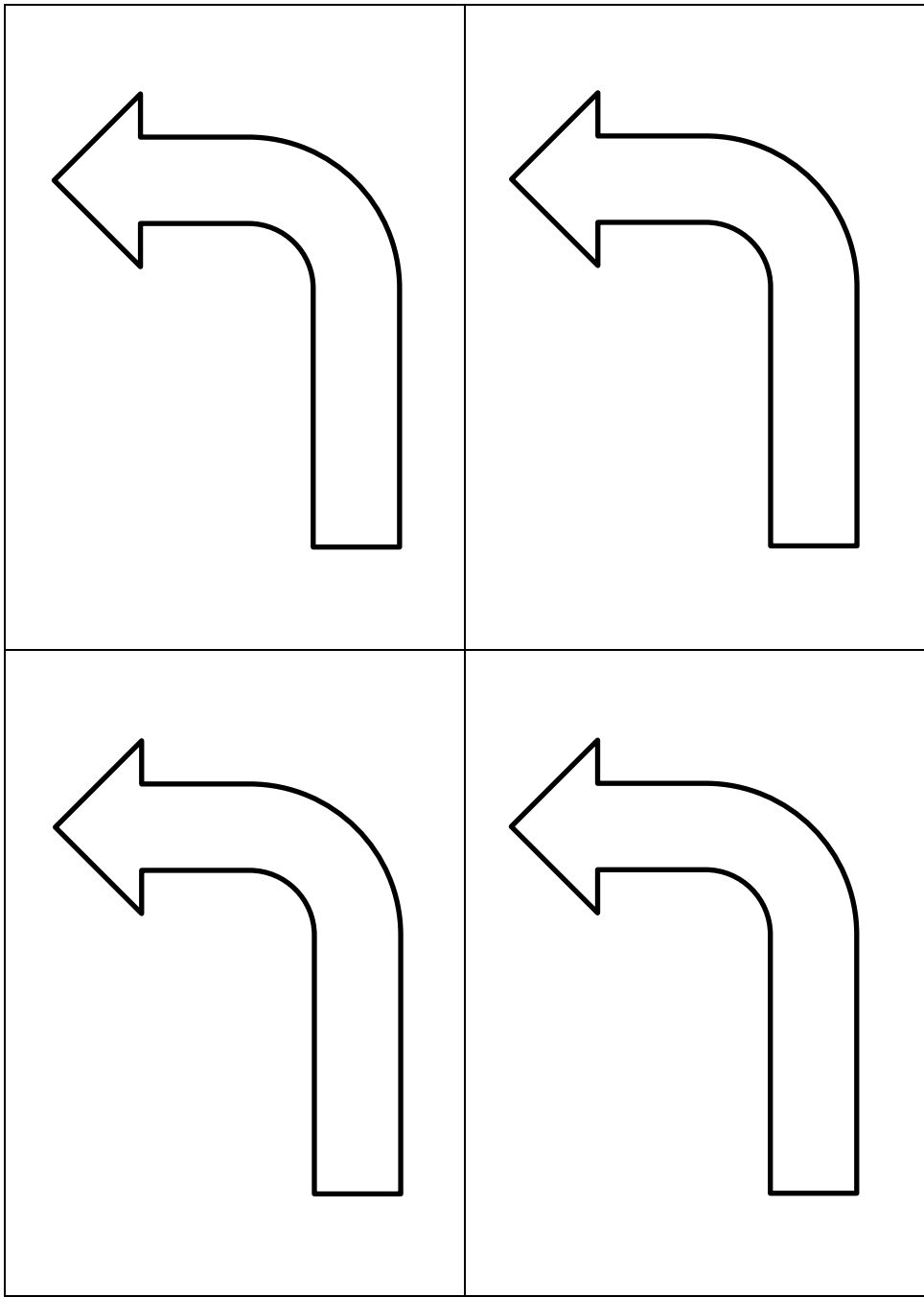
Searcher Movement Cards



Searcher Movement Cards

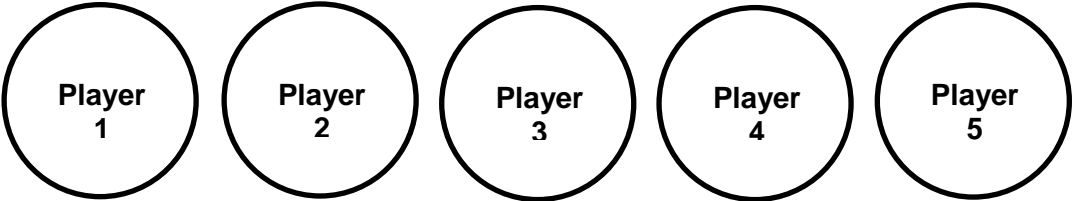
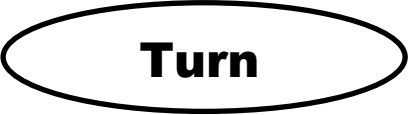


Searcher Movement Cards

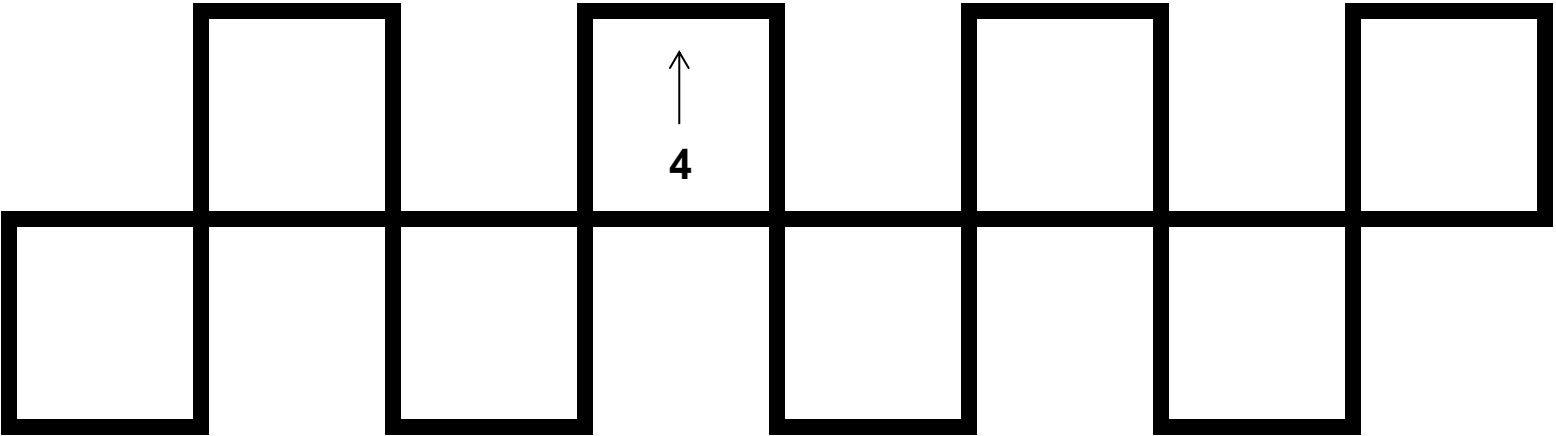
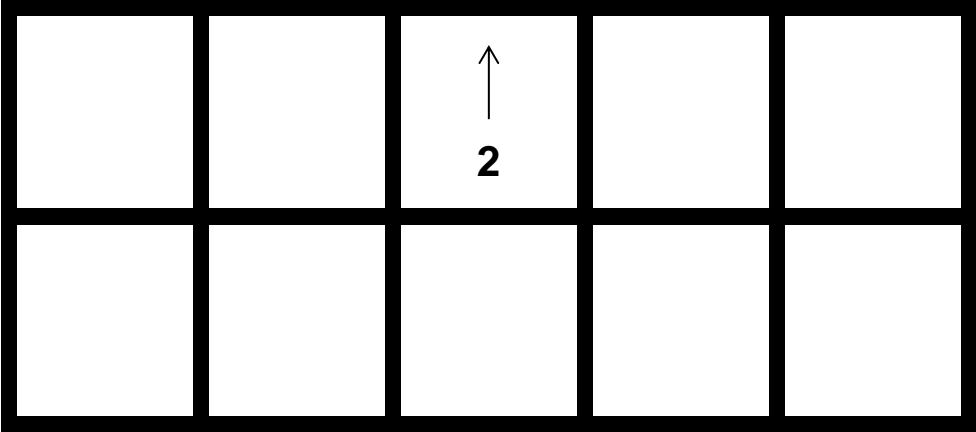
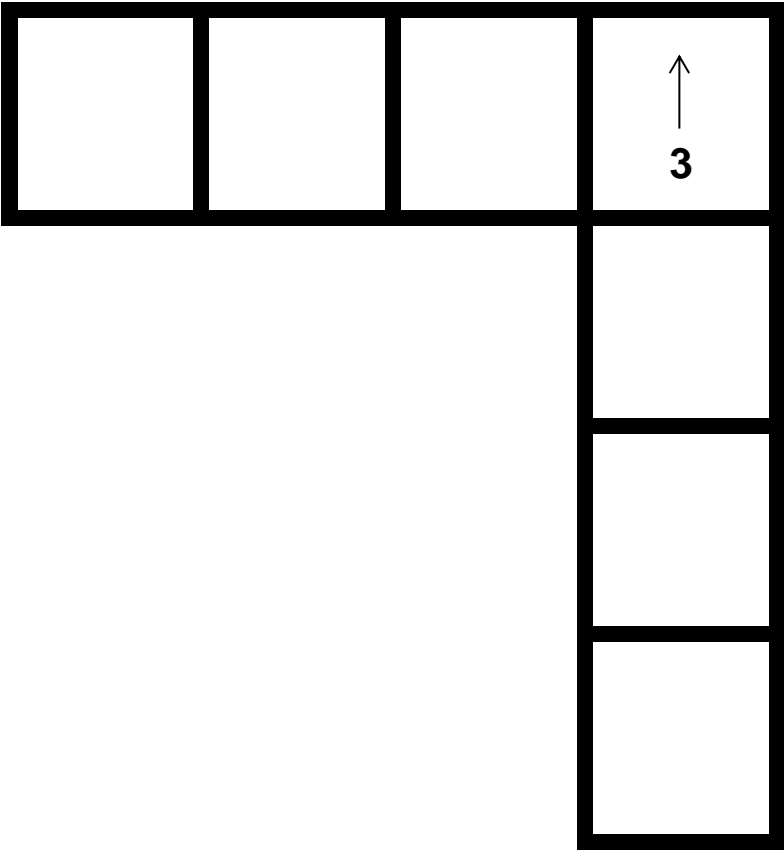
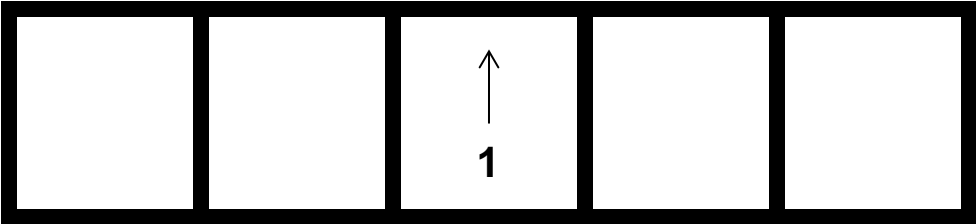


Searcher Movement Cards

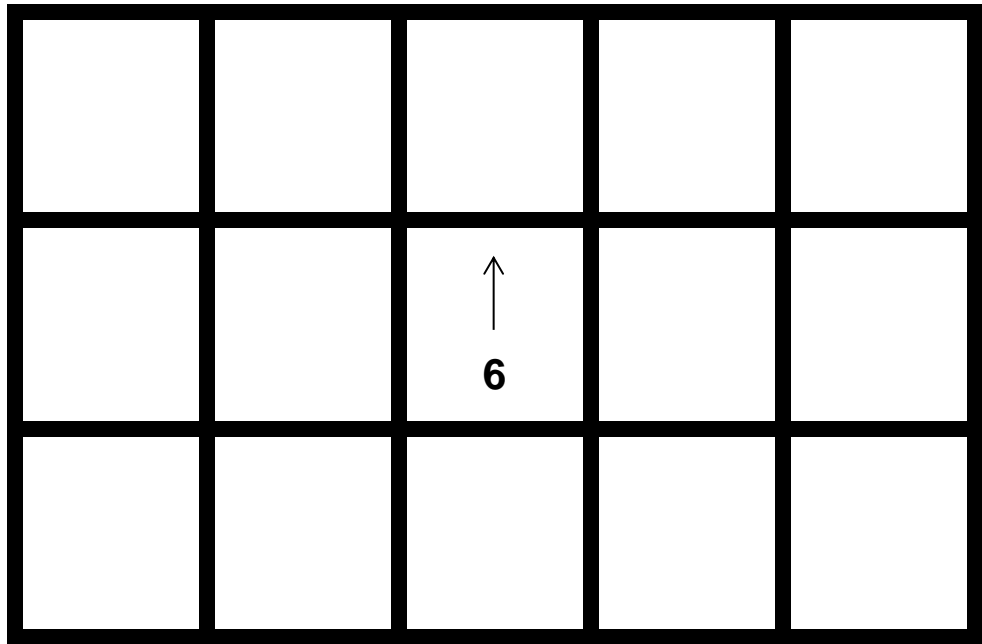
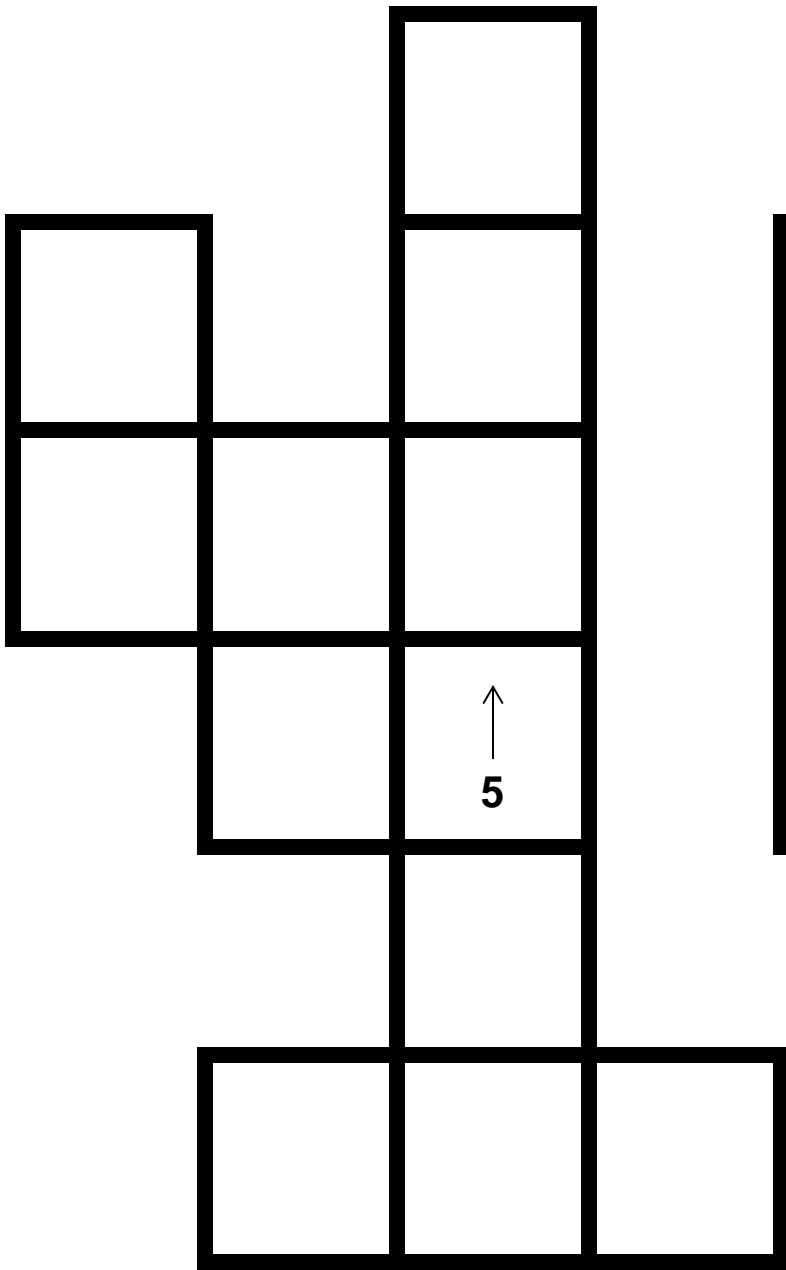
Game Over
10
9
8
7
6
5
4
3
2
1
Start



Turn Track, Turn Marker, Player Tokens



Terrain



Terrain