Short Description:
This is a multiplayer assymetrical game where the Professor must find the french troops after collecting all or more camel-udder boxes than the opponents. The other three characters from the Reguibat tribe must try to stop him from reaching the french troops with all the camel utter boxes.

Genre:
Adventure

Scenario:
The game takes place predominantly in the desert, where he looks for camel-utter boxes. He begins at the Cafe where he meets a native.

Long Description:
The Professor is on a journey to learn the dialects of this arab country called Ain Tadouirt, the warm country. He discovers that his friend that will show him around is dead and tries to go on a mission by himself. Before his journey begins he seems to find interest in camel-udder boxes and wants to collect as many as he can. The Reguibat Tribe does not want him to have these camel-udder boxes, so he must stay away from them as he tries to collect as many boxes as he can. If the Reguibat comes in contact with the Professor, they have an opportunity to take his boxes or limbs. The professor must try to find the French troops in order to save him from the Reguibat.
Game System:
Player Characters - The Professor, Reguibat Tribe member #1, Reguibat Tribe member #2, Reguibat Tribe member #3.

The Professor - The professor must travel around the board to collect all of the Camel-Utter Boxes then set to make it to the French Troops. A pair of dice must be rolled for the amount of steps the Professor can move. Directly landing over the box will allow the Professor to pick it up and take it with him on his journey. The Professor is not allowed to move diagonally on the board.

Reguibat Tribe member - The Reguibat Tribe members must stop the Professor from collecting the Camel-Utter Boxes, and try to retrieve them, but the professor also has strength so he will have the opportunity to also steal the camel-utter boxes or take the tribe member's limbs through the drawing of cards. The Reguibat tribe will not have the opportunity to pick up the camel-utter boxes, and the only way that the tribe member will obtain them is through taking them from the professor.

Cards: The Professor and the Reguibat will each have their own set of cards in which must be drawn if they come in contact with each other. When coming in contact with the an opponent a card must be drawn. If you already have a card you will have the option of picking up another card or using the card you already have. There will also be an option to befriend one of the tribe members and they must help you in your journey to the French Troops.

Body Parts - If a player's limbs are all taken which are 5 pieces, the player is thrown out of the game. If the Professor loses all of his limbs the game will be completely over. and the Reguibat tribe wins.

Camel-Utter Box - There will be 10 Camel-Utter Boxes for the Professor to pick up. The objective is to collect as many as camel-utter boxes as the professor can and make his way to the French Troops. A tribesman cannot directly pick up a camel utter box but can be taken from the professor through the use of cards.
Take a body part from your opponent.

Befriend the opponent you have approached.

You have befriended him.

Take a body part from your opponent.

Receiving a befriend card will force the person you approached to help you reach your goal which is to collect as much camel utter boxes as you can. The tribesman who has been befriended is not allowed to pick up the Camel Utter box directly but they may steal them from another tribesman.

A tribe member is not allowed to pick up camel-utter boxes directly but will be allowed to steal them from the professor or his potential partner.
**Game Play:**
The professor starts off in the cafe where he first sees camel-utter boxes, the Professor gains an interest for these boxes and wants to collect as much as he can on his journey to learning the arabic dialects. The person who is Professor will have to roll a pair of die to get around the game board and collect all of the camel-utter boxes. The Professor finds out that the Reguibat tribe does not want him to have these boxes and make their way to retrieving them and also trying to torture him. If a tribe member comes in contact with the professor they will have the opportunity to either take his limbs and a box through the drawing of cards, if the professor does not have a camel utter box then just a limb is taken. The players will only have access to the cards if directly landing on their opponent.

**Rules:**
- The professor will be able to maneuver in any direction, as many steps as the rolled die imply. Moving diagonally is not allowed.
- The Reguibat tribe members can maneuver in any direction but will not be able to be within two squares of another tribe members as they are trying to keep the Professor from escaping, therefore must stay spread out.
Cafe

French Troops

Camel-Utter Boxes