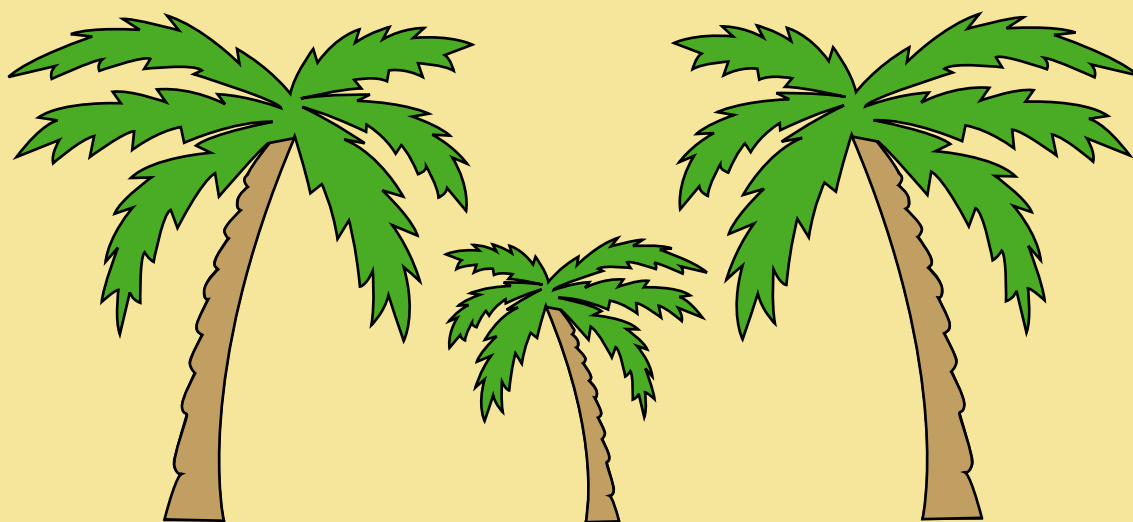


Trek to Tessalit

By Leslie Calvert



Description:

This game is adapted from the short story “The Delicate Prey” by Paul Bowels. The story is about the journey of 3 Filala (leather merchants) and their encounter with the Mounhari (a person from a holy place that is treated with respect). The Filala are family members, two uncles and their nephew named Driss and are traveling from Tabelbala to Tessalit.

The Mounhari basically tricks the 3 Filala into trusting him and letting him join their caravan. However, instead of being their friend, the Mounhari first kills the two uncles in a trick making them think he was going to provide food for them. Driss, the younger Filala, was waiting at the camp for his uncles and the Mounhari's return but gets spooked when no one shows up and gets on a Mehari (Camel) and runs away. He turns around shortly when he thinks he has just been a fool and scaring himself over nothing thinking that the older men were all probably eating their hunt and laughing at him.

When he comes back to the camp the Mounhari shoots at him, hitting his arm and hand. The Mounhari then ties him up, strips him naked, cuts off his penis, slices a cut in his stomach, stuffs the penis into his stomach, and rapes him. In the morning, after surviving through the night, the Mounhari slices Driss's throat with a razor until his windpipe is severed.

It is a horrific tale that is resolved in the end with the town people of Tessalit figuring out that the Mounhari has murdered the 3 Filala and in turn bury the Mounhari in the middle of the desert up to his head in sand and leave him there to die.

Game Type/Genre:

Board Game Adaptation from a Short Story/Adventure. Free-For-All. 2 - 4 Players. Age 18+.

Object of Game/How to Win:

The object of the game is to get to Tessalit, aka the center of the board, without dying. If time runs out, the player with the least amount of “steps” to the middle wins. You can lose during the game if your life and/or morality level goes to zero. If this happens you are automatically out of the game.

Contents:

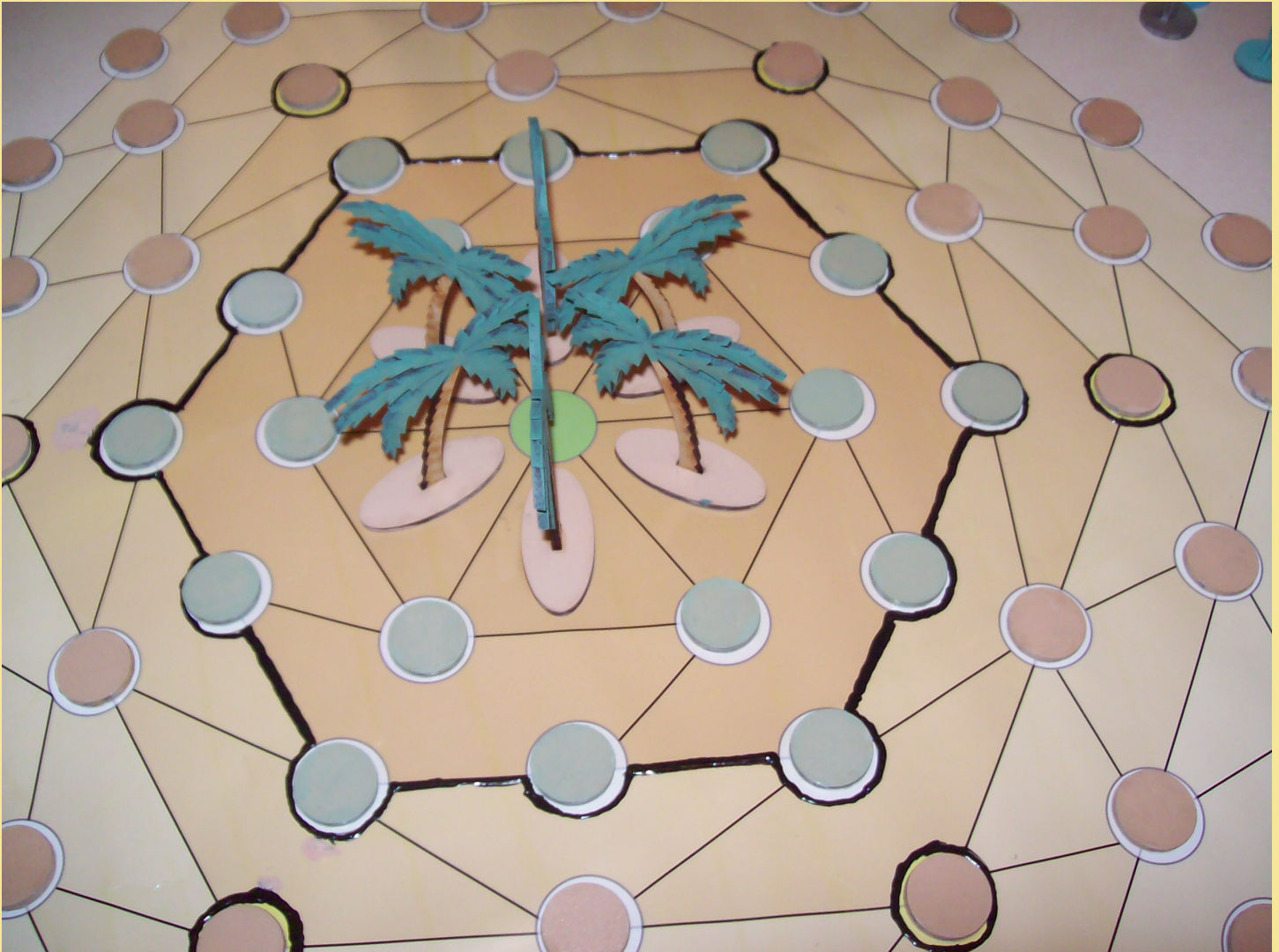
1 Game Board	5 Character Bits	4 Scoring Tablets
10 Scoring Bits	1 Bit Container	
72 Encounter bits:		
- 18 Green Bits	- 54 Tan Bits	



Game Preparation:

The youngest player gets to choose which character bit they want to use and where they want to start on the board first. Then the choice goes counterclockwise until everyone has a character bit and their bits are on the board.

Setting up the board is simple. Each player gets a character bit, a scoring tablet, and two scoring bits (one red and one blue). The board is set up with the green encounter bits facing down randomly put into the inner part of the board marked off by a thick black border. The rest of spaces are to be randomly filled with the tan bits.



Game Play:

Starting:

Each character has a particular weakness which is found on the bottom of each character bit. Once you have decided which character bit you would like to be stealthily flip it over and see which attack you are weak to.

Once the character bits have been chosen each player chooses where to start their characters on the board. They can choose from any of the six blue spaces that are outlined in a thick black border located at the corners of the hexagonal playing field. There will be an encounter bit on these spaces which each player gets to start out with.

Moving on Board:

Each turn players get to move one space along the board as long as the space they are planning on moving to has a black line attached to it from the space they are currently on. Players can move in any direction they want as long as the spaces are connected by black lines. Every time you land on a space that has an encounter bit on it you can pick it up. If you land on a blank space nothing happens.

If you pick up an encounter bit that has a +/- number on it you move that many spaces backwards or forwards.

If you encounter/hit another player on the board you can attack them or steal one of their encounter bits that he/she has accumulated.

Check Points and the Second Tier:

Before you can move onto the second tier of the game you must have gone to one of the check points which are marked on the board in yellow with a thick black border. You must also have at least 25 life and 25 morality to move onto the second tier. The second tier is marked off in a thick black border and has green encounter bits within it.

Losing Life and Morality:

You lose life when you are attacked by an opponent and you can lose morality in two different ways. If you attack a player with an encounter bit that has negative morality or if

you play hashish your morality will go down. If you lose all of your life and/or morality you die and are disqualified from the game.

Playing an Encounter Piece:

You may play one encounter piece at the beginning of your turn before you have moved.

Encounter Pieces	
	Sing +20 Life / +10 Morality
	Drink Tea +5 Life
	Injest Hashish +15 Life / -15 Morality
	Play the Flute +35 Life
	Befriend +10 Life / +10 Morality
	Slice a Throat -50 Life* / -30 Morality
	Yell -5 Life*
	Trick -10 Life* / -5 Morality
	Cut off a Penis -35 Life* / -25 Morality
	Shoot -15 Life* / -10 Morality
	Slice a Stomach -20 Life* / -15 Morality
	Rape -25 Life* / -50 Morality
* Life is taken away from the opponent you decide to attack with this piece *	

Attacking:

If you decide to attack a player at the beginning of your turn you must pick a player to attack. Once you attack a player he/she loses the amount of life specified in red. Some of the attack pieces have negative morality attached to them which is inflicted upon the attacker, shown in blue. Thus you lose the amount of morality specified when attacking.

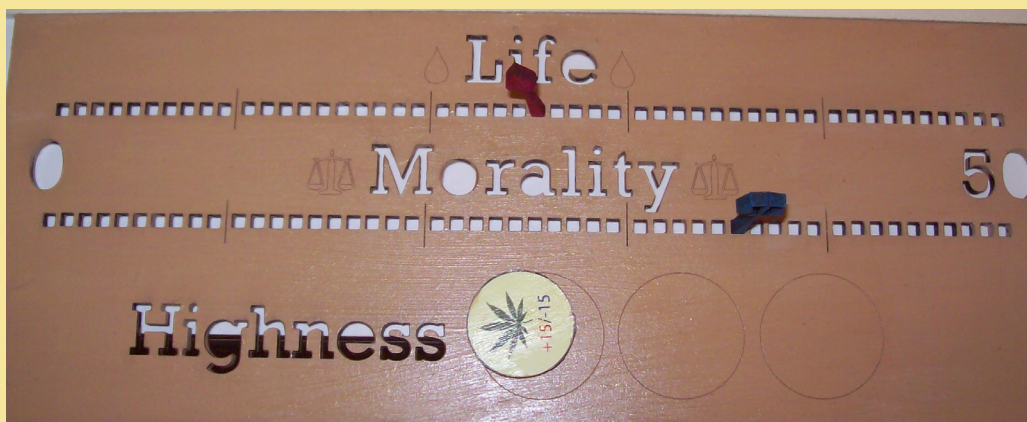
Healing:

If you decide to use a healing piece at the beginning of your turn you gain the amount of life that is

specified in red. You might also gain or lose morality with healing bits which are specified in blue. If you play the “Befriend” encounter you chose a player and they gain the same amount of life as you do.

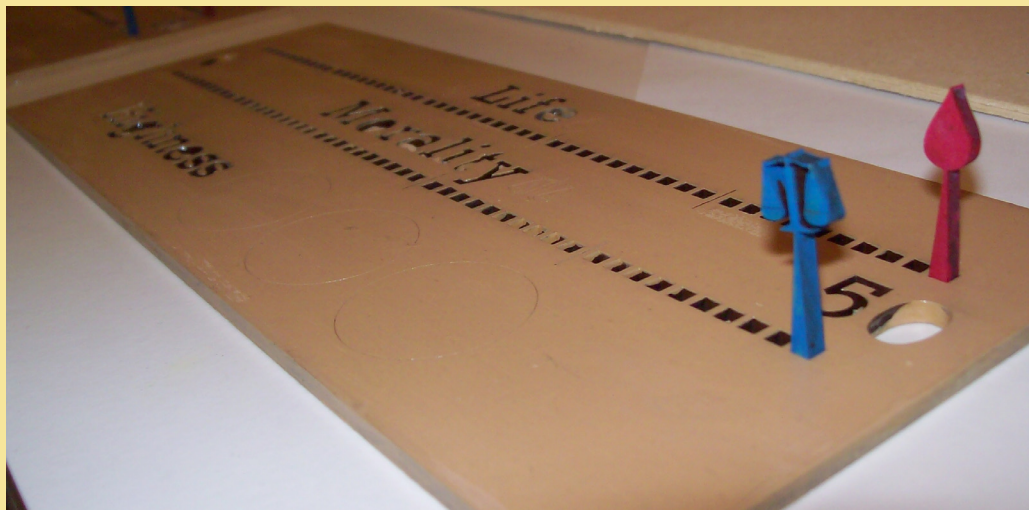
Highness:

If you play the hashish encounter bit you will be high for the next three turns and will not be affected by any changes in morality, aka your morality cannot and will not be changed for the next three turns. You can keep track of this by literally placing the hashish encounter bit onto the scoring tablet next to highness and move it along the spaces provided with each turn.



Scoring:

To keep track of your life, morality, and highness you use the scoring tablet provided along with the scoring bits. You



start your scoring bits on the side that says 50, the red one with a drop of blood symbolizing life, and the blue one with the scales symbolizing morality. You cannot go over 50 life or morality. If either your life or morality reaches zero you die and lose the game. See highness above for its scoring.

Character Weakness:

Each character has a weakness that can be seen on the bottom of each character bit. If you are attacked by an encounter piece that you are weak to you lose your next turn and must give one of your encounter bits to the player that attacks you, if you have any.

