Campus Wahala

- 2 – 6 players
- 30 minutes

Components:

1. Books card – 100 (1 point = 25 pcs, 2 points = 25 pcs, 5 points = 20, 10 = 15, 20 = 15)
2. Characters card – 50 (the number of character cards in the deck are written on each card).

Game objectives:

Player with the highest Victory point wins the game. VP is the total of Book cards acquired by a player in **their locker.**

Game setup:

Shuffle all the cards together properly and create 3 card deck (equal or almost equal) and place faced down at the center of playing surface or at arm's reach to everyone.

There are 6 invisible lockers on the playing surface (enough to contain 5 cards displayed openly). In a 6 player game, each player will own one locker in front of them. In a 4-5 player game, each player will own one locker in front of them and the unowned locker(s) will be dummy lockers (see dummy lockers below).

In a 2-3 player game, players divide the 6 lockers equally.

INSERT PHOTO OF GAME IN PROGRESS HERE
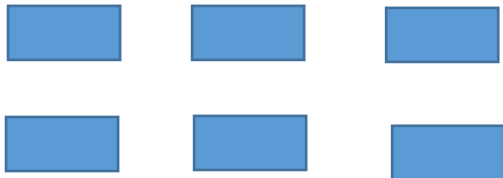
During a round:

1. During a round, a player draws FIVE cards from any of the card deck or a mix of the 3 card decks.

2. Then they distribute the cards across the lockers in a clockwise manner. They do this by placing the card open for everyone to see on the locker. They must always start with their own locker in front of them unless they have a character card that allows them to start anywhere else.

3. When they are done distributing the cards they have drawn, the next player clockwise does the same until the deck is exhausted which marks the end of the game.

When a locker is full

A locker is full when there are 5 cards in the locker. When this happens, the player who owns the locker then empty it by collecting the books in their locker as their **point** in the game and keep away

until the end of the game. They discard the character card in a discard pile at the center of the playing surface.

Dummy locker:

In a 4-5 player game, the locker that is not owned by a player is referred to as the Dummy Locker. They are still active in the game however, when they are full, any player can discard all the cards in the discard pile and game continues.

Dummy lockers rotates after each round. This means that if a dummy locker was in between Player A and Player B, after a round, the dummy locker must move to the space between Player B and Player C.

Game Ends:

The game ends in two ways:

1. when the player draws the final 5 cards and distribute them.

2. When the players decide to end the game after 4 rounds.

Lockers that are not full are left out in the game. This means, books that are in the lockers that are not full are discarded.

Character cards:

Character	Description
Prof.	If player have this card, they must play it first before any other card. If they have more than one, they must start with one and card distribute the rest as they would other cards. This card allows a player to starts distributing cards from any locker instead of their own locker. In a case where player forgot to follow this rule, they lose the highest book in their locker immediately.
C.S.O	Player must another card in the same locker where they dropped this card.
Fresher	Players can use this card to exchange with any card in the locker they dropped this card in. When they do, they must continue to distribute this card as with any cards in their hand. If it is the only card in their hand, they must distribute it to the next locker.
Presido	Players can take any BOOK card from the locker which they dropped this card in.

	When they do, they take the Book card as one of their own point and add to their own Books pile outside their locker. It is now their point.
Course Rep	Play this card and jump the next locker.
Dean	Play this card and jump the next two lockers
Oga VC	Play this card and jump any number of lockers
Organizer	Player who has this card when their locker is full loses the highest book in their locker.