
BATTLE CAMEL

The Search for Antarrah



Design by Craig Stevenson For XBOX Live Arcade, PSN, and OUYA Rating: E10+ Ship Date: TBD

craig.stevenson1@gmail.com

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Game Story

Christina Camelot was once the most famous Camel in all of Arabia. Winning prize titles in the past 3 years high stakes Camel Races made her worth a lot of money. Prince Samir, a greedy and deceitful piece of royal dung, had a growing fortune from various back-market endeavors. He had no problems spilling the blood of peasants if it meant one more gold trinket in his collection. As Christina's fame began to spread, the Prince knew he had to have her. An unbeatable Camel could triple his fortune after just one race. The problem was Christina's owner, Antarrah Lateef was a well-respected philanthropist loved by the lower class. Samir saw this as a great opportunity. By hiring a hitman to take out Lateef, the worthless scum of the slums had no hero, and Prince Samir would gain riches and power using Christina as his prize competitor. Directed to bring Lateef to his Palace in the north, the prince's pawns stage an assault on Christina at Lateef's stable. The Prince's lead henchman and hired muscle tie up Christina and her wails awake the noble Antarrah. As he enters the dark stable, the henchman bag and tag the hero, while Christina lays helpless, her enlarged heart torn in two. Christina hearing the plans of the ignorant henchmen knows what must be done. Fueled by her love of her master she bites through her rope shackles and sets off to find her hero...

Game Play

In The Search for Antarrah, the player is Christina Camelot racing across the Arabian landscape and solving puzzles to be reunited with her rider. The game play is separated into two distinct modes of play, race and puzzle- platformer. Players dodge hazards and attempt to reach the finish line in race mode. Undead soldiers, Arabian henchmen, and rabid wildlife stand in your way. In puzzle mode, the player needs to outsmart the prince's forces to clear the level and become one step closer to finding her crush, Antarrah Lateef. Along the way, the player can collect battle armor by searching hard to reach spots and defeating boss characters. Guide Christina through 10 unique landscapes and 3 boss battles across a land lost in corruption, magic, and wonder.

“Little Big Planet meets Mario Kart meets Monkey Island!”

Player Character

Christina Camelot: Boy, this camel can run! In race mode, players need to change lanes to avoid oncoming hazards. Attacking enemies will feel the wrath of her spitting attack. Duck, Jump, and Spit your way through the gauntlet. While dodging the baddies players will want to look out for deposits of water scattered throughout the level to keep Christina's hump high (also an indicator of top speed). Don't make this camel mad. After two strikes from an opponent, Christina can bust out "camel rage" a temporary special attack that will allow her to barrel through almost any obstacle.

[Insert Image of Character Movement Sketches]

When the player is not shifting lanes, dodging and ducking various hazards, they are shifting perspectives from 3rd person to side scrolling platformer, solving challenging puzzles. Interacting with the environment is key to clearing the puzzle-based levels. Hidden treasures are scattered throughout the levels that can increase Christina's speed, provide protection, or open exciting new abilities. Use these improvements to transform Christina into the Battle Camel she was destined to be.

Player Controls (OUYA):

In Game Controls



Game World

The world of Battle Camel is inspired by the magic of Disney's Aladdin and the mystique of 1001 Nights mixed with a healthy dose of comedy found in the Monkey Island series created by LucasArts. The landscapes in Battle Camel are very loosely based on the geography of modern day Yemen. This diverse region of the world includes habitats such as deserts, an urban marketplace, savannahs, tombs/caverns, foothills, mountains and grand palaces each recreated with their own unique power ups and enemies.

Game Experience

Race Levels

The race levels in Battle Camel require the player to use quick reflexes to navigate a predefined path that is littered with traps, boosts, and hidden treasure. These levels play very similarly to a traditional "battle race" style game such as Mario Kart or ModNation Racers. While top speed is controlled by the amount of water stored in the their Camel's hump. Players can restore their constantly depleting water supply by running over water deposits, which will provide an increase in run speed. Players need to focus on avoiding incoming blockades and spitting at fellow racers. The level is broken apart into three separate (but invisible to the player) tracks that they can alternate between. Similar to other racing games, the player can draft moving objects directly in front of them to gain an additional speed boost and drift around corners to save precious time. Hidden treasure is also found in some race levels. These special performance-enhancing items will be well hidden and may require unorthodox methods to be found.

Puzzle Levels

The puzzle levels are presented in 3D side scrolling format similar to Little Big Planet. These levels require the player to interact with the environment to clear blockages on Christina's path. Placing multiple objects in predetermined positions to set off a "Rube Goldberg" style chain reaction completes most puzzles. Players can move world objects by pushing and pulling stationary objects. One unique feature of Battle Camel is the ability to shift the camera from side scrolling to 3rd person view behind Christina. Certain puzzles will be designed to require this camera-switching mechanic to discover all the necessary information. Hidden treasures can also be found in puzzle levels, which will help aid Christina on her quest.

Boss Levels

The final type of level is the boss level. Battle Camel features two mini-bosses and one final boss at the 10th stage. Boss levels are presented in a stationary space with interactive objects. Each boss will have a weakness that the player will need to uncover to defeat. The current roster of bosses include Cambyses' the disgruntled soul of a great military leader embodied in a stone Anubis statue, a rabid sugar badger, and Prince Samir, Christina's arch nemesis and captor of her loved rider.