

CREDITS

Design Studio

Evertide Games

Game Design

Richard James

Sorvent Development

Michael J. Nickoloff

AEG Edition Development

Ken Carpenter, Marcelo A. Figueroa, Brent Keith,

David Lepore, Jim Pinto, John Zinser

Playtest

John Brader, Max Cavanaugh, Michael Chen, Bernie DeKoven, Marc Fairty, Darren Ford, Nick Ingwersen, Donna James, Laura James, Robert James, Ross James, Rizwan Kassim, Jeff Kelly, Pat Mannion, Tanya Mannion, Scott Martin, David Milano, Scott Reese, Jared Rogness, Jason Schissel, Graydon Schlichter, Christopher Tate, Lauren Tate, Prasanna Vernenkar, Sein Vernenkar, Megan Watson, Neth Woelfleim, David Zahl

Original Illustrations

Jared Rogness

Original Translations

Mohamed Aboudina

AEG Edition Rules Translations

French by Frédéric Bizet; German by Pegasus Spiele, GmbH;

Italian by Federico Dumas; Spanish by Darío Aguilar

AEG Edition Art Direction

Ken Carpenter

AEG Edition Art

Octographics

AEG Edition Graphic Design

Creative Instinct, Inc. [www.creativeinstinct.com]

©2006 Evertide Games. All rights reserved. Evertide Games represented by Sorvent, Inc. Published under license by Alderac Entertainment Group, Inc.
©2008, 2013 Alderac Entertainment Group, Inc. Alderac Entertainment Group and all related marks are ™ and © Alderac Entertainment Group, Inc. All rights reserved. Printed in China.

Warning: Choking hazard! Not for use by children under 3 years of age.



For 2–6 Players, Ages 8 and Up
Playing Time: 30 minutes



Rendez vous sur / Besuch / Visitate / Visita

<http://www.alderac.com/straw>



Contents:
64 Playing Cards
1 Camel Card

Object of the Game

Be the player with the highest score at the end of play.

Setup

Place the Camel Card in the center of the play area. Shuffle the remaining cards. Deal four cards to each player. Place the remaining cards face down. They become the Draw Pile.

Play

The player to the left of the Dealer goes first. On your turn, you must:

1. Play one card on the camel, face up.
2. Announce the total weight on the camel.
The weight is depicted in the upper left-hand corner of the card. Weight is cumulative, so if a Basket of Fruit weighing 6 is added to a camel with a weight of 15 already on it, the new weight is 21.
3. Draw one card from the Draw Pile. If the Draw Pile runs out of cards, continue playing without drawing cards.

Play passes to the left. Continue clockwise around the table until the Camel's back breaks (see ending the round).

Ending the Round

When the weight of the camel exceeds 50, the camel's back breaks and the round ends.

Scoring the Round

When the round ends, each player, except the one who broke the camel's back, scores his or her hand. Add up the weight of each card remaining in your hand and add that to your total score from previous rounds. However, if a player is able to break the camel's back with the Straw card, only that player scores his or her hand. The remaining players do not score that round.

Once scores for the round are recorded, collect all of the cards and shuffle. Pass the position of Dealer to the player to the left of the previous dealer and start a new round, dealing four new cards to each player.

Winning the Game

Play continues until each player has been the Dealer once (and only once). The player with the highest total score at the end of the last round is the winner.

Special Cards

There are five different special cards in Straw (explained below). *Reverse*, *Copy*, *Aladdin's Lamp* and *Straw* cards each weigh zero when scoring. *Flying Carpet* is worth negative points in a player's hand at the end of the round.



R *Reverse:* Reverses the direction of play. The weight value of this card is zero.



C *Copy:* Copies the previous card that was played. Cannot be played if there are no other cards on top of the camel. When Copying an Aladdin's Lamp card, choose a new weight value (1-10).



X *Aladdin's Lamp:* The player chooses a weight value from one to ten. This value must be a whole number.



1
1000 *Straw:* May only be played to break the camel's back. If successfully played, only the player playing the Straw card scores the round, other players do not. The player playing the Straw card does not draw another card before scoring the round.



Flying Carpet: These cards have a negative (−) weight value. When playing a flying carpet, subtract the number on the Flying Carpet card from the total weight currently on the camel. When scoring, this card counts as a negative value in your hand as well.