**Camel Up - Description**

**Creating a Game**

A game is created by a player who provides both game-related and player-related information. All fields are required.

For the game setup, the player must provide:

* A **game name**
* A **visibility flag**, indicating whether the game is public or private (default is public)

When the game is created, the system automatically generates a **6-digit room code**. This code must be unique and is used by other players to join the game. After successful creation, the player is automatically registered as a participant in the game and is transferred to the **game lobby**, also known as the **waiting room**.

In addition to game data, the player must register by entering a **username** and **age**. The player who creates the game is marked as the **Host**. Only the Host is allowed to start or restart the game. A game can have a **maximum of 8 players**.

**Joining a Game**

To join an existing game, a player can either:

* Find a game from the list of **public games**, or
* Enter a **6-digit room code** shared by the Host or another participant

To complete the joining process, the player must register a **username** and **age**. Once all fields are filled, the **Join** button becomes active, and the player is transferred to the **waiting room** of the selected game.

**Deleting a Game**

A game is automatically deleted when it is no longer playable — specifically, when **fewer than 2 players remain**. No inactive or abandoned games should persist on the server.

**Game Waiting Room (Lobby Phase)**

The **waiting room** represents the initial phase of the game. The game exists, but gameplay has not yet started. We refer to this state as **WAITING**.

In this phase, the Host has the authority to start the game, but only after a minimum of **2 players** have joined and each of them has selected a **character**. There are **8 unique characters** in total — one for each player — and they serve a purely **decorative purpose**. Character choice does not affect gameplay.

Once all players have selected their characters and the Host starts the game, the game state changes to **IN\_PROGRESS**. All players are then transitioned from the waiting room to the main **game screen**, where the actual race takes place.

**Game Start**

When the game starts, the player with the **youngest age** receives the **Leg Starting Player marker** and begins the first **Leg** (round). If multiple players share the youngest age, the one who joined the game **earliest** starts first.

Gameplay proceeds in **clockwise order**, and on each turn, a player must perform **exactly one action** from the following five options:

1. **Bet on the overall winner**
2. **Bet on the overall loser**
3. **Bet on the camel for the current leg**
4. **Place or move the desert tile**
5. **Roll the dice**

**Betting on the Overall Winner or Loser**

Players can use their **Race Betting cards** to place secret bets on which camel will **win** or **lose** the entire race. Once a card is placed for either the winner or the loser, it cannot be changed. Each player has 5 Race Betting cards, one for each camel color.

The rewards for correct predictions decrease based on the order in which the bets were placed:

* The first correct card earns **8 coins**
* The second earns **5 coins**
* The third earns **3 coins**
* The fourth earns **2 coins**
* All others earn **1 coin**

Each **incorrect card** results in a penalty of **-1 coin**.

**Leg Betting**

During each leg, players may choose to bet on which camel they believe will be **in the lead at the end of that leg** by taking a **Leg Betting tile**.

Each camel color has a stack of three tiles:

* A 5-coin tile (top)
* A 3-coin tile (middle)
* A 2-coin tile (bottom)

Players may:

* Take **one Leg Betting tile per turn** as their chosen action
* Take Leg Betting tiles on **multiple turns** within the same leg
* Collect **multiple tiles for the same or different camels**

There is **no restriction** on how many Leg Betting tiles a player can collect in a leg.

**Leg Scoring for Betting Tiles**

At the end of the leg:

* If the camel you bet on finishes **1st**, you earn the **full value** shown on the tile (5, 3, or 2 coins).
* If the camel finishes **2nd**, you earn **1 coin**, regardless of the tile’s printed value.
* If the camel finishes **3rd or lower**, you **lose 1 coin** per tile.

**Desert Tiles**

Each player owns one **Desert tile**, which can be placed on the race track to affect camel movement. A Desert tile can only be placed on a space that:

* Is **not already occupied** by a camel or another Desert tile
* Is **not adjacent** to another Desert tile
* Is **not space 1**

The tile has two sides:

* **Oasis side**: If a camel lands on this tile, it immediately moves **1 space forward**
* **Mirage side**: If a camel lands on this tile, it immediately moves **1 space backward**

Whenever a camel lands on a Desert tile, the **owner** of the tile receives **1 coin immediately**. If a player has already placed their tile and wants to move it, they may do so on their turn, following the same placement rules.

Desert tiles are **removed at the end of each leg** and returned to their owners.

**Rolling a Die**

When a player chooses to roll a die, they:

1. Release a **random die** from the pyramid, corresponding to a camel that **has not yet moved** in the current leg.
2. Move the corresponding camel **1–3 spaces forward**, depending on the number rolled.
   * If that camel has others stacked on top, it **carries them forward**.
   * If it lands on a space with another camel, it **stacks on top**, and is treated as **ahead** of the camels below it.
3. The player receives a **Pyramid tile**, worth **1 coin**.
4. The used die is placed visibly next to the track to mark that camel as having moved.

Once all 5 camels have moved (i.e., all 5 dice have been rolled), the **leg ends immediately**.

**End of a Leg**

When all camels have moved during a leg, a **Leg Scoring** phase begins:

**Scoring:**

* **Pyramid tiles**: Each tile earns **1 coin**.
* **Leg Betting tiles**:
  + Correct 1st place: full tile value (5, 3, or 2 coins)
  + 2nd place: 1 coin
  + Any other result: -1 coin per tile

**Reset Phase:**

* All **Desert tiles** are removed and returned to their owners
* All **Pyramid tiles** are exchanged for coins
* All **dice** are returned to the pyramid
* Camels **remain in position and stack order**, but each camel’s moved status is reset for the next leg
* The **Leg Starting Player Marker** passes to the next player clockwise

**End of the Game**

The game ends **immediately** when a camel **crosses the finish line**.

A **final Leg Scoring** is performed, followed by **End Game scoring** for Race Betting cards:

* Evaluate the **Winner pile** (betting cards predicting the overall winner)
* Evaluate the **Loser pile** (betting cards predicting the overall loser)

Rewards for correct cards:

* 1st correct card: 8 coins
* 2nd: 5 coins
* 3rd: 3 coins
* 4th: 2 coins
* All others: 1 coin

Each incorrect card results in **-1 coin**.

The player with the **most coins** at the end wins. In case of a tie, the victory is shared.