CAMEL UP

2014	2-8 Players (4)	30 Mins.	Animals / Dice / Racing

Object

Each player is bidding on camels in the crazy camel racing game. As each leg of the race is completed, players can put in new bets and bring home the cash. They can also put in long-range bets for first place winners and last place losers. The player who has the most money by the end of the game is the winner.

Setup
- Place the game board in the centre of the table.
- Place the 5 Pyramid tiles as a stack onto their space in the centre-top of the board.
- Sort the Leg Betting tiles by their colour (5 in total). Each stack of 3 is sorted so that the face-up tiles have the lowest-valued card at the bottom (2-money), followed by the 3-money card and finally with the 5-money card on top. Then place each stack onto its corresponding space on the board.
- Place the 5 camels onto the tents that match their colour.
- Place the money beside the board. This is the bank.
- Each player chooses one character and takes all 5 Race Betting cards that show their character. As well, each player takes the Desert tile that matches their character.
- Each player receives 3 money.
- Determine the starting positions for the camels by rolling the 5 dice together. Each die that shows '1' has its matching-colour camel placed on the '1' space on the board. Each die that shows '2' has its camels placed on the '2' space on the board, and so on. If multiple camels are placed in the same space, the camels are placed so that they are all stacked on top of each other in one column. (The order of the camels does not matter.)
- Place the 5 dice into the pyramid. (Push the slider in to open the hole at the top.) Then place the Pyramid into the centre of the race track on the board.
- The Starting Player marker is given to the youngest player.

Rules of Play
- Each player takes their turn, with turns continuing clockwise. On a player's turn they take exactly 1 action. There are 4 available actions in the game. They are: a) Take a Betting tile; b) Place your Desert tile; c) Move a camel; or d) Bet on the overall winner or loser.

Action A: Take a Betting Tile
- Take the top Betting tile from any of the 5 stacks on the board. (There is one for each camel.) Place this tile in front of you.
- As the higher-point tiles are stacked on top, the earlier a player takes a Betting tile, the more points they will receive if the indicated camel places first in the race.
- The Betting tiles are scored at the end of the current leg of the race.
- There is no limit to the number of Betting tiles a player can have. They may even have more than one of the same colour, if they choose. But only 1 can be taken per turn.

Action B: Place your Desert Tile
- Place your Desert tile on any empty space on the race track. (That is, it can have no camels or other Desert tile on it.) Note that a Desert tile cannot be placed on a space that is adjacent to another space that already contains a Desert tile. Also, Desert tiles cannot be placed on the '1' space on the race track.
- If the current player's Desert tile is already on the board, he may use this action to move his Desert tile to another legal space.
- When placing your Desert tile, place it with either the Oasis or Mirage side-up. Each side performs a different effect when a camel moves onto the tile (more later).

Action C: Move 1 Camel
- To move a camel, first take the top Pyramid tile from the stack and place it in front of you. Then, immediately take the Pyramid, shake it thoroughly, and reveal one die from it.
- To reveal a die after shaking the Pyramid, turn it upside down and place it so that the top of the pyramid is touching the top of the table. While holding the pyramid steady, push the tab to open the pyramid and a die should release. Release the tab and lift the pyramid. A die should be on the table. (Repeat the process if a die does not appear.)
- After the die has been revealed, move the camel of its colour as many spaces forward as shown on the die (between 1-3).
- Recall that if a camel has several camels on its back, it carries *all* of the camels that are on *top* of its back. (Any camels that are below the camel being moved stay in their original space.)
- If a camel (or stack of camels) is moved to a space that already contains one or more camels, the stack is placed on top of the camel/stack that is already there.
- If the camel moves to a space with a Desert tile that shows an Oasis, the camel/stack moves one space forward. Additionally, the player whose Desert tile was landed on receives 1 money.
- If the camel moves to a space with a Desert tile that shows a Mirage, the camel/stack moves one space backward. Additionally, the player whose Desert tile was landed on receives 1 money.
- After moving the camel/stack, place the die on the matching coloured tent on the board. (This is to keep track of the dice that have already been used.)
- Note that each Pyramid tile also shows a coin on it. At the end of the leg, players with Pyramid tiles will receive 1 money for each Pyramid tile they took during this leg.

Action D: Bet on the Overall Winner of Overall Loser
- Secretly choose 1 of your Race betting cards, matching the colour of the camel you are betting on. This card is placed either face-down in the space for betting on the overall winner (to the left side of the board) or on the overall loser (on the right side of the board). This is your bet on which camel you think will be the first place and/or last place camel at the end of the game.
- If there are already cards on the space you are betting on, simply place your card on top of this stack of cards. (There can be multiple cards at each of these spaces.)
- One you place a card into one of these spaces, you cannot remove it. However, you are allowed to place another card in a future turn in the same space. This may be because you realize your original bet isn't going to pan out, so you place a new bet and hope to recupe the money you will lose on the wrong bet (more later).

End of a Leg
- When a player takes the last Pyramid tile on the board (and completes the Move a Camel action) a Leg Scoring Round occurs (before the next player takes his turn).
- First, give the Start Player marker to the next clockwise player. (They will start the next turn.)
- Check to see which camel is in the lead. (If there are multiple camels in the lead, only the one on the top of the stack will be considered the camel in the lead.)
- Each player will win or lose money depending on the Betting tiles he has taken:
- --- For each Betting tile of the leading camel, the player gains the larger money amount (either 5, 3, or 2 coins.)
- --- For each Betting tile of the camel in second place, the player gains 1 money.
- --- For each Betting tile of the camels in any other positions, the player loses 1 money.
- --- For each Pyramid tile, the player gains 1 money.
- After scoring is complete, return all Pyramid and Betting tiles back to their respective places on the board.
- Remove all Desert tiles on the board (if any) and return them to their owners.
- Return the 5 dice to the Pyramid.
- The player with the Start Player marker will begin the next turn.

End of the Game

- The game ends immediately when one Camel passes the finish line (into space 1).
- Score the game as if a 'Leg Scoring Round' was taking place (as detailed before).
- Turn over each stack of cards on the Overall Winner and Overall Loser spaces. The first player who had placed a card in the stack showing the Overall Winner/Loser earns the first-place points indicates in the space. The next player to have a card that shows the Overall Winner/Loser, earns the second-place points, and so on. Any other card that shows a camel that was not the Overall Winner/Loser in the race loses points. Each player must pay 1 money for each card they placed in these spaces that does not show the Overall Winner/Loser. (Note that the Overall Loser camel is that which is furthest behind in the race. In case of more than one camel in the space, the bottom-most camel is the one furthest behind.)
- After these cards are scored, all players add up their money. The player with the most money is the winner. Ties are shared.