

A card game by Steffen Bogen
for 2 to 6 players, aged 8 and up

In this brand new race, the camels carry each other along the track while you bet to your heart's content.

If you know the board game Camel Up, you'll recognize a lot of what's going on here, but you'll also be treated to a different and entertaining gameplay experience.

If you've never played Camel Up before, this card game will get you hooked on the world of piggybacking and camel racing fun.

Components

5 Camels

1 of each color



1 Fennec



1 Fennec card



1 Palm Tree



1 Palm card



30 Racing cards

6 of each camel color:

- 5 with a +1
- 1 with a +2



5 Leg Setup cards

1 for each player count (2 to 6)



12 Race Track cards

The front of each Race Track card comprises 2 spaces: spaces 1 and 2, spaces 3 and 4 →
and so on.
The sandstorm side on each back is considered 1 single space. →



1 Start card



1 Finish card



6 Basic Money cards

Front: Values 1, 2, 3, and 4 Pounds
Back: Values 5, 6, 7, and 8 Pounds



18 "9/10"-Money cards

Front: Value 9 Pounds
Back: Value 10 Pounds



20 Leg Betting Leader cards

4 of each camel color:
• 2 two-Pound-revenue cards
• 1 three-Pound-revenue card
• 1 five-Pound-revenue card



5 Leg Betting Midfield cards

1 of each camel color



5 Final Betting Winner cards

1 of each camel color



5 Final Betting Loser cards

1 of each camel color



Overview

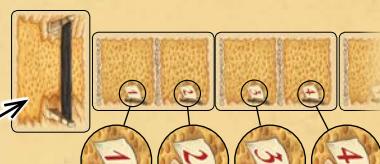
As in Camel Up, five camels take part in a race that comprises several legs. However, the camels do not belong to any player. Instead, each player's goal is to earn the most money by betting on the positions of the camels within the race. You can bet on which camels will be in the lead or middle of the pack at the end of each leg, as well as the overall winner and loser of the race.

In contrast to Camel Up, however, the camels are moved with cards which are gradually revealed from a Racing deck. This Racing deck is determined by all players at the beginning of each leg and as soon as the deck runs out, the leg ends. Then, a leg payout occurs, in which players receive or lose money according to the accuracy of their bets. This way, the race usually runs over 2, 3, or 4 legs before the first camel crosses the finish line. Then, the final payout occurs and the player with the most money wins the game.

Initial setup

1. Select the **Leg Setup card** that matches your player count and return the remaining Leg Setup cards to the box.

2. Create the **race track** by placing the **Race Track cards** face up in the middle of the table.



First place the **Start card**.

In front of it, place the Race Track cards in a continuous line, starting with spaces 1 and 2 and continuing in an **ascending order**.



Note: To save table space, you can prepare the race track in a meandering shape as shown on the left.

Keep placing Race Track cards until you have placed the card matching the numbered flag on your Leg Setup card. Then, take the **Finish card** and place it immediately following that numbered space (possibly covering half of the card). Finally, return the remaining Race Track cards to the box.

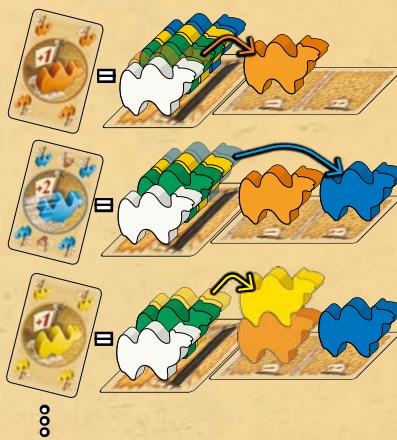


- Above the race track, lay out the **5 Final Betting Overall Winner cards** → as well as the **5 Final Betting Overall Loser cards**.
- Place the **5 camels** next to each other on the Start card.
- Place the “**9/10-Money cards** as a supply next to the race track.
- Each player starts with 3 pounds. Give each player a Basic Money card, orienting the 3 side away from the player to denote their starting money. Return any unused Basic Money cards to the box.

- Take the **30 Racing cards**, shuffle them face down and determine the starting positions of the camels in the following way:

Reveal **5 Racing cards**, one at a time, and move the camel of the shown color forward the number of spaces depicted on the card (1 or 2). (Note: some camels might remain on the Start card.)

Very important: Camels located on the same space of the race track (except those on the Start card during setup) must always be stacked on top of each other.

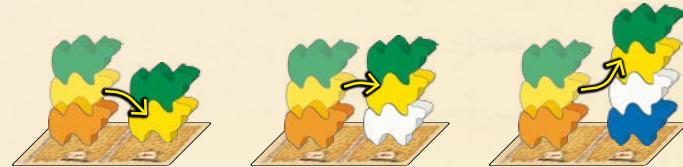


The example on the right explains camel stacking and movement.

After determining the starting positions of the camels, continue with the section “Setup before each leg.”

The following rules apply to camel movement:

- If a camel ends its movement on a space containing one or more camels, it is stacked on top of the already present camel(s).
- When a camel moves, it carries all camels stacked on top of it (but never those beneath it) without changing their order, regardless of where the moving camel ends its movement (empty space, on another camel, or on a stack of other camels).



Setup before each leg

- Sort the **20 Leg Betting Winner cards** by color and stack the 4 cards of each color as follows: place both two-Pound-revenue cards at the bottom, the three-Pound-revenue card on top of those and the five-Pound-revenue card on the very top.

Then, place these 5 stacks next to each other beneath the race track.



- Beneath each of these 5 stacks, place the **Leg Betting Midfield card** of the same color.

- Place the **Fennec card** and the **Palm card** next to the race track.

Then put the **Fennec** and the **Palm Tree** on top of their corresponding cards.



- Shuffle all **30 Racing cards** thoroughly. Then follow the instructions on your **Leg Setup card** to create the **Racing deck** (which, at the end of this procedure, will comprise either 10 or 12 cards).



- Deal each player the **purple number** of Racing cards face down. (Any undealt cards are discarded face down onto a separate discard pile.) From their cards, each player then chooses the **gray number** of cards to discard face down into the discard pile.
- Of their remaining cards (**red number**), each player chooses the **green number** of cards and puts them face down on a common stack to form the **Racing deck**.

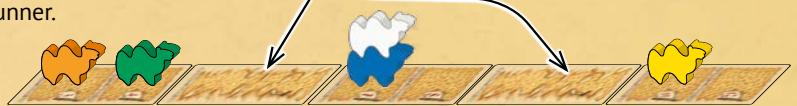


- In games with more than 2 players, each player will now have 2 cards left (**orange number**). Of these 2 cards, each player places 1 “Intel” card (**blue number**) face down in front of them. Once all players have done so, each player reveals their “Intel” card, so that all players can see it. Try to memorize the revealed cards. Then gather these “Intel” cards and add them face down to the Racing deck. Finally, shuffle the Racing deck and place it face down next to the race track.

Now, each player has **1 card left** which they keep secret in their hand.

Important: Before starting each leg, check if there are any **entirely empty Race Track cards** anywhere between the leading camel(s) and the last camel(s). If so, a **sandstorm** occurs. Flip the empty Race Track cards to their **sandstorm side**. This reduces the 2 spaces of the affected cards to only 1 space (which is treated exactly like any other single space of the race track).

- Do not flip any cards between the Finish card and the frontrunner.
- Cards with the sandstorm side up are never flipped back.



Playing a leg

The player with the least money is appointed the starting player of this leg. In case of a tie, the youngest tied player is the starting player. (In the first leg, the youngest player is naturally the starting player, since all players start with 3 Pounds.)

The starting player begins the leg by taking the first turn. Players then take turns in clockwise order.

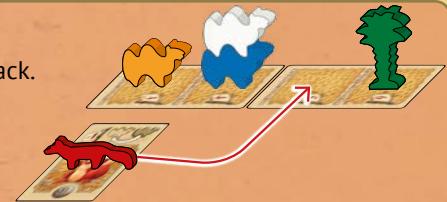
When it is your turn, you **must** perform exactly one **RACE TRACK ACTION**. In addition, you may perform exactly one **BETTING ACTION**. You can perform your betting action either before or after your race track action.

The **RACE TRACK ACTIONS** are:

A) Place the Fennec OR the Palm Tree onto the race track

Take the **Fennec** OR the **Palm Tree** from its card and place it onto any **empty space** of the race track. Take the corresponding figure's card and place it in front of you.

- You may only perform this action if the corresponding figure is located on its card (i.e., not on the race track).
- You may not place either figure on the Finish card or anywhere behind the camel in last place.



B) Reveal the top card of the Racing deck

Draw the top card of the Racing deck and place it face up next to the deck onto a pile of "Revealed Racing cards".

Then move the camel of the shown color forward the number of spaces depicted on the card (1 or 2).

All camel movement must adhere to the rules outlined in the white box on page 2.

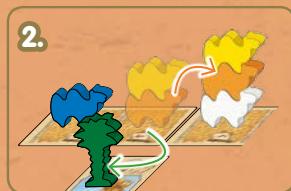
The following additional rules also apply:



If a camel or camel stack ends its movement on a space with the **Palm Tree**, the camel (or stack) must move **1 additional space forward**. If it thereby lands on a space with another camel (or stack), place the arriving camel (or stack) **on top** of the already present camel (or stack) as usual. Then, remove the palm tree from the race track, and return it (and the Palm card) next to the race track. It is now available to be placed again (action A).



If a camel or camel stack ends its movement on a space with the **Fennec**, the camel (or stack) must move **1 space backward**. If it thereby lands on a space with another camel (or stack), the arriving camel (or stack) must be placed **under** the already present camel (or stack) - not on top as usual. Then, remove the fennec from the race track, and return it (and the Fennec card) next to the race track. It is now available to be placed again (action A).

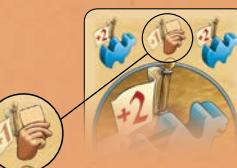


If all of the camels have passed the Fennec or Palm Tree, return the corresponding figure and its card next to the race track so that it may be placed again.

C) Play the Racing card from your hand

Play the Racing card from your hand and move the depicted camel 1 space forward. Place the played card in the discard pile.

Attention: Even if you play a Racing card with a +2 from your hand, the affected camel moves only 1 space forward. (If you want a +2 card to take full effect, you must place it in the Racing deck during the leg setup.)



The **BETTING ACTIONS** are:

A) Take one available Leg Betting card

Choose **one** of the available Leg Betting cards (Winner or Midfield) and place it in front of you. (If you choose a Leg Betting Winner card, take the top card of its stack.)

You have effectively bet on that camel, hoping that it will be in the depicted position at the end of the current leg.

- There is no limit to the number of Leg Betting cards a player may have in front of them.



B) Take one available Final Betting card

Choose one of the still available Final Betting cards from above the race track and place it in front of you.

If you take a Final Betting Winner card, you are hoping that the camel will be in first place at the end of the race.

If you take a Final Betting Loser card, you are hoping that the camel will be in last place at the end of the race.



Attention: Each player is allowed to have only **one** Final Betting Winner card **AND** **one** Final Betting Loser card at a time.

If you take a second Final Betting Winner card, you must return the other Final Betting Winner card currently in your possession. Likewise for Final Betting Loser cards.

End of a leg

When a player reveals the last card of the Racing deck, the affected camel moves as normal, and the leg ends **immediately**. If the player revealing the last card of the Racing deck wishes to perform a betting action, they must do so **before** revealing the last Racing card. Any unplayed Racing cards in players' hands are discarded without effect.

Leg Payout: Each player calculates the total amount of money they receive (or lose). To calculate this amount, combine the gains and losses of the **Leg Betting cards** in front of you (but ignore the Final Betting Winner and Loser cards).

The following rules apply to each of your Leg Betting Winner cards:



- If the camel of the color shown is in the lead, you gain as much money as is printed in large on the card (5, 3, or 2).
- If it is in second place, you gain 1 Pound.
- If it is in third, fourth, or fifth place, you lose 1 Pound.

The following rules apply to each of your Leg Betting Midfield cards:



- If the camel of the color shown is in third place, you gain 2 Pounds.
- If it is in second or fourth place, you gain 1 Pound.
- If it is in first or fifth place, you lose 1 Pound.



In addition, the Fennec card and the Palm card can reduce your revenue:
If you have the Palm card, you lose 1 Pound.
If you have the Fennec card, you lose 1 Pound.

Attention: When determining race positions, a camel higher on a stack is considered to be ahead of a camel lower on the stack. So, if there is a stack of camels in the lead, the leading camel is the one on top of that stack.

Example for a leg payout: The yellow camel is in the lead, the white camel is in second place, the blue camel in third place and so on.

Nina has the following cards, which give her 7 Pounds in total:



Apply the calculated amount to your total by adjusting your Money card(s) accordingly. On your Basic Money card, the current value is always the one pointing upwards. Values between 9 and 18 are marked by adding a "9/10"-money card from the supply to your Basic Money card. Values between 19 and 28 are marked by adding a second "9/10"-Money card from the supply and so on.

Here are a few examples of how to represent your money:



= 5



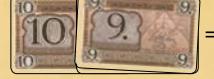
= 9



= 10



= 14



= 19



= 23

Attention: You may never have less than 1 Pound.

Once players have adjusted their money, prepare the next leg by retrieving all cards in front of the players (i.e., all cards **except the Final Betting cards** and the **Money cards**), the discard pile and the Revealed Racing cards pile. Then follow the instructions of the section "Setup before each leg" on page 2.

Important: If you are about to start a new leg and there are **fewer than 3 spaces** left between the leading camel and the Finish card, you must extend the race track. To do so, add spaces between the end of the race track and the Finish card until there are **exactly 3 spaces** between the leading camel and the Finish card. If necessary, use the unused Race Track cards you returned to the box during setup.

End of the game

As soon as the first camel or camel stack crosses the finish line (by reaching or passing the Finish card), the race ends immediately (no betting action may be performed afterward).

Now, the **final payout** takes place. First, each player calculates the revenue of their Leg Betting cards as described above (including possible reductions from the Fennec/Palm cards). Then each player calculates the revenues of their **Final Betting cards** (if any) and adjusts their money accordingly.

The following rules apply to each of your Final Betting Winner cards:



- If the camel of the color shown is in the lead, you gain 7 Pounds.
- If it is in second place, you gain 3 Pounds.
- If it is in third, fourth or fifth place, you lose 1 Pound.

The following rules apply to each of your Final Betting Loser cards:



- If the camel of the color shown is in fifth place, you gain 7 Pounds.
- If it is in fourth place, you gain 3 Pounds.
- If it is in third, second, or first place, you lose 1 Pound.

Then the game ends. The winner is the player with the most money.

In the case of a tie, the victory is shared.

General notes:

- If you run out of Money cards, use something else to mark your money.
- You can only take Betting cards that are available beneath or above the race track, never those in front of other players.
- You are allowed to look through the pile of "Revealed Racing cards" at any time to check which cards have already been revealed. You are not allowed, however, to look through the discard pile or the Racing deck.
- The Fennec and the Palm Tree can be on adjacent spaces. Since such a piece is immediately removed when camels land on its space, there can be no infinite loops.
- During any payout, any camels that are still on the Start card share **fifth** place (it is therefore possible for there to be no fourth place, for example).

Credits

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Special thanks to Adam Marostica.

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