

Quick Tips (use along with the original instructions)

Camel Up (2nd Edition) (3-8 players)

Setup (see Instructions pg. 2):

- Layout the game board in the middle of the play area. Sort the **Betting Tickets** by colour, ordering them from lowest 2-Pound on the bottom to highest 5-Pound on the top, and place them on the matching-coloured **ticket tent**.
- Stack the **5 Pyramid Tickets** on the board. Give each player **3 Egyptian Pounds**.
- Each player chooses a **character** and takes **its 5 Finish Cards** and one **Spectator Tile**
 - **Partnership cards:** If you're playing with **6+ players**, see Instructions p.6.
- **Roll all the dice** to determine the matching colour camels' starting positions on spaces 1, 2 or 3. For the black and white Crazy Camels who **always** move counter-clockwise, place them on space 16 (roll of 1), 15 (roll 2), or 14 (roll 3). **Stack** camels with matching rolls. Since the crazy camels always face backwards, camels may stack facing different ways.
- Place all **6 dice in the pyramid** by remove the top. Don't forget to close it!

How to Play:

- The game consists of several legs (rounds) that each end when 5 of the 6 dice have been revealed. The game ends when the first camel crosses the finish line in either direction.
- On a turn, you can perform any 1 of the following 4 actions and then your turn ends:
 1. **Take 1 Betting Ticket** of the camel you hope will be in the lead at the end of this leg.
 - No limit to the number of tickets you can collect in a leg, except only 1 per turn.
 2. **Place Your Spectator Tile** onto an **empty** space that is not **directly beside** a space containing another spectator tile to move a camel landing on it +/-1 space (p.4)
 3. **Bet on the Overall Winner/Loser:** Secretly **pick 1** of your finish cards in the colour of the camel you think will win/lose the overall game. **Place it face down** onto the betting space. You cannot change your bet once it has been placed.
 4. **Take 1 Pyramid Ticket and Roll a Die to Move Camel(s):** Take a pyramid ticket and then push the button on the side of the pyramid to drop a dice and put it on one of the 5 blue tents. Note that the grey dice has white numbers and black numbers. Coloured camels move clockwise and black/white crazy camels move counter-clockwise. If a camel ends up on a tile with another camel, then it jumps **on top** of it.
Any camels in the stack above a camel whose dice was rolled, will move with it!

Leg Scoring and Game End and Scoring

- **At the end of each leg when 5 dice have been rolled**, the leading camel is the one closest to the finish line and if this is a stack, the one at the **top** of the stack.
- Each player **receives or loses Egyptian pounds** depending on **betting** and **pyramid tickets** see p. 5. Then set up the board again for the next leg, leaving the camels and overall winner/loser bets as they are.
- The game ends when one camel has **crossed the finish line** in either direction! Score as for a leg but add the overall **winner/loser** bets. The player with the most money wins!