# Setup

## Board

* Roll all dice and place camels (Black &White camels offset backwards from finish line)
* Leg bets are in ascending order

## Player

* $3 per player
* Partnership cards only used in 6+ player games

# Turn Structure

1. Take actions until all dice have been resolved
2. Resolve leg bets
3. Resolve race bets (if a camel crossed finish line)
4. Cash in and return pyramid tickets
5. Leg Resets
	1. Leg betting tickets in ascending order
	2. Retrieve partnerships cards
	3. Retrieve spectator tiles

## Actions

* Take a pyramid token then dispense & resolve a die
	+ Topmost color camel is in the lead of a stack
	+ Backwards spectator can put stack UNDER
* Bet on leg, on race winner, or on race loser
* Place/Move spectator tile on an unoccupied space that is nonadjacent to any existing spectator tiles. Also, the tile cannot be placed on space #1.
* Form a partnership with unpartnered opponent

# Black & White Camels

Move in opposite direction (based on color of number on gray die) like colored camels, EXCEPT:

* Move top camel only if B&W camels are touching
* Move burdened camel if indicated camel is unburdened.

# End Game Trigger

* Any camel (including B&W) crosses the finish line