

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
 - a. Leg betting tickets in ascending order
 - b. Retrieve partnerships cards
 - c. 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