# Setup

* Good tokens are stacked by type/color in descending order
* Bonus tokens are stacked by card quantity in random order
* 3 Camels to Market
* 2 more cards to Market to bring total to 5 (may also be Camels)
* 5 cards dealt to each player
* Stack Camels from hand onto table in front of yourself (herd)

# Turn Structure

Take

* + Take one Good from the Market, OR
	+ Good hand limit 7 (don’t count herd)
	+ Refill Market
	+ Take ALL Camels from the Market, OR
	+ Trade Market Goods for any combination of Goods and/or Camels

OR

Sell cards of 1 Good type

* + Minimum 2 if a Fine Good (gold, silver, or gems)
	+ Gain number of tokens for each Good (if available)
	+ Gain bonus token if qualifying number of Goods sold (if available)

# Round End

## Trigger

* 3 Good token types are depleted
* Card Market cannot be replenished

## Score

* Player with most Camels gets the camel token
* Sum all tokens and highest gets a Maharaja token
	+ Tiebreaker: most Bonus tokens, then most Goods tokens

# End Game

First person to gain 2 Maharaja tokens (i.e., maximum 3 rounds)