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
  o Tiebreaker: most Bonus tokens, then most Goods tokens

END GAME

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