CAMEL UP CARDS

A card game by Steffen Bogen
for 2 to 6 players, aged 8 and up

In this brand new camel race, the camels carry each other along the track while you bet to your heart's content.

If you know the boardgame Camel Up, you will recognize a lot of things here but you'll also experience quite different and entertaining gameplay.

If you've never played Camel Up before, this card game will get you hooked on the world of piggybacky, camel racing fun.

Components

5 camels
1 of each color



1 fennec



1 fennec card



1 palm tree



1 palm card



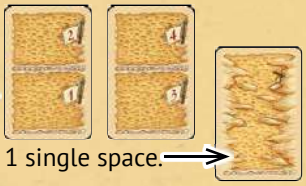
30 racing cards
6 of each camel color:
- 5 with a +1
- 1 with a +2



5 leg setup cards
1 for each player count (2 to 6)



12 race track cards
The *front* of each race track card comprises 2 spaces: spaces 1 and 2, spaces 3 and 4 and so on.
The sandstorm side on each *back* is considered 1 single space.



1 "start" card



1 "finish" card



6 basic money cards
Front: Values 1, 2, 3 and 4 Pounds
Back: Values 5, 6, 7 and 8 Pounds



18 "9/10"-money cards
Front: Value 9 Pounds
Back: Value 10 Pounds



20 leg betting "winner" cards
4 of each camel color:
- 2 two-Pound-revenue cards
- 1 three-Pound-revenue card
- 1 five-Pound-revenue card



5 leg betting "midfield" cards
1 of each camel color



5 final betting "overall winner" cards
1 of each camel color



5 final betting "overall loser" cards
1 of each camel color



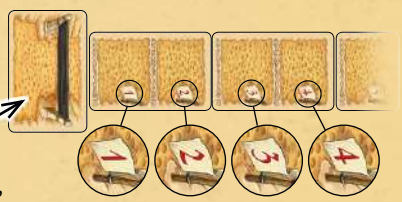
Overview

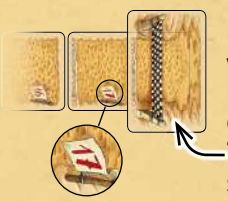
As in Camel Up, five camels take part in a race that comprises several legs. However, the camels do not belong to any player. Instead, the goal of each player is to earn the most money by betting on the positions of the camels within the race. You can bet on the winner and the midfielder of each leg, as well as on the overall winner and overall loser of the race.
In contrast to Camel Up, however, the camels are moved via cards which are gradually revealed from a racing deck. This racing deck is determined by all players at the beginning of each leg and as soon as the deck runs out, the leg ends. Then, a leg payout round occurs, in which players receive or lose money according to the accuracy of their bets. This way, the race usually runs over 2, 3 or 4 legs before the first camel crosses the finish line. Then, the final payout round occurs and the player with the most money wins the game.

Initial setup

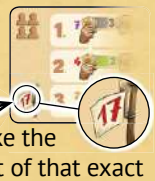
1. Select the ***leg setup card*** that matches your player count and return the remaining leg setup cards to the box.

2. Create the *race track* by placing the ***race track cards*** face up in the middle of the table.
First place the ***"start" card***.
In front of it, place the race track cards in a continuous line, starting with spaces 1 and 2 and continuing in an **ascending order**.





Do so until you place the card with the space shown in the lower left corner of your leg setup card. Then, take the ***"finish" card*** and place it in front of that exact space (if necessary, covering up any extra space). Finally, return the remaining race track cards to the box.





Note: To save table space, you can lay out the race track in a meandering shape as shown on the left.

3. Above the race track, lay out the ***5 final betting "overall winner" cards*** as well as the ***5 final betting "overall loser" cards***.



4. Place the ***5 camels*** **next to each other** on the "start" card.



5. Place the ***"9/10"-money cards*** as a supply next to the race track.

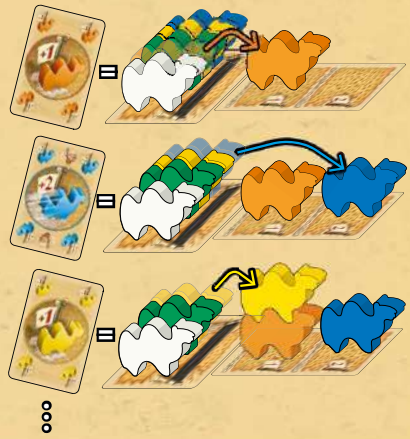


6. Give each player one ***basic money card***, which he places in front of him with the value of 3 Pounds pointing upwards.
This means each player starts with 3 Pounds. Return any spare basic money cards to the box.



7. Take the ***30 racing cards***, shuffle them face down and determine the starting positions of the camels in the following way:

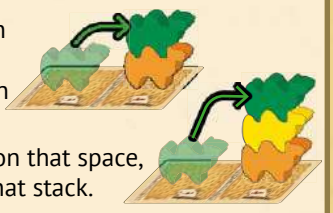
Reveal a racing card and move the camel of the color shown as many spaces forward as the card states (either +1 or +2). In the same manner, continue to reveal cards and move camels accordingly until you have revealed **exactly 5 cards** (note that some camels may remain on the "start" card).



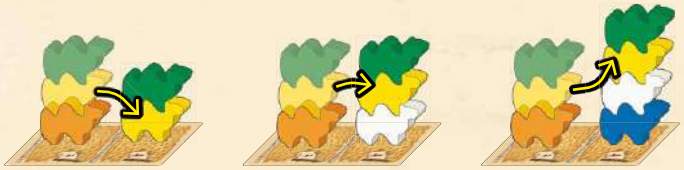
Very important: Camels located on the same space of the race track (except those on the "start" card) always form a stack together.
For the exact rules of the movement and stacking of the camels see the white box on the right.

For the movement of camels, bear the following rules in mind:

- If a camel **ends its movement** on a space where there already is another camel, it is stacked upon that already present camel.
  If there is a stack of camels on that space, the camel jumps on top of that stack.



- If a camel is moved that is part of a camel stack, it carries along all camels that sit **on top** of it (never those beneath it) and it keeps them on top wherever it lands (no matter if this is on an empty space, upon another camel or upon a camel stack).



After determining the starting positions of the camels, continue with the section "Setup at the start of each leg".

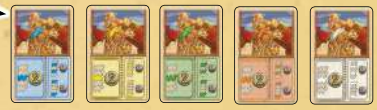
Setup at the start of each leg

1. Sort the ***20 leg betting "winner" cards*** by color and stack the 4 cards of each color as follows: place both two-Pound-revenue cards at the bottom, the three-Pound-revenue card on top of those and the five-Pound-revenue card on the very top.

   Then, place these 5 stacks next to each other beneath the race track.



2. Beneath each of these 5 stacks, place the ***leg betting "midfield" card*** of the same color.



3. Place the ***fennec card*** and the ***palm card*** next to the race track.
Then put the ***fennec*** and the ***palm tree*** on top of their corresponding cards.



4. Shuffle all ***30 racing cards*** thoroughly. Then follow the instructions on your **leg setup card** to create the *racing deck* (which, at the end of this procedure, will comprise either 10 or 12 cards).





1. Deal each player the **purple number** of racing cards face down. (Any spare cards are discarded face down onto a separate discard pile.) Of his cards, each player then chooses the **gray number** of cards to discard face down onto that discard pile.

2. Of his remaining cards (**red number**), each player chooses the **green number** of cards and puts them face down on a common stack to form the ***racing deck***.

3. In games with more than 2 players, each player now has 2 cards left (**orange number**). Of these 2 cards, each player chooses 1 "intel" card (**blue number**) that he places face down in front of him. Once all players have done so, each player reveals his "intel" card, so that all players can see it. Try to memorize what cards are revealed. Then gather all "intel" cards and add them face down to the racing deck. Finally, shuffle the racing deck and place it face down next to the race track.

   Now, each player has **1 card left** which he keeps concealed in his hand.

Important: Before starting a leg, always check if there are any **entirely empty race track cards** anywhere between the frontrunning camel(s) and the last camel(s). If so, a **sandstorm** occurs now. This means you must flip those empty cards to their **sandstorm side**. This reduces the 2 spaces of the affected cards to only 1 space (which works exactly like any other space of the race track).

- Do not flip any cards between the "finish" card and the frontrunner.
- Any cards already showing the sandstorm side are never flipped back.



Playing a leg

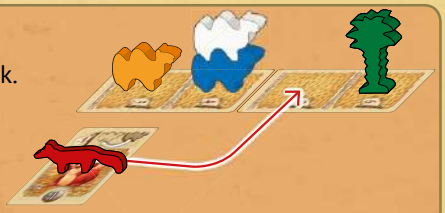
The player with the least money is appointed the starting player of this leg. In the case of a tie, the youngest tied player is the starting player. (In the first leg, the youngest player is naturally the starting player, since all players start with 3 Pounds.)

The starting player begins the leg by taking the first turn. Then play proceeds in a clockwise direction with players successively taking **one turn each**.

When it is your turn, you **must** perform exactly **one** *RACE TRACK ACTION.* In addition, you may perform exactly **one** *BETTING ACTION.* You can perform your betting action either before or after your race track action.

The **RACE TRACK ACTIONS** are:

A) Place the fennec OR the palm tree onto the race track



Take the ***fennec*** OR the ***palm tree*** from its card and place it onto any **empty space** of the race track. In the case of the fennec, also take the ***fennec card*** and place it in front of you. In the case of the palm tree, also take the ***palm card*** and place it in front of you.

- You can only perform this race track action if the corresponding playing piece is located on its card next to the race track (not if it is already on the race track).
- You cannot place either of the two playing pieces onto the "finish" card or anywhere between the "start" card and the camel in last place.

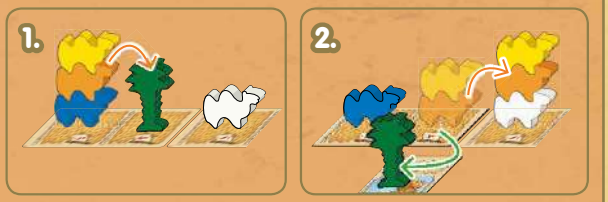
B) Reveal the top card of the racing deck



Draw the top card of the racing deck and place it face up next to the deck onto a pile of "revealed racing cards". Then move the camel of the color shown as many spaces forward as the card states (either +1 or +2). For the movement and stacking of the camels, the rules described in the white box on page 2 apply. The following additional rules also apply:



If a camel or camel stack ends its movement on a space with the ***palm tree***, the camel (or stack) must move **1 additional space forward**. If it thereby lands on a space with another camel (or stack), place the arriving camel (or stack) **on top** of the already present camel (or stack) as usual. Then immediately remove the palm tree from the track, place it back onto the palm card and return them together to beside the race track.



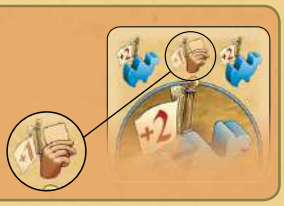


If a camel or camel stack ends its movement on a space with the ***fennec***, the camel (or stack) must move **1 space backward**. If it thereby lands on a space with another camel (or stack), the arriving camel (or stack) must be placed **under** the already present camel (or stack) - not on top as usual. Then immediately remove the fennec from the track, place it back onto the fennec card and return them together to beside the race track.



Either of the fennec or palm tree is also immediately removed from the track and returned to its card if all camels have passed over it.

C) Play the racing card from your hand

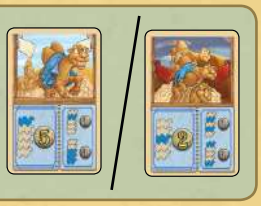


Instead of revealing a card from the racing deck, you may play the racing card from your hand and move the affected camel accordingly. Then discard the card onto the discard pile.

Attention: If you play a racing card with a +2 from your hand, the affected camel moves only 1 space forward. (If you want a +2 card to take full effect, you should place it in the racing deck during the leg setup.)

The **BETTING ACTIONS** are:

A) Take one available leg betting card



Choose **one** of the still available leg betting cards ("winner" or "midfield") from beneath the race track and place it in front of you. (If you choose a leg betting "winner" card, take the top card of its stack.) This way, you back the camel of that color, hoping it will finish the leg in that position.

- There is no limit to the number of leg betting cards you may have of any color.

B) Take one available final betting card



Choose one of the still available final betting cards from above the race track and place it in front of you. If you take a final betting "overall winner" card, you back the camel of that color, hoping it will be in the lead at the end of the race.
If you take a final betting "overall loser" card, you back the camel of that color, hoping it will be in last place at the end of the race.

Attention: Each player is allowed to have only **one** final betting "overall winner" card **AND one** final betting "overall loser" card at a time. So if you take a final betting "overall winner" card while you already have an "overall winner" card in front of you, return the old one to the area above the race track.
In the same way, you must return any final betting "overall loser" card you might have if you take another "overall loser" card.

End of a leg

When any player reveals the last card of the racing deck, the affected camel moves as usual. Then the leg ends **immediately**. This means if the active player has not performed his voluntary betting action before revealing that last card, he is not allowed to do so afterwards. Any unplayed racing cards in the players' hands are discarded without effect.

Now, a ***leg payout round*** takes place in which each player calculates the total amount of money he receives (or loses). To calculate your total amount, add the revenues of the **leg betting cards** in front of you (but ignore the final betting "overall winner" and "overall loser" cards).

The following rules apply to each of your leg betting "winner" cards:



- If the camel of the color shown is in the lead, you gain as much money as is printed in large on the card (5, 3 or 2).
- If it is in second place, you gain 1 Pound.
- If it is in third, fourth or fifth place, you lose 1 Pound.

The following rules apply to each of your leg betting "midfield" cards:



- If the camel of the color shown is in third place, you gain 2 Pounds.
- If it is in second or fourth place, you gain 1 Pound.
- If it is in first or fifth place, you lose 1 Pound.



In addition, the fennec card and the palm card can reduce your revenue:
If you have the palm card, you lose 1 Pound.
If you have the fennec card, you lose 1 Pound.

Attention: For all purposes of ranking, a camel that sits on top of another camel is always considered ahead of the camel it sits on. So if there is a stack of camels in the lead, the leading camel is the one on top of that stack.

Example for a leg payout round: *The yellow camel is in the lead, the white camel is in second place, the blue camel in third place and so on.*
Nina has the following cards, which give her 7 Pounds in total:





Apply the calculated amount to your total by adjusting your money card(s) accordingly. On your basic money card, the current value is always the one pointing upwards. Values between 9 and 18 are marked by adding a "9/10"-money card from the supply to your basic money card. Values between 19 and 28 are marked by adding a second "9/10" -money card from the supply and so on.
Here are few examples of how to represent your balance:



Attention: You can never have less than 1 Pound.

Once players have adjusted their money, start the next leg by removing all cards that lie in front of the players (**except the final betting cards** and the **money cards**). Then follow the instructions of the section "Setup at the start of each leg" on page 2.

Important: If you are about to start a new leg and there are fewer than 3 spaces left between the leading camel and the "finish" card, you must extend the race track now. Do this by adding spaces between the end of the race track and the "finish" card until there are **exactly 3 spaces** between the leading camel and the "finish" card. If necessary, use the spare race track cards you returned to the box during setup.

End of the game

As soon as the first camel or camel stack crosses the finish line (by reaching or passing the "finish" card), the race ends immediately. (So no betting action is allowed afterwards.)

Now, the ***final payout round*** takes place. First, gain the revenues from your leg betting cards as described above (including possible reductions from the fennec/palm card). Then each player calculates the revenues from his **final betting cards** (if any) and adjusts his money accordingly.

The following rules apply to each of your final betting "overall winner" cards:



- If the camel of the color shown is in the lead, you gain 7 Pounds.
- If it is in second place, you gain 3 Pounds.
- If it is in third, fourth or fifth place, you lose 1 Pound.

The following rules apply to each of your final betting "overall loser" cards:



- If the camel of the color shown is in fifth place, you gain 7 Pounds.
- If it is in fourth place, you gain 3 Pounds.
- If it is in third, second or first place, you lose 1 Pound.

Then the game ends. The winner is the player with the most money.
In the case of a tie, the victory is shared.

General notes:

- If you run out of money cards, use something else to mark your total.
- You can only take betting cards that are available beneath or above the race track, never those in front of other players.
- You are allowed to look through the pile of "revealed racing cards" at any time to check which cards have already been revealed. You are not allowed, however, to look through the discards pile or the racing deck.
- The fennec and the palm tree can be on adjacent spaces. Since such a piece is immediately removed when camels land on its space, there can be no infinite loops.
- During any payout round, any camels that are still on the "start" card share **fifth** place (so it is possible that no camels will be in some other positions).

Credits

Author: Steffen Bogen | **Illustrations:** Dennis Lohausen
Development, rule book and layout: Viktor Kobilke | **Rule book revision:** Neil Crowley

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