

11x17
Play Mat

Draw Pile

Shuffle Discard pile
and place here when
Draw pile is empty
until end of race.

Discard Pile



Rules

Choose a color camel figure and place it at the start/Finish line of the game board.

Shuffle the deck and deal out 2 cards to each player.

Players will take turns drawing their hand up to three cards and playing one Movement card (M) to the table, moving their camel as noted. If a player does not have a Movement, they may discard and draw until a Movement card is drawn. They will then use the drawn Movement card to move their camel the listed number of spaces forward on the board.

A single Opponent may interrupt a player's move by using a Harry card (H) if the moving player starts in, or passes through, the space occupied by the interrupting player. The only exceptions to this rule are 'Vipers Nest', and 'Shifting Sands'. They may be



Rules, continued

played from anywhere, anytime.

When using a 'Blocked' Harry card, the players will refer to the last discard on top of the discard pile BEFORE the beginning of the moving player's turn.

The moving player may respond with an Advantage 'A' Card at this time if they have one. If no Advantage card is available to stop the Harry card, then the moving player will suffer the penalty stated on the Harry card.

The Advantage cards are to be played in response to the appropriate Harry card. The only exception is the 'Like the Wind' card. The 'Like the Wind' card is to be played at the end of a moving player's turn to add one additional space to their move..

The first camel to end their move across the Start/Finish line wins the race!



Start/Finish 

8.5x11
Play Mat

**Draw
Pile**

Shuffle Discard pile
and place here when
Draw pile is empty
until end of race.

**Discard
Pile**



Start/Finish 

Rules

Choose a color camel token and place it at the start/Finish space on the game board.

Shuffle the deck and deal out 2 cards to each player.

Players will take turns drawing their hand up to three cards and playing one Movement card (M) to the table, moving their camel as noted. If a player does not have a Movement , they may discard and draw until a Movement card is drawn. They will then use the drawn Movement card to move their camel the listed number of spaces forward on the board.

A single Opponent may interrupt a players move by using a Harry card (H) if the moving player starts in, or passes through, the space occupied by the interrupting player. The only exceptions to this rule are "Vipers Nest", and 'Shifting Sands'. They may be played from anywhere, anytime.

When using a 'Blocked' Harry card, the moving player may not move any further than the person blocking them unless a 'Like the Wind' card is used.

The moving player may respond with an Advantage 'A' Card at this time if they have one. If no Advantage card is available to stop the Harry card, then the moving player will suffer the penalty stated on the Harry card.

The Advantage cards are to be played in response to the appropriate Harry card. The only exception is the 'Like the Wind' card. The 'Like the Wind' card is to be played at the end of a moving player's turn to add one additional space to their move.

The first camel to end their move across the Start/Finish line wins the race!