CAMEL UP SUPERCUP

The craziest camel race of all time just got even crazier!

Those kooky camels wanted a longer race – they've got it. And everyone likes a good comeback story, so the crowds cheer on whichever camel is trailing to give it the confidence it needs to get back in the race. Meanwhile, a renowned photographer is at the track to snap a photo of the tallest tower of camels he can find. And last but not least, innovative new betting techniques have been developed to increase profits and make the races even more exciting.

Who will make the most of these new opportunities and walk away from the Supercup with a veritable fortune? There's only one way to find out. Take your seats. The race is about to start!

OVERVIEW

This is an expansion for the game *Camel Up*. You will need a copy of *Camel Up* to play. This expansion includes 4 modules, which you may add to the base game as you see fit. Every module has its own rule set that indicates which components are used.

Module 1, which includes the longer Race track and the new Supporting dice, makes for a longer and more exciting game, as Camels may move twice per Leg now. Also, you may spice up this module with an additional action (*pages 3 to 4*).

Module 2 includes the Photographer and gives rewards for correctly predicting the movement of Camel stacks (*page 5*).

Module 3 introduces bets on positions, which makes betting more flexible (*page 6*).

Module 4 introduces Betting Partnerships, which allow players to cooperate more openly in games with 6 or more players (*page 7*).

On page 8 you will find a summary of the actions possible on a player's turn.

This expansion also includes components for 2 additional characters, allowing the game to be played with up to 10 players.

Playing with 9 or 10 players
If you are playing with 9 or 10 players, **all 4 modules** of this expansion should be added to the base game.
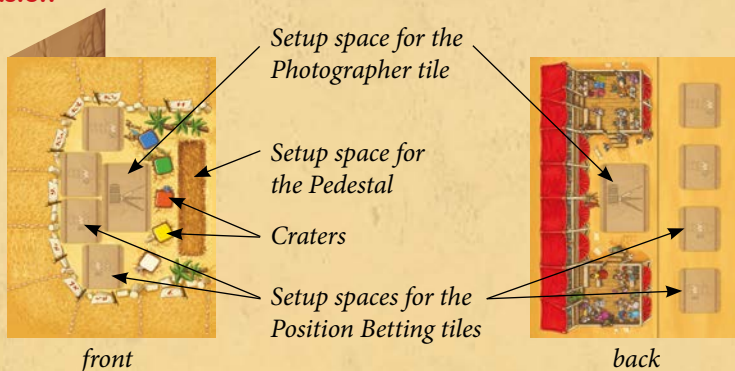
1 Game board extension

The front of the game board extension is only needed when playing with **module 1** (*see next page*). However, when not playing with module 1, you can use the back of the board extension as a storage area for the components of module 2 and/or module 3.
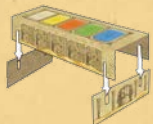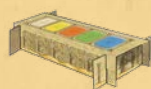
Setup space for the Photographer tile

Setup space for the Pedestal

Craters

Setup spaces for the Position Betting tiles

front

back

5 Supporting dice

There is 1 Supporting die for each Camel, on which the numbers 1 and 2 are printed **three** times. To distinguish these dice from those in the base game, their numbers are printed in **gray**.

Before your first game, carefully detach all of the following cardboard pieces from the punch boards and assemble the Pedestal and the Camera.

1 Pedestal

1 Camera

The Camera comes with 2 double-sided "lenses".

Use whichever you like best.

22 additional Egyptian Pound coins
Add these to the coins from the base game.

1 additional Pyramid tile

5 additional Leg Betting tiles
(1 additional 2-money tile of each Camel color)

4 Position Betting tiles
(2nd, 3rd, 4th, and 5th place)

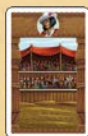## 1 Photographer tile

2 Desert tiles
(1 for each new character)

10 Race Betting cards
(5 for each new character)

10 Betting Partnership cards
(1 for each character)

"Available" side   *"Partnership" side*

MODULES
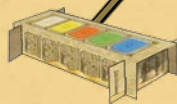
Module 1: Extended Race track and Supporting dice

Components needed
- Game board extension
- 5 Supporting dice
- 1 Pedestal
- 1 additional Pyramid tile
- 5 additional Leg Betting tiles

Setup
First, set up the base game as usual. Then set Module 1 up as follows:

1. Fold the **game board extension** over and place it with its front side up next to the Race track side of the base game board. Then slide the extension board over the base game board, thus covering spaces 7 to 11 of the base game board. This makes the Race track 4 spaces longer.

2. Place the assembled **Pedestal** onto the indicated space. Then place the **5 Supporting dice** onto their matching spots on top of the Pedestal.

3. Add the additional **Pyramid tile** to the Pyramid tile stack on the base game board (*making that stack 6 Pyramid tiles in total*).

4. Place the **5 additional Leg Betting tiles** at the bottom of their corresponding stacks on the base game board. *In each stack, there should now be 4 tiles in the following order from top to bottom: 5-money tile > 3-money tile > 2-money tile > 2-money tile.*

5. Take the Supporting die of the Camel that is in **last place** (*according to the starting position*) and put it into the Pyramid (*in addition to the 5 usual dice*).

Rules

The game is played normally. When a Supporting die is revealed from the Pyramid during a "Take 1 Pyramid tile" action, move the Camel of its color according to the rules of the base game. Then place the revealed Supporting die back onto its spot on the Pedestal. **At the beginning of each new Leg**, before the Starting player takes his turn, put the Supporting die of the Camel in **last place** into the Pyramid.

If you want to spice this module up, you can allow a special action that can be performed **in addition** to any normal action:

Additional Action: Add 1 Supporting die to the Pyramid

At the end of your turn, after you have performed your normal action, you may perform the following **additional action** if you own at least 1 Pyramid tile:

Return 1 of your Pyramid tiles to the Pyramid tile stack on the game board. It does not matter whether you received that Pyramid tile during this turn or an earlier one. Then choose 1 Supporting die from those available **on the Pedestal** and put it into the Pyramid. However, you may **not** choose the Supporting die of the **currently leading Camel**.

Important: You are **not** allowed to perform this action if you took the **last** Pyramid tile from the stack as your action this turn (*i.e., as soon as there are no dice left in the Pyramid, the Leg ends immediately*).

If you are playing with this additional rule, whenever a camel is moved by a Supporting die, place that die onto the **crater of its color** on the Game board extension (*this die cannot be chosen again during the current leg*).
At the beginning of each new Leg, before the Starting player takes his turn, return **all** Supporting dice to their spots on the Pedestal. Then, as usual, put the Supporting die of the Camel in **last place** into the Pyramid.

Example:
As her normal action, Adele takes a Pyramid tile, reveals the blue die and moves the blue Camel 1 space forward, putting the blue Camel in 3rd place. Since Adele owns a Leg Betting tile of the blue Camel and would like to see it win, she decides to return her Pyramid tile to the Pyramid tile stack and adds the blue Supporting die to the Pyramid.

*If the blue Camel had ended up in first place after moving via the Pyramid, Adele could have used the additional action to put any Supporting die **other than the blue one** from the Pedestal into the Pyramid.*

If the Pyramid tile that she took as her normal action had been the last one (i.e., the stack had been empty afterwards), she would not have been allowed to perform the additional action at all.

Instead of taking a Pyramid tile and revealing a die from the Pyramid, Adele could have performed any of the other normal actions. She would still have been allowed to return a Pyramid tile that she acquired in an earlier turn order to add a Supporting die to the Pyramid.

Module 2: Photographer and Camera

Components needed	• 1 Photographer tile	• 1 Camera

Setup

Set up the base game (*and any of the other modules*) as usual.

If you are playing with module 1, place the **Photographer tile** onto the Photographer space on the game board extension. Otherwise, place the Photographer tile next to the base game board or use the Photographer space on the back of the game board extension. Place the assembled **Camera** on top of the Photographer tile or next to the base game board.
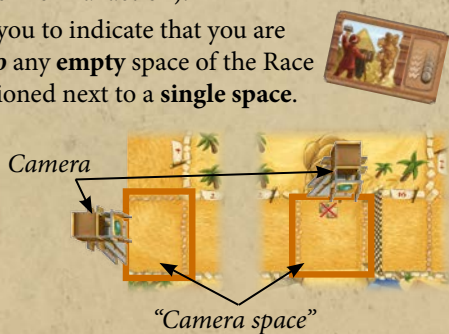
Rules

The game is played normally. This module simply introduces a new normal action.

Action: Become the Photographer

When it is your turn, and the Photographer tile is **not in front of another** player, you may perform the following action (instead of any other normal action):

Take the Photographer tile and put it in front of you to indicate that you are the Photographer. Then place the Camera *next to* any **empty** space of the Race track. Make sure that the Camera is clearly positioned next to a **single space**. This space is now called the "Camera space."

- As long as the Photographer tile is in front of you, no other player may perform this action.
- If you are the Photographer, you may repeat this action in following turns in order to assign the Camera to a different empty space.

Camera

"Camera space"

If a **Camel unit** ends its movement on the "Camera space," the Photographer takes a photo. For this, he immediately receives **1 EP for each camel in the camel unit** (1 to 5). After the photo has been taken, return the Photographer tile and the Camera to the supply. The "Become the Photographer" action is again available to all players (*including the previous Photographer*).

At the beginning of each new Leg, before the starting player takes his turn, you **must** return the Photographer tile and the Camera to the supply.

Example:
On his turn, Michael senses his chance for a lucrative photo because 4 camels have towered up. Since nobody has the Photographer tile, he decides to become the Photographer by placing the Photographer tile in front of him and the Camera next to a promising empty space. As the Leg continues, a stack of 3 Camels ends its movement on the "Camera space" indicated by Michael. He immediately receives 3 coins from the bank and returns the Camera and the Photographer tile to the supply.

Important: When you perform the **"Place your Desert tile" action**, you may not place it on the "Camera space."

Module 3: Position Bets

Components needed	• 4 Position Betting tiles	• 5 additional Leg Betting tiles

Setup

Set up the base game (*and any of the other modules*) as usual.

If you are playing with module 1, place the 4 **Position Betting tiles** onto their spaces on the game board extension. Otherwise, place them next to the base game board or use the appropriate spaces on the back of the game board extension.

Place the **5 additional Leg Betting tiles** at the bottom of their corresponding stacks on the base game board. *(In each stack, there should now be 4 tiles in the following order from top to bottom: 5-money tile > 3-money tile > 2-money tile > 2-money tile.)*

Rules

The game is played normally. However, this module introduces a new normal action and has some influence on the Leg scoring rounds.

Action: Take 1 Position Betting tile

When it is your turn, you may perform the following action (instead of any other normal action):

Take one of the available Position Betting tiles and either:

1) place it over the bottom half of any Leg Betting tile that you already own
   OR
2) take one Leg Betting tile from the **bottom** of any stack of Leg Betting tiles on the base game board and place the Position Betting tile over its bottom half.

In this way you cover the usual reward of the Leg Betting tile and instead bet that the Camel of this tile's color will finish in the position shown on the Position Betting tile (2nd, 3rd, 4th, or 5th).

- You are **not** allowed to remove the Position Betting tile from the Leg Betting tile that it covers before it has been scored in the Leg scoring round.
- You may have several Position Betting tiles but each must cover a **different** Leg Betting tile.

At the end of a Leg, in the *Leg scoring round*, you gain 3 Egyptian Pounds for each of your Position Betting tiles whose Camel holds the **exact** position shown on the tile.

For each of your Position Betting tiles whose Camel does not hold the shown position, you lose 1 Egyptian Pound.

After the Leg scoring round has been completed, return all Position Betting tiles to the supply.

Example:

Earlier in the Leg, Simon took the yellow 5-money Leg Betting tile. Unfortunately, the dice were not in favor of the yellow Camel. Now it looks like it could end up in 3rd place. On his next turn, Simon therefore takes the Position Betting tile for 3rd place and covers the bottom half of his yellow 5-money Leg Betting tile with it. At the end of the Leg, the yellow Camel actually ends up in 3rd place, giving Simon 3 EP in the Leg scoring round. If the yellow Camel had finished the Leg in any other position, Simon would have lost 1 EP.

Module 4: Betting Partnerships

Use this module only in games with 6 or more players

Components needed
• 10 Betting Partnership cards

Setup
Set up the base game (*and any of the other modules*) up normally.
Each player then receives the **Betting Partnership card** of his character and places it with the "Available" side up in front of him.
Return any spare Betting Partnership cards to the box.

Rules
The game is played normally. However, this module introduces a new normal action and has some influence on the Leg scoring round.

Action: Enter into a Betting Partnership

When it is your turn, and you still have your Betting Partnership card with the "Available" side faceup in front of you, you may perform the following action (instead of any other action):

Choose another player who also has his Betting Partnership card with the "Available" side faceup in front of him. Take his Betting Partnership card and place it with its "Partnership" side faceup in front of you. Then give this player your own Betting Partnership card, which he places with its "Partnership" side faceup in front of him.
He may **not** refuse to exchange his card with you.
Now, for the remainder of this Leg, you and this player are Betting Partners.

At the end of a Leg, in the *Leg scoring round*, every player who has a Betting Partner **may** choose **one** tile belonging to his partner (*Leg Betting tile, Position Betting tile, or Pyramid tile*) and add its reward to the rewards of his own tiles (*i.e., both Partners get the rewards of their own tiles plus 1 reward of their Partner's*). Your partner still gets the reward for the chosen tile - the reward is shared, not stolen.
However, a player is not obliged to add the reward of one of his Partner's tiles to his own (for example, if his Partner only had negative tiles).
After the Leg scoring round has been completed, return all Betting Partner cards to their owners, "Available" side faceup.

Example:
Earlier in the Leg, Simon took the yellow 5-money Leg Betting tile and later the orange 3-money Leg Betting tile. Adele has only 1 Pyramid tile in front of her. As her action, Adele decides to become Betting Partners with Simon by exchanging her Betting Partner card with his. In the Leg scoring round, Adele may now add the reward of one of Simon's tiles to her own and Simon may do so with the reward of one of Adele's tiles. Since the yellow Camel is in first place, Adele chooses the reward of Simon's yellow 5-money tile to add to her 1 EP from her one Pyramid tile, which gives her a total of 6 EP. Simon, on the other hand, adds the 1 EP of Adele's Pyramid tile to his own rewards.

ACTION SUMMARY

On your turn, you must perform **one** of the following actions:

Base game

Take the top **Leg Betting tile** of any stack (*and thus back the Camel of that color to win the current Leg*).

or

Place your **Desert tile** onto the Race track.

or

Take 1 **Pyramid tile** and then move 1 Camel via the Pyramid.

or

Bet on the overall winner OR overall loser by placing 1 of your **Race Betting cards** facedown onto the appropriate Betting space.

or

with Module 2: Become the Photographer by taking the **Photographer tile** and placing the **Camera** next to a space of the Race track.

or

with Module 3: Take 1 **Position Betting tile** and place it over the bottom half of a Leg Betting tile that you already own OR that you take from the bottom of any Leg Betting tile stack on the game board.

or

with Module 4: Become Betting Partners by exchanging your **Betting Partner card** with another player.

— AND THEN YOU MAY ALSO —

with Module 1 (spicy version): Return 1 Pyramid tile to the Pyramid tile stack and put 1 **Supporting die** from the Pedestal into the Pyramid (*except the die of the leading Camel*).

CREDITS

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