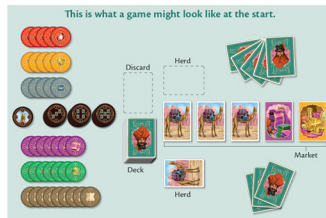


SET-UP

- Place 3 camel cards face up between the players.
- Shuffle the remaining cards well.
- Deal 5 cards to each player.
- The remaining cards are left face down as a draw pile (deck).
- Take the first two cards from the deck and place them face up next to the camels. (There may well be 1 or 2 camels drawn.) The **market** is now ready.
- The players then remove any camels from their hands and put them face up in a stack in front of them. This forms each player's **herd**.



- Sort the tokens by goods type.
- Make a pile for each goods type in descending order of value.
- Spread out each pile so that both players can see all the tokens' values.
- Sort the bonus tokens by type (Seal of Excellence, Seal of Excellence, Seal of Excellence). Shuffle each type separately, then form 3 piles, which are not spread out.
- Put the camel token next to the bonus tokens.
- Set up the tokens as shown in the above illustration.
- Put the 3 Seals of Excellence where the players can get at them.

Pick a starting player.

You are now ready to start playing.

GAME TURN

On your turn, you can either:

TAKE CARDS

OR

SELL CARDS

But never both!

Your turn is now over and your opponent chooses one of these actions.