

THE CRAZY CAMELS

The two crazy camels (black and white) move **counterclockwise** around the race track. Players cannot bet on them. The crazy camels, however, complicate betting because racing camels landing on their backs might be carried backward again.

A crazy camel moves when the grey die is revealed from the pyramid.



If you reveal the grey die, check which crazy camel you must move now:

- If the die shows a white number, you must move the white camel.  = 
- If the die shows a black number, you must move the black camel.  = 

THERE ARE 2 IMPORTANT EXCEPTIONS TO THIS RULE:

- If **only one** crazy camel is carrying any racing camels on its back, you must move that one, no matter what color the number on the grey die is.
- If one crazy camel is sitting directly **on top of the other one** (with no racing camels between them), you must move the one on top.

Once you have determined which crazy camel to move, move it as many spaces forward (counterclockwise) as shown on the grey die. (Again, if any camels are sitting on top of it, it carries them along.)

