

Jaipur

2 - 4 players (best 2 players)
playing time 30 minutes

Buy and sell goods in order to catch the attention of the Maharaja of Jaipur so he will make you his Head Trader.

Made a scoring sheet to help keep track of the players score and how many points tokens are left. It is attached to this email. Alternatively you can make physical tokens if you like.

Online play

<https://en.boardgamearena.com/gamepanel?game=jaipur>

<https://udaipur-game.herokuapp.com/>

in person play with cards

Card Types

Cards: There are 7 types of cards. You can think of them as suites however each card of a type is identical in terms of game play.

Expensive Goods

J - K ♥ : Expensive Hearts

J - K ♦ : Expensive Diamonds

J - K ♣ : Expensive Clubs

Cheap Goods

A - 8. ♥ : Cheap Hearts

A - 8 ♦ : Cheap Diamonds

A - 10 ♣ : Cheap Clubs

Camels

A - 10 ♠

Uses two decks with the red nines and tens plus spade court cards removed (90 cards)

Token Types

Tokens : There are 9 + 1 types of tokens. One type for each type of goods (6 goods types) plus 3 bulk selling bonus types for selling 3, 4 or 5+ cards at once. There is also a 5 point bonus for having the most camels at the end of the game.

You can keep track of how many tokens have been used and how many are left with the help of some coins, buttons, or game pieces and a print out of the attached scoring sheet. Alternatively you can make your own tokens.

Set up

Set aside 3 ♠ (camels). Place the rest of the cards into the deck and shuffle.

Place the 3 ♠ in the middle then draw two more cards for a total of 5 cards. This is the marketplace and it always has 5 cards. Replace marketplace cards from the deck when players 'buy' them.

Deal each player 5 cards. ♠ (camels) in the dealt cards are placed face up in front of the player in a stack forming the player's herd. The remaining goods form the player's hand. There is a maximum of 7 goods cards allowed in a hand (Camels don't count)

For each turn a player can either buy or sell.

Possible player actions

Buy Actions

1. Take one goods card from marketplace
(long as taking a card will not increase number of goods cards over 7 cards)
replace the marketplace card from the deck
2. Take all camels from the marketplace
replace the marketplace cards from the deck until there are 5 cards again
3. Exchange two or more cards with the marketplace
(a player can not add the same type of good as you have removed)

(a player can use either goods from their hand or camels from their herd or a combination of both to obtain goods from the marketplace

but can not use either goods or camels to obtain camels from the marketplace)

(a player can not exchange a camel for a marketplace good if it will increase the number of their goods cards to over 7 cards)

Sell Actions

4. Sell one or more cheap goods

(the goods cards must all be of the same type e.g. cheap diamonds)

Take one token for each sold goods card. Add value of token to score. If no more tokens for that type of good are available you will not get points for selling cards. You can still get bonus points for selling 3 more cards even if the goods tokens have run out.

Take one bonus token for selling 3, 4 or 5+ if you have sold that amount of cards. Add value of token to score. If no more tokens for that bonus are available you will not get bonus points.

(early tokens often provide more points than later tokens)

5. Sell two or more expensive goods

(the goods cards must all be of the same type e.g. expensive clubs)

Take one token for each sold goods card. Add value of token to score. If no more tokens for that type of good are available you will not get points for selling cards. You can still get bonus points for selling 3 more cards even if the goods tokens have run out.

Take one bonus token for selling 3, 4 or 5+ if you have sold that amount of cards. Add value of token to score. If no more tokens for that bonus are available you will not get bonus points.

(early tokens often provide more points than latter tokens)

(a player can not sell one expensive goods card by itself)

End of Game

The game ends when the deck runs out of cards or

for 2 players - 3 out of the 9 tokens types have run out

for 3 players - 4 out of the 9 tokens types have run out

for 4 players - 5 out of the 9 tokens types have run out

Scoring

Players can keep track of their score using a coin, button, or game piece placed on the points racetrack on a print out of the attached scoring sheet.

If the player scores 50 points or more then they can add a coin or button to the left of the racetrack to indicate that they have lapped the racecourse.

Alternatively if you have made your own tokens then you can just add the values of your tokens at the end.