

3 PLAYER VARIANT

- In the 3 player variant - gameplay will end when 4 piles of goods have been depleted.

SET-UP

- Place 3 camel cards face up between the players.
- Shuffle the remaining cards well.
- Deal 4 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 all players can see all the tokens' values.
- Sort the bonus tokens by type (●, ●, ●). 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 in a standard 2 player game.
- 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.

4 PLAYER VARIANT

- If using just one copy of Jaipur, follow the set up rules below and, should the draw pile run out, reshuffle it until 5 piles are depleted. If using 2 copies, simply mix the second draw pile in with the original, starting the game with 5 cards and ending it when 5 piles of goods are depleted.

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