

Jaipur Rules

Goal: Be the trader to have sold your **Goods** for the most Rupees by the end of the **Round**

To Win: Best 2 out of 3 **Rounds**. **Round** is won by having the highest total Rupee value of **Good** Tokens, Bonus Tokens and **Camel Herd** Bonus points.

Round End: When either 3 types of **Good** tokens are gone **OR** if there are no cards left in the draw pile

Turn Overview:

You can either Take Cards or Sell Cards

❖ Take Cards (choose one of the following)

- **Make an Exchange:** take two or more **Good** cards from the Market into your hand and place an equal amount of cards from your hand and/or **Camel Herd**
✓ You may not take this action if doing so would cause you to have more than 7 cards in hand.
- **Take a Single Good:** take 1 **Good** card from the Market into your hand and replace it with the top card from the draw pile.
✓ You may not take this action if doing so would cause you to have more than 7 cards in hand.
- **Take all of the Camels:** take all the **Camels** from the Market and add them to your **Camel Herd**, then replace the **Camels** you took with cards from the draw pile.

❖ Sell Cards

1. Choose 1 **type** of **Good** card from your hand and discard face-up as many of them as you want.
 - ➔ If selling the 3 most expensive **Good** types (diamonds, gold, or silver), you must sell at least 2 at a time.
2. Take an equal number of **Good** tokens (of the same type that you discarded)
 - ➔ If you sell 3 or more cards during a Sell action, take a corresponding Bonus token (3, 4, or 5).

Scoring: Add the total Rupee value of your **Good** and **Bonus** tokens. Player with the most **Camels** in their **Herd** gets the **Camel** Bonus token worth 5 Rupees. Highest Rupee value wins the **Round**.

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