

Jambo Solitaire Rules

by Box of Delights (Ricky Royal - v1.1)

Introduction

- In this solo variant you play against a Dummy player.
- You will play according to the usual rules of the game.
- The rules which govern Dummy's play are given below.

Set-Up

- Give one of the large market stands to Dummy
- Give Dummy 20 gold
- You set up as normal
- You will begin the game by taking your turn as normal (see below).
- Draw 1 Ware at random from the supply and put it aside for the rest of the game; throughout the rest of these rules, this type of Ware is known as the "*Default Ware Type*".

Victory

- First player to 50 gold is the winner.
- You can compare your performances against other solo plays by seeing how low Dummy's score is when you win (or how high your score is when Dummy wins!)

General Rules

- You must always add Wares to your or Dummy's market stand(s) by filling the topmost spot (progressing from top-left to bottom-right), though you may, and Dummy will always, skip the 2-cost 6th spot if there is a small market stand with spaces to fill.
- Whenever a ware is removed from your or Dummy's market stand(s) shuffle all wares up (from bottom-right to top-left) to fill any gaps created, avoiding the 2-cost 6th spot if you wish and when Dummy is able.
- Whenever you draw cards for Dummy, draw them one at a time, and place them on top of a stack to form Dummy's hand

Your Turn

- **At the start of your turn, draw 3 cards face-down into Dummy's hand**

- If you play the following cards on your turn, use the following rules:

Ape: Perform as per the card text, but you choose the cards given to you and Dummy, starting with you.

Arabian Merchant: Draw 3 cards as per the card text; Dummy will bid 2 gold and take the cards unless you pay 2 gold for them; If Dummy does not have 2 or more gold, then you may take them for 1 gold instead, or else discard the cards.

Carrier: If you make Dummy take the cards, add them to his hand; if you make Dummy draw wares, draw 2 wares of the same type as one in last place on Dummy's market card (or the *Default Ware Type* if Dummy's market is empty).

Cheetah: Dummy will always give you 2 gold, if able, when you play Cheetah. If Dummy is unable, you draw 2 cards instead.

Crocodile: Cancel one of Dummy's Utility cards, by playing Crocodile on their turn (you may also cancel a crocodile with a crocodile!).

Elephant: Execute this card as per the text, but you choose the wares taken, beginning with You.

Lion: Perform as per the card text, but using any Utility cards in Dummy's hand (or set aside); You will need to look at Dummy's hand to take any Utility cards, but make sure the cards left in Dummy's hand stay in the same order. You choose the cards given to you and Dummy, starting with yourself.

Snake: Discard all but one of your face-up utility cards; Discard the top card from Dummy's hand, if able.

Travelling Merchant: Perform as per the card text; Dummy will start the bidding at 3 gold and take the wares unless you pay 3 gold for them; If Dummy does not have 3 or more gold, then Dummy will bid whatever gold Dummy has, and you must bid the same amount of gold as this to take the wares.

Dummy's Turn

- During Dummy's turn, play ALL of the cards, one by one, from the top of the stack formed to create Dummy's hand, following the rules for each card as described below, and adding each card to the discard pile, until Dummy's hand is empty:

3/6-WARE: If Dummy has any TWO of the wares (or FOUR for a 6-ware card), from top-down, sell just those two wares for the full gold price, and discard the ware card
 If Dummy cannot sell, then Dummy will buy all three wares (a) if there is space in Dummy's market and (b) Dummy has enough gold (including the 2-cost 6th market-spot).
 If the ware card still cannot be played (i.e. bought or sold) then discard ALL wares from Dummy's market, for 1 gold each, and place the wares from the new ware card in their market at no cost.
 If there are not enough wares in the supply to carry out any of the above, then simply discard the ware card with no effect.

SMALL MARKET: Dummy will add to their large market, if Dummy has enough gold to pay for it; otherwise just discard this card with no effect.

FOR ALL ANIMALS, PEOPLE, UTILITIES, use the following table:

- Ape:** Perform as per the card text, but you choose the cards given to you and Dummy, starting with Dummy.
- Arabian Merchant:** Draw 3 cards as per the card text; Dummy will bid 2 gold and take the cards unless you pay 3 gold for them; If Dummy does not have 2 or more gold, then you may take them for 1 gold instead, or else discard the cards.
- Basket Maker:** Dummy pays 2 gold, if able, and takes 2 wares (1 if there is only 1 space on Dummy's market) of the same type as the bottom-most ware in their market. If unable to play for Dummy, just discard this card.
- Boat:** Dummy will take 1 ware, equal to the type bottom-most in their market (or of the *Default Ware Type* if Dummy's market is empty); Discard the topmost card from Dummy's hand.
- Carrier:** Draw 2 cards for Dummy to play on this turn; you may take up to 2 wares of the same kind from the supply, placing them on your market.
- Cheetah:** You decide, as per the card's text.
- Crocodile:** Discard 1 of your face-up utility cards, your choice; Dummy will follow the rules for that Utility as given in this table.
- Dancer:** Discard the top-most 3 wares from Dummy's market (or all if there are less than 3), and give Dummy 4 gold for each one.
- Drummer:** Take the top-most Utility card from the discard pile and add it to Dummy's hand to play immediately.
- Drums:** Discard the top-most ware from Dummy's market; Draw 1 card for Dummy and play it immediately.
- Elephant:** Execute this card as per the text, but you choose the wares taken, beginning with Dummy.
- Guard:** Discard 1 animal card from your hand, if able.
- Hyena:** Discard 1 non-person card from your hand, your choice.
- Kettle:** Add 1 card to Dummy's hand and play immediately.
- Leopard Statue:** Dummy pays 2 gold and add a new ware, identical to the bottom-most ware on Dummy's market card (or of the *Default Ware Type* if Dummy's market is empty); if Dummy cannot afford the 2 gold, just give Dummy 1 gold instead.
- Lion:** Perform as per the card text, but using any Utility cards in Dummy's hand (or set aside) *PLUS* any one Utility from the discard pile; You will need to look at Dummy's hand to take any Utility cards, but make sure the cards left in Dummy's hand stay in the same order. You choose the cards given to you and Dummy, starting with Dummy.
- Mask of Transform:** Place this card to one side; at the start of Dummy's next turn, add the top card of the discard pile to the bottom of Dummy's hand and discard the Mask card.
- Parrot:** Take the bottom-most ware from your market and give it to Dummy (if Dummy has no room, then just discard the ware).
- Portuguese:** Discard all wares from Dummy's market, and give Dummy 2 gold for each ware discarded.
- Psychic:** Discard all cards from Dummy's hand and give Dummy 2 gold for each, including Psychic.
- Rain Maker:** Give 1 ware card from your hand to Dummy, if able.
- Scale:** Add 1 card to your hand and 1 card (from the Draw deck) to Dummy's hand to play immediately.
- Shaman:** Dummy will trade all wares of the type top-most in their market, for wares of the same type as the bottom-most ware in their market. If Dummy is unable to make such a trade, discard Shaman and give Dummy 1 gold instead.
- Snake:** Discard all but one of your face-up utility cards; Discard the top card from Dummy's hand, if able.
- Supplies:** Draw cards, as per the card text; Dummy pays 1 gold and plays the draw Ware card as per Dummy's regular rules.
- Throne:** Swap your bottom-most ware with Dummy's top-most ware, if able.
- Travelling Merchant:** Place 2 wares, equal to the bottom-most ware in Dummy's market (or of the *Default Ware Type* if Dummy's market is empty); Dummy will bid 3 gold and take the wares unless you pay 4 gold for them; If Dummy does not have 3 or more gold, then Dummy will bid whatever gold Dummy has, and you must bid 1 gold more than this to take the wares.
- Tribal Elder:** As per the card text, but Dummy will always make you discard down to 3 cards. If you already have 3 or less cards, Dummy will instead draw up to 5 cards (i.e. until there are 5 cards in Dummy's deck) to play immediately.
- Weapons:** Discard the top-most card in Dummy's hand; give Dummy 2 gold.
- Well:** Dummy will pay 1 gold and draw 2 cards to play immediately.
- Wise Man:** Give Dummy 3 gold.