Quick Tips (use along with original instructions)

Jaipur (2 players)

Setup (helpful to look at illustration on p.2 of instructions of set up on table):
- Place **3 camel cards face up** in a row between 2 players.
- Combine the remaining camel and all goods cards and shuffle them all.
- **Deal 5 cards** to each player. Place the rest of the cards face down. This is the **draw pile**. Draw **2 additional cards**, placing them face up beside the camels to form a **market of 5 cards** (that is usually a mixture of camel and goods).
- Place any camels from your hand to form a **herd** in front of you.
- Sort the coloured **goods tokens into six rows** of descending order of value and sort the **bonus tokens by type into 3 piles** along with **1 camel token**.
- Place the 3 **Seals of Excellence** near the other tokens. At the end of each round, the winner will get a seal of excellence. First to 2 seals will win!

How to Play:
- Decide who goes first. Each player takes turns either taking cards, or selling cards (but never both!).

Take cards. You can perform one of the following:
- **Take 1 good**: Take 1 good from the market, add it to your hand, and replace it with the top card from the draw pile.
- **Take several goods & exchange**: Take any number of any goods from the market. Exchange them with any of your cards (goods, camels, or both).
- **Take all the camels**: Take all the camels and them to your herd. Replace the cards using the draw pile.
- **Note that at the end of a turn, you can't have more than 7 cards**

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OR

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Sell 1 type of goods cards to get tokens and a bonus tokens if you sell 3 or more cards
- Each of the 6 goods has goods tokens of the same colour. You can discard the card(s) of **1 type of good** to sell and **take 1 token for each card**, starting with the highest value.
- For silver, diamonds and gold (most valuable goods) you must sell at least 2 cards.
- Take a **bonus token** of value 3, 4 or 5 if you sell 3, 4 or 5+ cards of the one type of good.

End of Rounds and Scoring
- A **round ends immediately** if 3 types of goods tokens are gone OR there are no cards left in the draw pile. Proceed to scoring to see which player receives the Seal of Excellence.
- The player with the most camels in their herd gets the **camel token** worth 5 rupees.
- Each player totals their goods tokens and bonus tokens (point value on back side).
- The player with the most points takes a **Seal of Excellence**.
- Re-setup the game until a player has 2 Seals of Excellence

Game End: The first player to receive 2 Seals of Excellence wins the game!