

JAMBO EXPANSIONS

The expansion contains 3 separate modules, which can be combined in many ways.

I – NEW BEGINNINGS

Contents

6 new utility cards

(2 each Crystal staff, Scroll, and Horn of plenty)

26 new people cards

(4 Spirits of the ancestors, 2 each of Chief Leopardskin, Zombie, Venetian merchant, Pirate, Gatherer, Artist, Caravan guide, Shepherd, Explorer, Mangbetu warrior, Torch juggler)

8 new animal cards

(2 each of Butterfly, Chamaeleon, Fennec, Rhino)

We have added special features to the expansion cards to make it easy to distinguish them from those in the basic game. On the expansion utility cards, we have added white flowers to the plants.

On the expansion people and animal cards, we have added white eyes to the figure.

Preparation

Shuffle the new cards you want with the cards from the basic game. The number of ware cards should equal the total of the other cards. Thus, we recommend you remove sufficient utility, animal, and people cards from the basic game so that the numbers of these two kinds of cards remain equal.

Exception: "Spirits of the ancestors" cards may be added without matching the numbers.

The goal and game play do not change from the basic game.

The new cards

Caravan guide

The player duplicates what is already on his market stands when he plays the Caravan guide. The player must have enough space on his market stands for the wares and may have to pay the 2 gold fee for using the 6th space.

Example: the player has 1 salt and 1 silk on his market stands; he adds 1 salt and 1 silk to his market stands.

Chief Leopardskin

The player checks all three conditions, any time a condition is fulfilled, the player receives the indicated payment.

Shepherd

A player may use this to change the game end condition to 70 gold instead of 60 gold.

The effect remains until the end of the game.

Crystal staff

When the player uses his opponent's Boat or Weapons card, he does not place it on the discard stack after use.

II – THE THREE HUTS

Contents

6 Hut cards

(2 each store hut, trading hut, ritual hut)

Preparation

The players decide which and how many of the huts they want to include in the game.

Each player takes 1 of the selected huts, placing it face up in his play area.

Playing the game

After drawing cards, a player may use the functions of his huts as often as he wants.

When either the storehouse or trading house huts are used in the game, players pay only 3 gold for each small market stand.

The store hut

During his turn, a player may:

1) for ware cards:

Each purchase of the specific good costs 1 gold less and each sale of the specific good earns 1 gold more.

The discount/bonus is for every good **shown** on a ware card played that matches the ware on the player's store hut.

2) For the cost of 1 action, the player may move 1 ware from his store hut to an empty space on one of his market stands or move 1 ware from one of his market stands to his store hut.

The store hut is **not** a market stand.

Therefore, a ware on the player's store hut is:

a) protected from all people, animal, and utility cards, and

b) may not be sold directly. To sell a ware on his store hut, a player must first move it (at the cost of 1 action) to an empty space on one of his market stands.

The trading hut

For 2 actions, a player may move 2 wares from his market stands to the supply and take 1 ware of his choice from the supply, placing it on one of his market stands.

The ritual hut

For 3 actions, the player may draw the top-most 3 cards from the card supply, add 1 to his hand and place the other 2, in any order, on the discard stack.

Except for the above-mentioned, the rules for this expansion are the same as for the basic game.

III – THE RELIC

Contents: 4 relic cards

Preparation

At the beginning of the game, place the 4 relic cards in the middle of the table.

Playing the game

The game is played the same as the basic game

The goal is the same as the basic game,
but there is an additional goal.

If a player meets the condition on one of the relic cards at the end of his turn, he takes it from the middle of the table or from his opponent's play area and puts it in his play area.

A player may only take one relic card per turn, regardless of how many relic card conditions he meets. The condition must be met on this turn.

Game end

As soon as a player has all four relic cards in his play area, the game ends and he wins the game. This is also the case if the player does this on his last turn when the game ends normally and he has less gold than his opponent.

The author thanks dem Kosmos-Verlag for the permission to publish this expansion.

Author:

Rüdiger Dorn

Illustration:

Michael Menzel

Layout:

Pohl & Rick

Contact addresses:

RioGames@aol.com

www.riograndegames.com

All Rights Reserved

© 2007

