

JOHARI

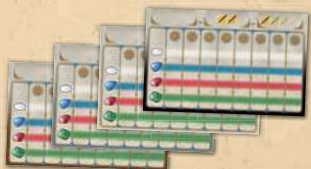
A game by Carlo Lavezzi for 2 to 4 players

Johari, the world famous jewelry market in Jaipur, is the best place to buy gems and jewelry. Sapphires, rubies, diamonds, emeralds and gold are being offered for purchase, hypnotizing customers with their shine and beauty. But beware of fakes! In the role of a clever trader, you must decide whether to acquire collections of same gems in local stores or a variety of gems at the bazaar to stock up your supplies – and also, how to sell them with profit!

COMPONENTS



1 two-part **Game Board**



4 **Player Boards** in 4 player colors



4 **Gold Tokens** in 4 player colors



16 **Gem Tokens** –
4 each in blue, red, green and translucent



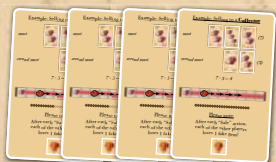
28 **Action Cards** in 4 player colors (on the reverse side)



96 **Gem Cards** – including Gems in 4 colors as well as Gold and Prestige Cards



Fake gems are marked with a Supervisor Symbol!



4 **Overview Cards**



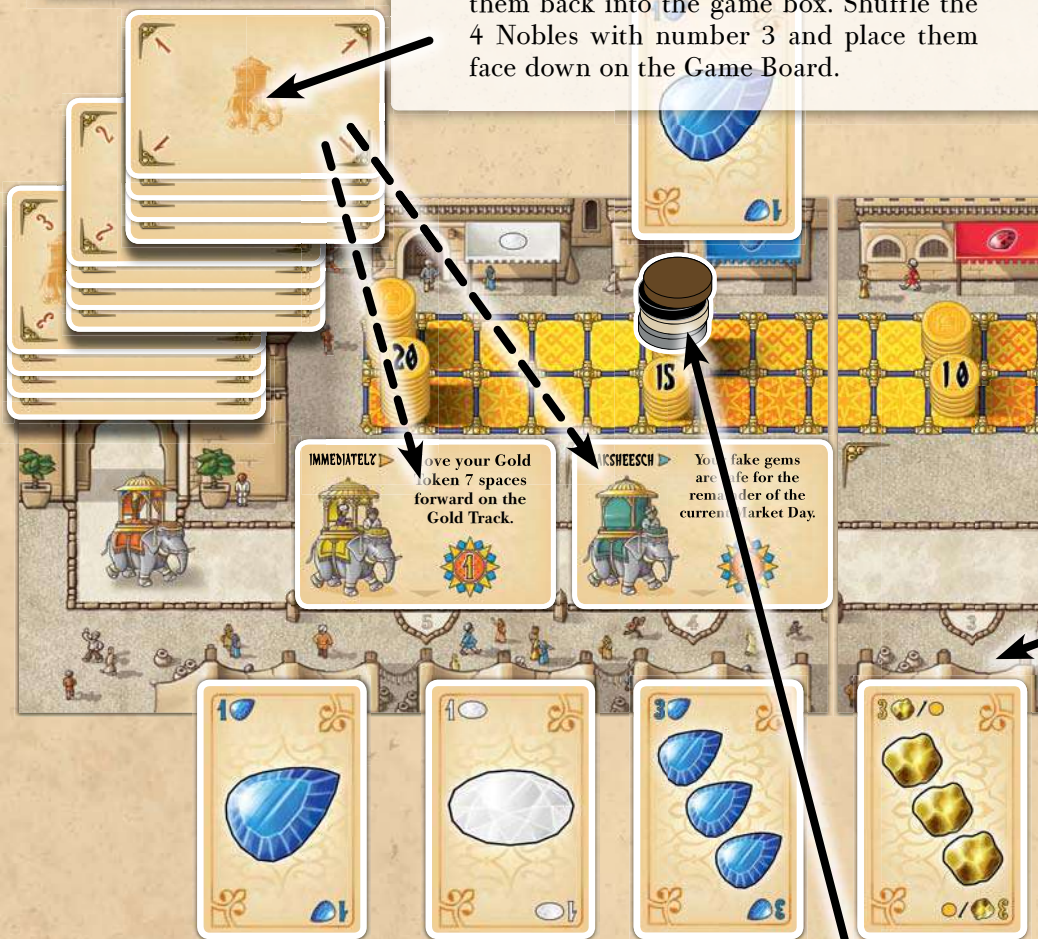
24 **Nobles** with 3 different reverse sides

1 Promo Card

SETUP

1. Place the two-part **Game Board** in the middle of the table.

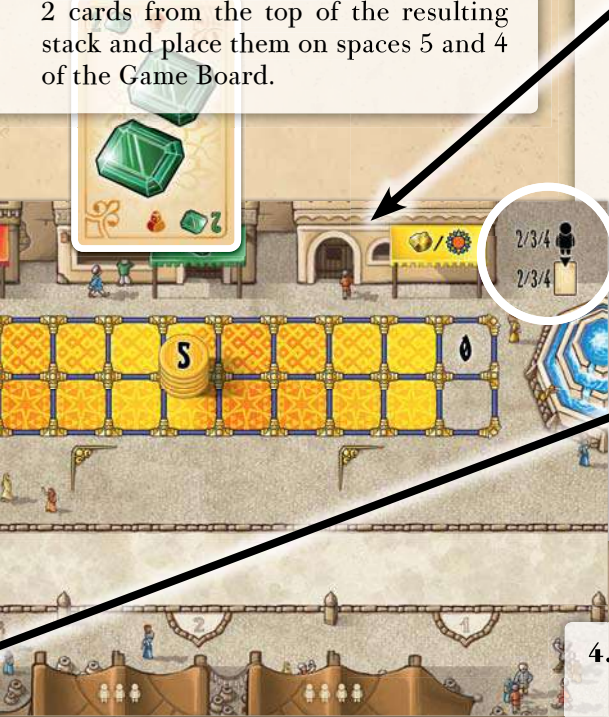
2. Sort the **Nobles** according to the numbers on their reverse sides. From each stack, draw 4 Nobles at random. Remove the remaining Nobles from play, i.e. put them back into the game box. Shuffle the 4 Nobles with number 3 and place them face down on the Game Board.



6. Stack the player's Gold Tokens randomly on top of each other. Place the resulting stack on space 15 in the top row of the Money Track on the Game Board.

The player whose Gold Token is at the bottom of the stack chooses one of the face-up Gem Cards and places it face up in front of him. The other players follow in the order defined by the Gold Tokens, from bottom to top. **Now the game can begin!**

Repeat this procedure for the Nobles with numbers 2 and 1, in that order, placing the shuffled stacks face down on top of the preceding ones. Then draw 2 cards from the top of the resulting stack and place them on spaces 5 and 4 of the Game Board.



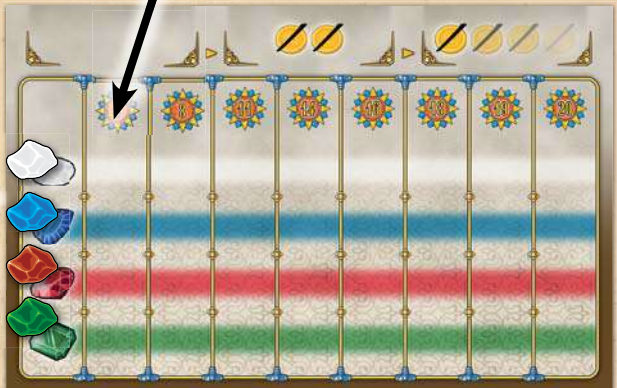
3. Shuffle the **Gem Cards** and place a number of them equal to the number of players face up into the **Stores** on the Game Board. Place them in the appropriate **Stores** according to type.

Then place 2 more Gem Cards than the number of players face up into the **Bazaar Booths** on the Game Board, i.e. use 4 cards in 2-player games, 5 cards in 3-player games, and 6 cards in 4-player games. Place the remaining Gem Cards face down next to the Game Board.

4. Each player chooses a player color and receives the **Player Board** and the 7 **Action Cards** of that color.



5. Each player receives a set of 4 different **Gem Tokens** and places them on the appropriate spaces in the first column of the chart on his Player Board.



GOAL OF THE GAME

After 10 Market Days, be the most prestigious trader of Jaipur!

COURSE OF PLAY

A **Market Day** goes through 3 phases:

1. Replenishing of the Market
2. 3 Market Rounds
3. End of the Market Day

Replenishing of the Market

At the beginning of each Market Day, a new **Noble** arrives at the Market. Move the Nobles on the Game Board **one space to the right** and place a new Noble on space 5 from the top of the Nobles Stack. When a Noble moves off of space 1, remove him from play, i.e. put him back into the game box.

Then replenish the **Stores** and **Bazaar Booths**:

Draw a number of Gem Cards equal to the number of players and place them in the appropriate **Stores**. Do not mind Gem Cards left from previous Market Days – they remain in the Stores.

*Each **Store** only offers one type of Gem Cards!*



*The rightmost **Store** offers **Gold and Prestige Cards**.*



*Each **Bazaar Booth** can offer more than one type of Gem Cards! There are 2 more booths than the number of players.*

In each **Bazaar Booth**, add a Gem Card from the top of the stack. Do not mind Gem Cards left from previous Market Days – they remain in the booths.

If the draw pile of Gem Cards runs out, shuffle the discarded Gem Cards to form a new face-down draw pile.

The Market Rounds

There are 3 Market Rounds per Market Day. In each Market Round, each player plays a face-down Action Card. This card is placed in the leftmost card slot of his Player Board. Then all players reveal their played cards simultaneously.

The player with the most Gold begins (*i.e. the player whose Gold Token is the farthest ahead*) and carries out the action of his played Action Card. Then the player with the second most Gold carries out his action etc. If two or more players are tied on the Gold Track, the player whose Gold Token is on top breaks the tie.

An action may cost Gold: The costs are depicted on the Action Card and can be modified by the Player Board. Pay the full costs for a card in the first card slot of your Player Board, 2 fewer Gold (*but not less than 0*) for a card in the second slot, and nothing for a card in the third slot.

Adjust your Gold Token on the Gold Track accordingly. After each payment, change the row of the Gold Token (*i.e. move it from the top row to the bottom row or vice-versa*) for a better overview of which player has already played his action. When moving a Gold Token onto a space where there are Gold Tokens already, place it on top of the other ones.

Example: Anita plays the “Exchange” Action Card in the second card slot of her Player Board. The action would cost 1 Gold, but she receives a discount of 2 Gold.

Her Gold Token changes the row on the Gold Track, but remains at the same value as she may use her action for free (due to the discount).



Repeat this procedure 2 more times for a total of 3 Market Rounds.

Please note: Some Nobles may reduce the costs even further, but never below 0. See the last page for more details.

The Action Cards

Purchase (base costs: 4 Gold)

Take all the cards from one Store or one Bazaar Booth and place them face up in front of you. Sort the cards in your display by type.

You can use Gold Cards immediately to advance on the Gold Track or keep them for later use as wild cards when selling gems (*see “Sale”*).

You may keep your Prestige Cards face down. They only matter during the Final Scoring.



Baksheesh (no costs)

You receive 2 Gold. Move your Gold Token 2 spaces forward.





Sale (base costs: 2 Gold)

You may sell gems from your display to **Jewelers** or **Collectors**.

When selling to a **Jeweler**, you must either sell 4 **different** gems, or 3 different gems and a Gold Card. You may (*and should*) sell fake gems! Choose one of the sold Gem Cards and, on the Prestige Track of your Player Board, move the Gem Token of the same type forward by a number of spaces equal to the depicted number of gems on the chosen card. Then place all of the sold cards, including the chosen one, on the discard pile.

When selling to a **Collector**, you must sell Gem Cards of a **single type**. You can only do so, though, if another player also has Gem Cards of that type in his display **and** if you have the most gems of that type.

Only the number of depicted gems counts – not the number of cards!

Determine how many more gems you have than the player with the second most gems of that type. This is the number of spaces you move your Gem Token of that type forward on your Prestige Track.

Fake gems are marked with a Supervisor Symbol.



After each “Sale” action, the other players lose fake gems. Each opponent must remove one Gem Card with the Supervisor Symbol from his display and place it on the discard pile.

Please note: *If a player plays the “Sale” action but cannot carry it out, he does not have to pay its costs and his opponents do not lose fake gems.*



Trade (base costs: 3 Gold)

You may either trade in one of the **Stores** or hire a **Noble**.

When you choose to trade in a Store, take all the cards from one Store and place them on your “Trade” Action Card. Only at the end of the current Market Day, you may add them to your display. This way, these cards are safe from Supervisors, but on the other hand, they cannot be sold either.

Alternatively, you may **convince one of the available Nobles to support you**. To do so, pay a number of gems of one type equal to or greater than the printed number on the Game Board below the Noble. You do not get change if you overpay. You may use the Noble’s ability immediately.



Example: *This Noble costs 4 gems of one type.*



Bribe (base costs: 1 Gold)

After you played this card, you are safe from the Supervisor until the end of the current Market Day; i.e. after an opponent's "Sale" action, you do not lose any fake gems.



Exchange (base costs: 1 Gold)

Exchange one of your Gem Cards with another one of the same type from one of the Stores or Bazaar Booths. Of course, this only makes sense if you get a card with more gems on it or get rid of fakes in favor of real gems. You may not exchange Gem Cards from a "Trade" Action Card.



Doppelganger (same base costs as your previous card)

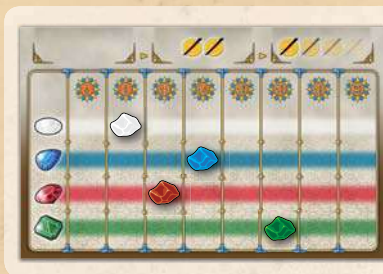
Repeat the action of the Action Card you played before this one. You cannot play the Doppelganger during the first Market Round of a Market Day.

End of the Market Day

Take the Action Cards you played back into your hand. If you played "Trade", sort the cards on the "Trade" Action Card and add them to your display. You may use Gold Cards from the "Trade" card immediately to advance on the Gold Track.

END OF THE GAME

The game ends at the end of the Market Day in which the last Noble has entered the Market. Then there is a Final Scoring: Each player adds up the Prestige Points for his Nobles, Prestige Cards and the Gem Tokens on his Player Board. The player with the most Prestige Points is declared the winner of the game and the best merchant of Johari. In case of a tie, the highest sum of Gem Tokens on the Prestige Track breaks the tie. If still tied, there are multiple winners.



Example: Doris gets the following numbers of Prestige Points for her Gem Tokens:

- White: 8 Prestige Points*
- Blue: 14 Prestige Points*
- Red: 11 Prestige Points*
- Green: 18 Prestige Points*



MAYFAIR GAMES
www.mayfairgames.com

Mayfair Games, Inc
8060 St. Louis Ave.
Skokie, IL 60076

Editor: Stefan Stadler
Illustrations: Klemens Franz
Translation: Grzegorz Kobiela

THE NOBLES

Nobles with a "1" on their reverse side



BAKSHEESH You receive 3 instead of 2 Gold.

When playing the "Baksheesh" action, you receive 3 instead of 2 Gold.



BAKSHEESH Your fake gems are safe for the remainder of the current Market Day.

After you played the "Baksheesh" action, for the remainder of the current Market Day, you do not lose fake gems when an opponent plays the "Sale" action.



BRIBE You also receive 2 Gold.

When playing the "Bribe" action, you also receive 2 Gold.



SALE When selling to a Jeweler you only need to have 3 different types of gems.

When playing the "Sale" action to sell to a Jeweler, you only need to sell 3 different cards.



SALE When selling to a Collector, you may advance the Gem Token 1 more space.

When playing the "Sale" action to sell to a Collector, you may advance the Gem Token 1 more space on your Player Board.



TRADE You may add the cards to your display immediately.

When playing the "Trade" action, you may add the cards to your display immediately.



IMMEDIATELY Place this card in one of your card slots. Action Cards played in this slot cost 1 fewer Gold.

Place this card in one of your card slots. From now on, Action Cards played in this slot cost 1 fewer Gold.



IMMEDIATELY Move your Gold Token 7 spaces forward on the Gold Track.

Move your Gold Token 7 spaces forward on the Gold Track.



IMMEDIATELY Place this card in one of your card slots. Action Cards played in this slot cost 2 fewer Gold.

Place this card in one of your card slots. From now on, Action Cards played in this slot cost 2 fewer Gold.



PURCHASE The "Purchase" action costs you 2 fewer Gold.

From now on, you pay 2 fewer Gold for playing the "Purchase" action.



SALE Instead of selling, you may discard 1 Gem Card to move the Gem Token of that type 1 space forward.

When playing the "Sale" action, instead of carrying it out, you may discard a Gem Card to move your Gem Token of that type 1 space forward.



SALE When selling to a Collector, you may advance the Gem Token 2 more spaces.

When playing the "Sale" action to sell to a Collector, you may advance the Gem Token 2 more spaces on your Player Board.



GAME END

Worth 5/6/7/8 Prestige Points at the end of the game.



GAME END



GAME END



GAME END



GAME END

At the end of the game, each of your Prestige Cards will be worth 1 more Prestige Point.

At the end of the game, each of your Prestige Cards will be worth 1 more Prestige Point.



GAME END

At the end of the game, you will get 2 Prestige Points for each type of gem in your display.

At the end of the game, you will get 2 Prestige Points for each type of gem in your display.



GAME END

At the end of the game, you may either advance 1 Gem Token 2 spaces or 2 Gem Tokens 1 space each.

At the end of the game, you may either advance 1 Gem Token 2 spaces or 2 Gem Tokens 1 space each on your Player Board.



GAME END

Worth 1 Prestige Point per Noble you have at the end of the game.

Worth 1 Prestige Point per Noble you have at the end of the game.



SALE You may use a Gem Card as if it were of another type.

When playing the "Sale" action, you may use a Gem Card as if it were of another type.



TRADE Pay 2 fewer gems if you hire a Noble.

When playing the "Trade" action to hire a Noble, you may pay 2 fewer gems.



TRADE You may use Gold to hire Nobles.

When playing the "Trade" action to hire a Noble, you may pay with Gold. You may use both Gold from the Gold Track and Gold Cards.



EXCHANGE

The types of Gem Cards you exchange do not need to match.

When playing the "Exchange" action, the types of Gem Cards you exchange do not need to match.

Nobles with a "3" on their reverse side

Nobles with a "2" on their reverse side