

Adventures In Jimland Sample Game

**By Jim Wright
Copyright 2003. All rights reserved.**

Sample Game.

This is a sample of a solo game.

Outfitting an Expedition

You start with \$ 300 plus 3D20. You roll the 3D20 and the total is 37. Your total to create an Expedition with is \$337. Ok, let's do it.

1. Create Explorers.

First the Leader. A suitable name is in order. Let's call the guy Henry Bullroar. Henry gets 28 points. You put 15 points for his SAVE Skill, 8 points for his SHOOT Skill, and 5 points for his FIGHT Skill. That will do it for the leader. Henry's total cost is \$28.

Next you create Henry's associates on the Expedition. Blind Bob is the Scout. He starts with 23 points. You put 13 points for his SAVE Skill, 6 points for his SHOOT Skill, and 4 point for his FIGHT Skill. The special SCOUT Skill starts at 10 and costs \$25. Blind Bob's total cost is \$23 plus \$25 for the special SCOUT Skill for a total of \$48. I hope he's worth it.

In a similar fashion you add a couple more Explorer types to the expedition. You hire some guy named Gallagher as your hunter, and your nephew, Jasper, is thrust upon you by some relatives to complete your party. Your Expedition Worksheet looks like this so far.

| EXPLORERS | | | | | | |
|-----------------|-----------|-----|------|-------|-------|------|
| | | W | Save | Shoot | Fight | Cost |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 | 28 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 | 48 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 | 48 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 | 23 |

Total cost is \$ 147.

2. Hire Others.

Now you stroll about Jimville hiring the Other members of you Expedition. You hire Askaris. It seems Soldiers are a little too expensive for you pocketbook. Then you hire some Bearers to haul your stuff around the Wilds of Jimland. You take plenty of FOOD and some TRADE goods just in case.

| OTHERS | | | | | | | |
|--------------|------|------|-------|-------|---------|----|------|
| | W | Save | Shoot | Fight | \$ Each | # | Cost |
| Askari | R 24 | 5 | 4 | 3 | 12 | 4 | 48 |
| FOOD Bearer | none | 3 | - | 2 | 10 | 10 | 100 |
| TRADE Bearer | none | 3 | - | 2 | 10 | 2 | 20 |

Total cost is \$ 168.

3. How Much Is Left?

Filling your worksheet you see you have a little cash to take with you. This is a good thing.

| | | |
|-------------------|-----|-----|
| Starting Cash | | 337 |
| New Explorer Cost | 147 | |
| Others Cost | 168 | |
| Total Cost | 315 | 315 |
| Cash on Hand | | 22 |

4. Where Do You Start?

Here's your empty map. You will start at square 14 to begin your Expedition.

| North | | | |
|-------|-------------|----|----|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |
| 13 | 14 Start | 15 | 16 |

5. Set Up

Shuffle the decks.

6. Head Out Into the Wilds of Jimland

Pay attention to the Bearers and how they move to Empty, then to other Load types as the game progresses. Away you go. Good Luck.

TURN ONE

| Phases. | |
|-----------------|--|
| EVENT Draw | D3 food gone bad. Mark off food loads. D3 roll results in 1 Food lost. Bad Luck early on. |
| Map Move | Land at square 14. Terrain is Jungle. No Village present. |
| Native Presence | Empty |
| Native Number | None |
| Native Reaction | None |
| Trade/Purchase | None |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|----------------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | 4 | R24 | 5 | 4 | 3 |
| FOOD Bearer | 10 - 1 - 1 = 8 | none | 3 | - | 2 |
| TRADE Bearer | 2 | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | 0 + 1 + 1 = 2 | none | 3 | - | 2 |

North

| | | | |
|----|-----------------------|----|----|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |
| 13 | 14 START Jungle | 15 | 16 |

TURN TWO

| Phases. | |
|-----------------|--|
| EVENT Draw | Flash flood. D3 rolls on lose somebody table. Each can try to make a SAVE Skill roll. Uh-oh. The D3 result is 2 people lost. Rolling on the Lose Somebody table give an Explorer(!) and a Bearer. Randomizing among the Explorers shows that poor Jasper falls in. You wonder why the family sent him to you. He makes his SAVE Skill roll, barely, by rolling a 12. He grabs at the stream bank and manages to pull himself out. The Bearer on the other hand is washed away. Rolling on the Lose a Bearer table results in a Trade load being lost. Too bad. |
| Map Move | You move north into square 10. Terrain is Jungle. No Village present. |
| Native Presence | Empty |
| Native Number | None |
| Native Reaction | None |
| Trade/Purchase | None |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|-------------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | 4 | R24 | 5 | 4 | 3 |
| FOOD Bearer | $8 - 1 = 7$ | none | 3 | - | 2 |
| TRADE Bearer | $2 - 1 = 1$ | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | $2 + 1 = 3$ | none | 3 | - | 2 |

North

| | | | |
|----|-----------------------|----|----|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 Jungle | 11 | 12 |
| 13 | 14 START Jungle | 15 | 16 |

TURN THREE

| Phases. | |
|-----------------|--|
| EVENT Draw | Went in circle. No movement this turn Lost. |
| Map Move | You cannot move this turn. You stay in square 10. |
| Native Presence | No roll for natives because you did not move into this square this turn. |
| Native Number | None |
| Native Reaction | None |
| Trade/Purchase | None |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|-------------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | 4 | R24 | 5 | 4 | 3 |
| FOOD Bearer | $7 - 1 = 6$ | none | 3 | - | 2 |
| TRADE Bearer | 1 | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | $3 + 1 = 4$ | none | 3 | - | 2 |

North

| | | | |
|----|-----------------------|----|----|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 Jungle | 11 | 12 |
| 13 | 14 START Jungle | 15 | 16 |

TURN FOUR

| Phases. | |
|-----------------|---|
| EVENT Draw | Discovery. Giant snake. New species. Great! |
| Map Move | You move north into square 6. Terrain is Mountain. No Village present. |
| Native Presence | DRAW. |
| Native Number | 7 Tribals. |
| Native Reaction | D20 result is Hostile. Played +1 Save Expedition Askari. Combat goes full 4 turns. Lose 1 Empty Bearer and 1 Askari. Jasper shot two Tribal Warriors. Maybe the lad has promise after all. The encounter worth $10 + 7 = 17$ points when you cash in. |
| Trade/Purchase | None |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|-----------------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | $4 - 1 = 3$ | R24 | 5 | 4 | 3 |
| FOOD Bearer | $6 - 1 = 5$ | none | 3 | - | 2 |
| TRADE Bearer | 1 | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | $4 - 1 + 1 = 4$ | none | 3 | - | 2 |

| North | | | |
|-------|-----------------------|----|----|
| 1 | 2 | 3 | 4 |
| 5 | 6 Mountain | 7 | 8 |
| 9 | 10 Jungle | 11 | 12 |
| 13 | 14 START Jungle | 15 | 16 |

TURN FIVE

| Phases. | |
|-----------------|---|
| EVENT Draw | Quicksand. D3 rolls on lose somebody table. Each can try to make a SAVE Skill roll. You lose one Empty Bearer. It could have been worse. |
| Map Move | You decide to move north into square 2. First your scout, Blind Bob must make his Scout Skill roll. He does so in grand style, rolling a 1. You move north. Terrain is Jungle. A village is present. |
| Native Presence | DRAW. |
| Native Number | 8 Natives. |
| Native Reaction | D20 result is Friendly. |
| Trade/Purchase | You decide to buy some food just to be sure of getting home on a full stomach. You roll 4 available. the first costs \$3. You buy a second for \$5. You have $\$22 - 8 = \14 left. You stop buying food here. |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|---------------------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | 3 | R24 | 5 | 4 | 3 |
| FOOD Bearer | $5 + 2 - 1 = 6$ | none | 3 | - | 2 |
| TRADE Bearer | 1 | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | $4 - 2 + 1 - 1 = 2$ | none | 3 | - | 2 |

North

| | | | |
|----|-----------------------|----|----|
| 1 | 2 Jungle | 3 | 4 |
| 5 | 6 Mountain | 7 | 8 |
| 9 | 10 Jungle | 11 | 12 |
| 13 | 14 START Jungle | 15 | 16 |

TURN SIX

| Phases. | |
|-----------------|---|
| EVENT Draw | Discovery. Mountain. 1D20 thousand feet high. D20 give 11,000-foot mountain. It will look grand in the papers. |
| Map Move | You move east into square 3. Terrain is Jungle. A village is present. |
| Native Presence | DRAW. |
| Native Number | 10 Natives. |
| Native Reaction | D20 result is Friendly. |
| Trade/Purchase | You decide to buy some trade to take back to Jimville for resale. The availability roll results in 8 available. You buy one for \$2. You buy a second for \$6. You stop buying. You have $\$14 - 8 = \6 left. |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|-----------------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | 3 | R24 | 5 | 4 | 3 |
| FOOD Bearer | $6 - 1 = 5$ | none | 3 | - | 2 |
| TRADE Bearer | $1 + 2 = 4$ | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | $2 - 2 + 1 = 1$ | none | 3 | - | 2 |

North

| | | | |
|----|-----------------------|-------------|----|
| 1 | 2 Jungle | 3 Jungle | 4 |
| 5 | 6 Mountain | 7 | 8 |
| 9 | 10 Jungle | 11 | 12 |
| 13 | 14 START Jungle | 15 | 16 |

TURN SEVEN

| Phases. | |
|-----------------|---|
| EVENT Draw | Nothing happens. |
| Map Move | You move south into square 7. Terrain is Savanna. No village. |
| Native Presence | Empty. |
| Native Number | None |
| Native Reaction | None |
| Trade/Purchase | None |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|-----------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | 3 | R24 | 5 | 4 | 3 |
| FOOD Bearer | 5 - 1 = 4 | none | 3 | - | 2 |
| TRADE Bearer | 4 | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | 1 + 1 = 2 | none | 3 | - | 2 |

North

| | | | |
|----|-----------------------|--------------|----|
| 1 | 2 Jungle | 3 Jungle | 4 |
| 5 | 6 Mountain | 7 Savanna | 8 |
| 9 | 10 Jungle | 11 | 12 |
| 13 | 14 START Jungle | 15 | 16 |

TURN EIGHT

| Phases. | |
|-----------------|---|
| EVENT Draw | Ambush. 7 Natives attack Native attack. Combat lasts 3 turns as you shoot 4 natives causing the rest to run away. Your losses are none. Jasper managed to stay out of trouble. |
| Map Move | You move south into square 11. Terrain is Jungle. No village. |
| Native Presence | DRAW. |
| Native Number | 5 Natives. You hope they are not friends of the ones that ambushed you. |
| Native Reaction | Friendly. |
| Trade/Purchase | None |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|-----------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | 3 | R24 | 5 | 4 | 3 |
| FOOD Bearer | 4 - 1 = 3 | none | 3 | - | 2 |
| TRADE Bearer | 4 | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | 2 + 1 = 3 | none | 3 | - | 2 |

| North | | | |
|-------|-----------------------|--------------|----|
| 1 | 2 Jungle | 3 Jungle | 4 |
| 5 | 6 Mountain | 7 Savanna | 8 |
| 9 | 10 Jungle | 11 Jungle | 12 |
| 13 | 14 START Jungle | 15 | 16 |

TURN NINE

| Phases. | |
|-----------------|---|
| EVENT Draw | Bad water. D3 rolls on lose somebody table. Each can try to make a Save Skill roll. 1 Explorer must make a Save Skill test. Its Henry! He makes his Save. "Just a touch of the Trots", he says. |
| Map Move | You move south into square 15. Terrain is Savanna. No village. |
| Native Presence | Empty. |
| Native Number | None |
| Native Reaction | None |
| Trade/Purchase | None |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|-------------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | 3 | R24 | 5 | 4 | 3 |
| FOOD Bearer | $3 - 1 = 2$ | none | 3 | - | 2 |
| TRADE Bearer | 4 | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | $3 + 1 = 4$ | none | 3 | - | 2 |

| North | | | |
|-------|-----------------------|---------------|----|
| 1 | 2 Jungle | 3 Jungle | 4 |
| 5 | 6 Mountain | 7 Savanna | 8 |
| 9 | 10 Jungle | 11 Jungle | 12 |
| 13 | 14 START Jungle | 15 Savanna | 16 |

TURN TEN

| Phases. | |
|-----------------|---|
| EVENT Draw | D3 Soldiers Run Away. Run-Away. No Soldiers in Expedition, so no effect. |
| Map Move | You move west into square 14. Terrain is Jungle of course. You must roll for native presence even though you have been here before. |
| Native Presence | DRAW. |
| Native Number | 8 Natives. |
| Native Reaction | Hostile! Combat lasts 4 turns as you shoot only 3 natives. Your losses are none. |
| Trade/Purchase | None |
| Consume | 1 Food |

| EXPLORERS | | | | | |
|-----------------|-------------|------|------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 10 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 12 | 7 | 4 |
| OTHERS | | | | | |
| | # | W | Save | Shoot | Fight |
| Askari | 3 | R24 | 5 | 4 | 3 |
| FOOD Bearer | $2 - 1 = 1$ | none | 3 | - | 2 |
| TRADE Bearer | 4 | none | 3 | - | 2 |
| LOOT Bearer | | none | 3 | - | 2 |
| EMPTY Bearer | $4 + 1 = 5$ | none | 3 | - | 2 |

North

| | | | |
|----|------------------------|------------------------|----|
| 1 | 2 Jungle Village | 3 Jungle Village | 4 |
| 5 | 6 Mountain | 7 Savanna | 8 |
| 9 | 10 Jungle | 11 Jungle | 12 |
| 13 | 14 START Jungle | 15 Savanna | 16 |

CASHING In back in Jimville

1. You dismiss the remaining Askaris and Bearers.
2. You calculate your income from the Expedition.

| CASHED IN ITEM | EACH | TOTAL |
|---------------------------|-----------|-------|
| Food | 1 x 2 | 2 |
| Trade | 4 X 3 | 12 |
| Native Attacks | 17 + 18 | 35 |
| New Mountain square | 10 + 1d20 | 18 |
| New Savanna square | 5 + 1d20 | 23 |
| New Jungle square | 5 + 1d20 | 51 |
| Discovered Village | 20 + 1D20 | 55 |
| Discovered Mountain | 20 + 1D20 | 29 |
| Discovered Animal Species | 20 + 1D20 | 32 |
| TOTAL | | 257 |

3. You increase Explorers Skills

257 divided by 100 and drop fractions = 2. You choose to increase Jasper's SAVE Skill and Blind Bob's SCOUT Skill.

| EXPLORERS | | | | | |
|-----------------|-----------------|-----|-----------|-------|-------|
| | | W | Save | Shoot | Fight |
| Henry Bullroar | Leader | R36 | 15 | 8 | 5 |
| Blind Bob | Scout 11 | R36 | 14 | 6 | 3 |
| Gallagher | Hunter 10 | R36 | 14 | 6 | 3 |
| Jasper Bullroar | | R36 | 13 | 7 | 4 |

For your next expedition you have the Explorers listed above. You do not have to pay for them again. They will automatically be in your next Expedition. You may use your \$257 to hire new Explorers, Soldiers, Askaris, and Bearers to complete your next Expedition. Then head out into the Wilds of Jimland from any valid square you have mapped.

Good Luck!