

Adventures In Jimland Sample Game

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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!