

The Second Boer War 1899 - 1902 - solitaire rules.

The following additional rules were created for players who want to play the game **"The Second Boer War 18991902"** alone (without a live opponent). All necessary cards, counters and map are already available in **"Farmers vs. Empire"**. The module contains additional auxiliary counters and tables so that the player can mark the number of randomly selected actions.

The track of finished rounds - here the player should be marking finished rounds with a counter "Round finished". On the same track the player should move also the marker "Action complete" (fields 0,1,2 or 3).

The track of executed actions - The player should put here counters "Action", so their numbers would be visible. During the game counters are reversed to their back side.

Rounds Track – Boers.

0	1	2	3	4	5	6	7	8	9	10	11
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Actions Track – Boers.

1	1	1	1	2	2	2	2	3	3	3
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Rounds Track – British.

0	1	2	3	4	5	6	7	8	9	10	11
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Actions Track – British.

1	1	1	1	2	2	2	2	3	3	3
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Algorithm.

Preparation:

1. Place "Action" counters with digits 1,2,3 on the appropriate fields of Action Tracks.
2. Put the "Round finished" marker on the field 0 on the Rounds Track.
3. Prepare a cup or other vessel - this will be a Random Pool
4. Keep close the "Action complete" marker.

Gameplay.

When the Boers or the Empire begin their round, the player should follow the instructions given below.

Step 1. Execute the first action and put the "Action complete" marker on the box 1 of Rounds Track.

Step 2. Place the "Next Action?" markers in the Random Pool, so as to reflect the chance of further action.

Step 3. Draw randomly one "Next Action?" marker.

A) if "STOP" marker is drawn – you do not have more actions in this round. The counter "Action" with the corresponding number, which is located on the Action Track, should be turned on the back side and the "Round finished" marker should be moved one space to the right. Another round begins with the opposite side of the conflict being active.

B) if "GO!" marker is drawn - you have another action – execute it and move the "Action complete" marker one space to the right. If counter is in the "3" box it is the end of the round. Remove the marker "Action complete" from the track and move the marker "Round finished" one space to the right. The marker "Action" with the corresponding number should be turned on the back side. In any other case - go back to Step 2.

Example - Boers' first round.

The first action - the marker "Action complete" is in the "1" box of the Rounds Track. (Step 1 is realised).

In the Random Pool there are markers: 4 x "STOP" and 4 x "GO!". (Step 2 is realised).

The "GO!" marker is drawn. The player performs the second action. After its completion the "Action complete" marker is placed in the "2" box of Rounds Track. (Step 3B) is realised - return to Step 2).

In the Random Pool they are now 4 x "STOP" and 3 x "GO!" – such is the probability that there will be a third action. Step 2 is realised.

Another "GO!" marker is drawn. The player makes a third action. After its completion the "Action complete" marker is in the "3" box - end of the round. The marker is removed from the track, the "Action" marker with the number 3 is turned on the back side and the "Round finished" marker is moved one space to the right. Step 3B complete.

Empire round begins - Step 1.

Additional counters for solitaire variant for the game "The Second Boer War 1899 - 1902".

Front

GO!	GO!	GO!	GO!
STOP	STOP	STOP	STOP
			Round finished

Back

Next Action?	Next Action?	Next Action?	Next Action?
Next Action?	Next Action?	Next Action?	Next Action?
Round finished			

Commentary.

Perhaps the greatest difficulty for players may lie in determination of the probability of selecting another action - Step 2. In fact, it is enough to count how many actions were done (first round) or how many rounds there were during which a given number of actions was performed.

Let's assume that a 6th Boers Round starts in Turn I. So far following rounds were executed:

- Two with one action;
- Two of the three actions;
- One of the two actions.

5 markers with the corresponding numbers should be flipped on the Rounds Track.

After completing the first action, a Random Pool should be created. To do this you need to answer two questions:

1. What is the chance for a second action?
2. What is the chance that a second action will not happen?

Answer to Question 1: 3, because there are that many unflipped "Action" counters with the number 2 on the Action Track.

The answer to question 2: 2, because there are that many unflipped "Action" counters with the number 1 on the Action Track.

In our example, in the Random Pool we put two "STOP" markers and three "GO!" markers.

If we will draw "GO!", the player can perform a second action and see what is the chance for a third. On the Action Track, only one counter with the number 3 remains so we put one "GO!" marker to the Random Pool. Because there are two remaining markers with the number 2, we put to the Random Pool two "STOP" markers.

If the "STOP" marker was drawn, it means that in this round the Boers had two actions.