

KOMIKAN

chile

Komikan, meaning 'to eat everything' in the Mapuche language, is a traditional game with deep roots in their culture. For generations, the Mapuche people of Chile and Argentina have played this game.

Komikan was first mentioned in a 1787 book about Chilean history written by J. I. Molina. He described it as a chess-like game played by the Mapuche people. Though sometimes called 'Incan Chess,' its association with the Incas is uncertain.

Playing this game evokes the image of a stealthy puma stalking a herd of agile alpacas across the vast Patagonian steppe, a desperate struggle for survival.

Komikan belongs to a fascinating family of hunt games found worldwide. As fans of these games, we find Komikan particularly captivating. We hope you'll enjoy discovering its unique challenges and strategies as much as we have!

Krisztina & Tamas, Lemery Games

In the heart of ancient Chile, the untamed wilderness witnesses the fight for survival between predator and prey. The mighty puma prowls the landscape, its senses honed for the hunt. A herd of agile alpacas graze nervously, relying on their agility and numbers to evade the lurking danger.

Will the puma's instincts secure a feast, or will the alpaca's vigilance ensure the herd's survival?

- Narrative based on the imagination of Lemery Games -

Komikan is a 2-player ambush hunting game from Chile. One player controls a powerful Puma. The other controls a herd of 12 Alpacas.

OBJECT OF THE GAME

- The Alpaca player wins if they trap the Puma (it has no possible moves), or occupy all 7 spaces on the triangular section (called the Puma's den).
- The Puma player wins if they capture half (6 pcs) of the Alpaca

GAME CONTENTS

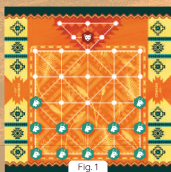
- 1 travel bag
- 1 game mat
- 1 burgundy Puma piece
- 15 green Alpaca pieces*
- 1 rulebook



*3 Alpaca pieces are only used in the game variants.

SETUP

1. Lay out the game mat as shown in Fig. 1.
2. To decide player roles, one player takes the Puma and 1 Alpaca piece, hiding 1 piece in each hand. The other player chooses a hand. This reveals their role.
3. Place the Puma piece in the middle section of the Puma's den (Fig. 1).
4. Place 12 Alpaca pieces onto the intersections shown in Fig. 1.

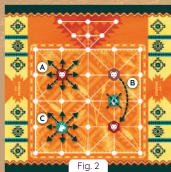


HOW TO PLAY

The Puma player goes first. A Puma can move in 1 of 2 ways:

Move

One space along the lines in any direction (Fig. 2A).



Capture

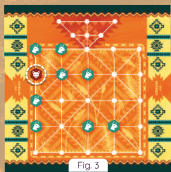
By jumping over an Alpaca to a vacant space beyond (Fig. 2B).

Alpacas can MOVE just like the Puma: one space along the lines in any direction (Fig. 2C). Alpacas may NOT jump over or capture other pieces.

If either player moves a piece and then returns it to its previous position on their following turn, they may not then return it to its previous position again immediately after that (unless it is their only available move). In other words, you may not go back and forth with a single piece for 3 turns in a row:

Trapped Puma

If the Puma has no legal move available, it is considered trapped (Fig. 3).



GAME END

The game ends immediately, if:

1. The Puma captures 6 Alpacas. (Puma player wins.)
2. The Puma is trapped. (Alpaca player wins.)
3. The Alpacas occupy all 7 points in the Puma's den (Fig. 4). (Alpaca player wins.)



4. The game enters a stalemate, where both players keep repeating the same pattern of moves and it becomes clear that neither of the players can win. In this case the game is a draw.



Fig. 4

TIPS AND TRICKS

- 💡 Puma player: Try to capture Alpacas early in the game and avoid falling into their trap.
- 💡 Alpaca player: Try to lure the Puma away from its den by sacrificing pieces, and try to block its way back so you can safely move your pieces in the den one by one.

GAME VARIANTS

THE LEMERY VARIATION

Lemery Games presents its recommended way to experience the classic game of Komikan. Play as the base game with the below modification.

Alpaca Reinforcements

- **Reaching the Den:** When 3 Alpacas reach the deepest row of the Puma's den (Fig. 5A), they become locked. This means they cannot be moved or captured for the rest of the game.
- **Reinforcement:** At this point, the Alpaca player can return one captured Alpaca to the first row (Fig. 5B). If there are no captured Alpacas or no empty spaces on the first row, this opportunity is lost
- **Second Wave:** When another 3 Alpacas reach the middle row of the Puma's den, the Alpaca player can again return one captured Alpaca to the first row, following the same conditions as before.



Fig. 5

ADUGO

Adugo is a Komikan variant played by the Borobo people of Brazil. Play as the base game, but with the following setup modifications.

SETUP

Place the Puma and 14 Alpaca pieces onto the intersections shown in Fig. 6.

GAME END

Game end conditions remain the same except the Puma player wins by capturing 8 (instead of 6) Alpacas.



Fig. 6

CHIVI KORÁ

Chivi Korá, or Guaraní Chess, is a variant that has been played by the Mbyá Guaraní people of South America and still continues to be played today in various schools of local indigenous communities.

Play as the base game, but with the following modifications.

SETUP

1. Lay out the game mat with the variant side up (Fig. 7). (Notice the different den layout.)
2. Place the Puma piece in the middle section of the Puma's den (Fig. 7).
3. Place 15 Alpaca pieces onto the intersections shown in Fig. 7.



Fig. 7

HOW TO PLAY

In Chivi Korá, Alpacas can only move forward or laterally (Fig. 8). No backward movement is allowed for them.

GAME END

Game end conditions remain the same except the Puma player wins by capturing 8 (instead of 6) Alpacas.

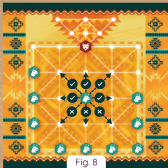


Fig. 8

These rules of Komikan were inspired by the 1998 publication, Board Games Studies, Vol. 1. - International Journal for the Study of Board Games by the Research School CNWS.

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THANK YOU

We would like to thank all XXX Kickstarter backers who helped LUDOS America come to life. Your contribution is key in preserving this game for future generations. Spread the word, and have fun!

To follow our journey and see all of our games, visit LemeryGames.com

