

JARMO

mongolia

Jarmo (pronounced "djarmo") is a battle game with roots tracing back to the Turkic peoples (Tatars) of the Eighth century Mongol Empire. It is also called Yasir ("archer") in the Turkic language.

In the game, two players assume the roles of opposing armies, whose archers are trying to infiltrate the enemy camp.

According to legend, the fierce Mongol ruler Batu Khan carried the game with him as a way to train his generals, prepare himself for battle, and even receive premonitions about the future.

The Ludos game collection presents the most common variant of Jarmo, which is also our favorite one to play.

Krisztina & Tamas, Lemery Games

The year is 1241. The army of Batu Khan prepares to attack the Kingdom of Hungary. As two of Khan's most cunning generals, you've been pitted against each other in a military exercise—use your archers and Kheshig (imperial guards) to infiltrate each other's camps, and capture opposing archers that stand in your way.



Which of you will prove yourself most worthy of commanding the archers in battle?

- Narrative based on the imagination of Lemery Games -



Jarmo is a 2-player asymmetric war game from Mongolia.

Each player commands a unit of 5 soldiers.

OBJECT OF THE GAME

Earn the most points by evading capture and infiltrating the enemy camp.

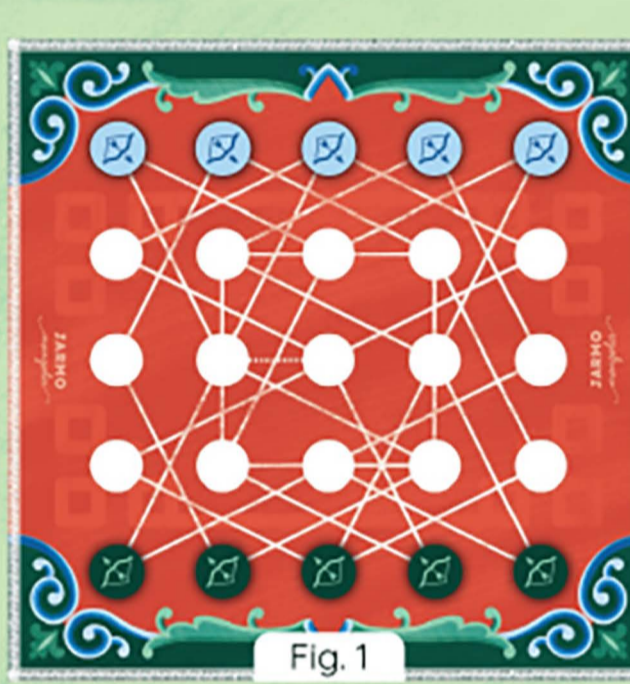
GAME CONTENTS

- 1 travel bag
- 1 game mat
- 5 blue Soldier pieces
- 5 green Soldier pieces
- 1 rulebook



SETUP

1. Lay out the game mat
2. Give each player 5 Soldiers of the same color.
3. Each player places their Soldiers, archer sides up (♏), onto the row closest to them. This is their "camp" (Fig. 1).



HOW TO PLAY

The player commanding the green Soldiers goes first. Then players alternate turns. Soldier pieces are double-sided: one side is an archer (♏), and the other is a guard (♎).

Moving

On their turn, a player must move 1 of their pieces to a space connected by a solid line (Fig. 2). They may not move to a space already occupied by one of their own pieces.



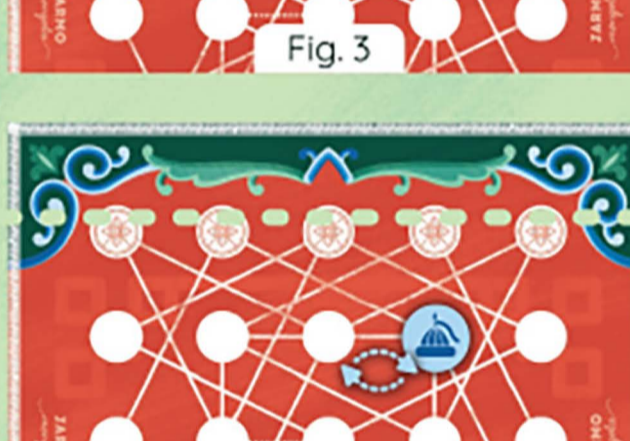
Capturing

If a player's piece lands on an enemy piece, the enemy piece is captured and removed from the board (Fig. 3).



Promoting

When you use an archer to capture an enemy piece outside their camp, that archer is promoted to guard (flip the piece over) (Fig. 4). If you use a guard to capture a piece, it stays a guard.



Entering an enemy camp

Once a piece enters an enemy camp, that piece may not be moved, but it still may be captured. If that piece is a guard, the player who owns it must flip that guard back to the archer side. Then they may recover 1 of their captured pieces (if there are any), and immediately redeploy it, or hold onto it until a future turn. (See "Redeploy a Captured Piece" below.)

Redeploy a captured piece

After a player recovers a captured piece, they may place it immediately, archer side up, into their own camp, if a space is available. If all the spaces in their camp are blocked (or a space is available but the player doesn't want to place the piece immediately), they may keep the piece nearby and place it anytime during a future turn.

GAME END

Did you know? The end of the game in Jarmo can be triggered by the losing player, which is a rare mechanism in historic strategy games.

There are 3 ways for the game to end:

1. If a player has moved all their pieces on the board into the enemy camp, the game ends and players tally their points:
 - Score 2 points for each of your pieces in the enemy camp
 - Score 1 point for each other piece you have on the board
2. If a player captures all enemy pieces, the capturing player wins. They score points as described above, and the losing player scores 0.
3. If both players make the same back-and-forth moves 2 consecutive times, the game ends, and players tally their scores as above, based on the current positions of their pieces.

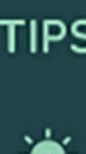
If playing a single game, the player with the most points wins. If there is a tie, the player with the most pieces in the enemy camp wins. If still a tie, the game is a draw.

PLAY A MATCH

The board of Jarmo is asymmetrical, but well balanced between the 2 sides. However, it is recommended to rotate the board and play a series of games. This way, both players can experience the challenges offered by each side.

Play a series of 2, 4 or 6 games. Then each player adds together their points from all the games. The player with the most points wins.

TIPS AND TRICKS



Taking the shortest route towards the enemy camp is not always the most strategic move.



Try to "back up" your pieces with other pieces so that if one gets captured, you can immediately capture the enemy piece that captured yours.



When one of your archers gets promoted to a guard, try to move it to an enemy camp as soon as possible to bring back a captured piece.