jarmo

studios
about this game

This is the "bronze" version of Jarmo, in English. It is a traditional tatar game and the rules, as well as this design by Ocastudios, is in Public Domain. This game is distributed as a PDF so anyone can download, print and play it. For more information, visit www.ocastudios.com/rights

Printing instructions:
- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).

jarmo

ludus classicus

design by oca

We welcome your feedback at oca@ocastudios.com

history

Historical references to this game are not easy to find. It was developed by the tatars, a turkish people originated in the Gobi desert, between China and Mongolia. They were conquered by the mongols, lead by Gengis Khan, and then, under the leadership of his grandson, Batu Khan, they moved West into eastern Europe.

As they expanded their reach, the tatars introduced the game to new cultures. Polish and tatar legends tell us that Batu Khan himself would prepare to battle by playing a board game, which is believed to be Jarmo or a close variant of it. This legend sugests the game is at least 800 years old, but being already popular by then, it is probably even older.

A nearly identical variant by the name of Jasir (the tatar word for 'archer') is specially popular in Poland and other eastern European countries.

rules

1. Players choose their armies and who will go first. They should place one man in each space of their first row (where the troops are shown). Men are placed with their initial face showing.

2. Players alternate turns, in which they move one man. Men move following the lines that connect the spaces, but they may not move to a space already occupied by an allied man. When a man moves to a space occupied by an enemy, it is promoted (flip it so the promoted face is up), and the enemy is captured - being removed from the game and losing any promotion. It is not allowed to move a man back and forth for four turns.

3. When a man reaches the last row, it may not move anymore, and must stay there until the game ends or it is captured. If a promoted man reaches the last row, his player may immediatley reintroduce a captured man into the board, placing it in any free space of his first row.

4. The game ends when a player moves all his remaining men onto the last row. Each of these will earn the player 2 points. The opponent will earn 2 points for each man in his last row and 1 point for each other on the board. The winner is whoever scored higher and draw games are possible.

5. It is customary to play Jarmo in two matches, with cumulative points and alternating armies.

jasir

To play the Jasir variant, one must add these changes to the rules.

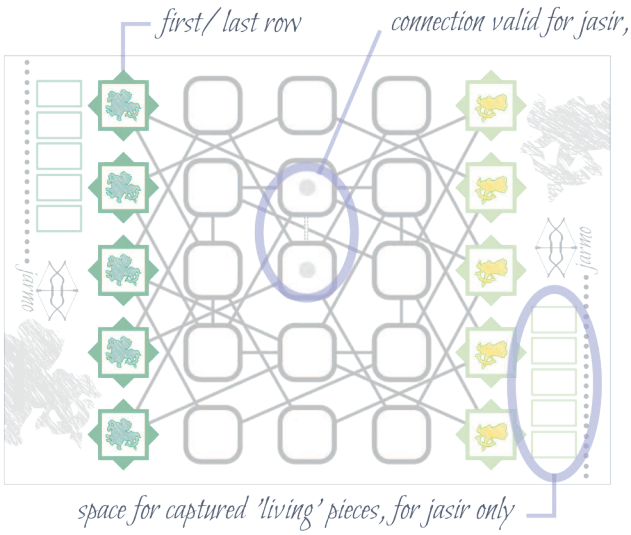
1. Men must still move according to the lines, but may only go forward or sideways, and never back to a previous row.

2. Two spaces on the board have a small circle. In Jasir, these two are connected by a line (in this version, the line is dotted), so men may move between them.

3. In Jasir when non promoted men are captured, they are removed from the match permanently, and may not be brought back – they are called 'dead' men. If a promoted man is captured, it is demoted and moved to a special place next to the board – it is still considered 'alive', as are the remaining men on the board.

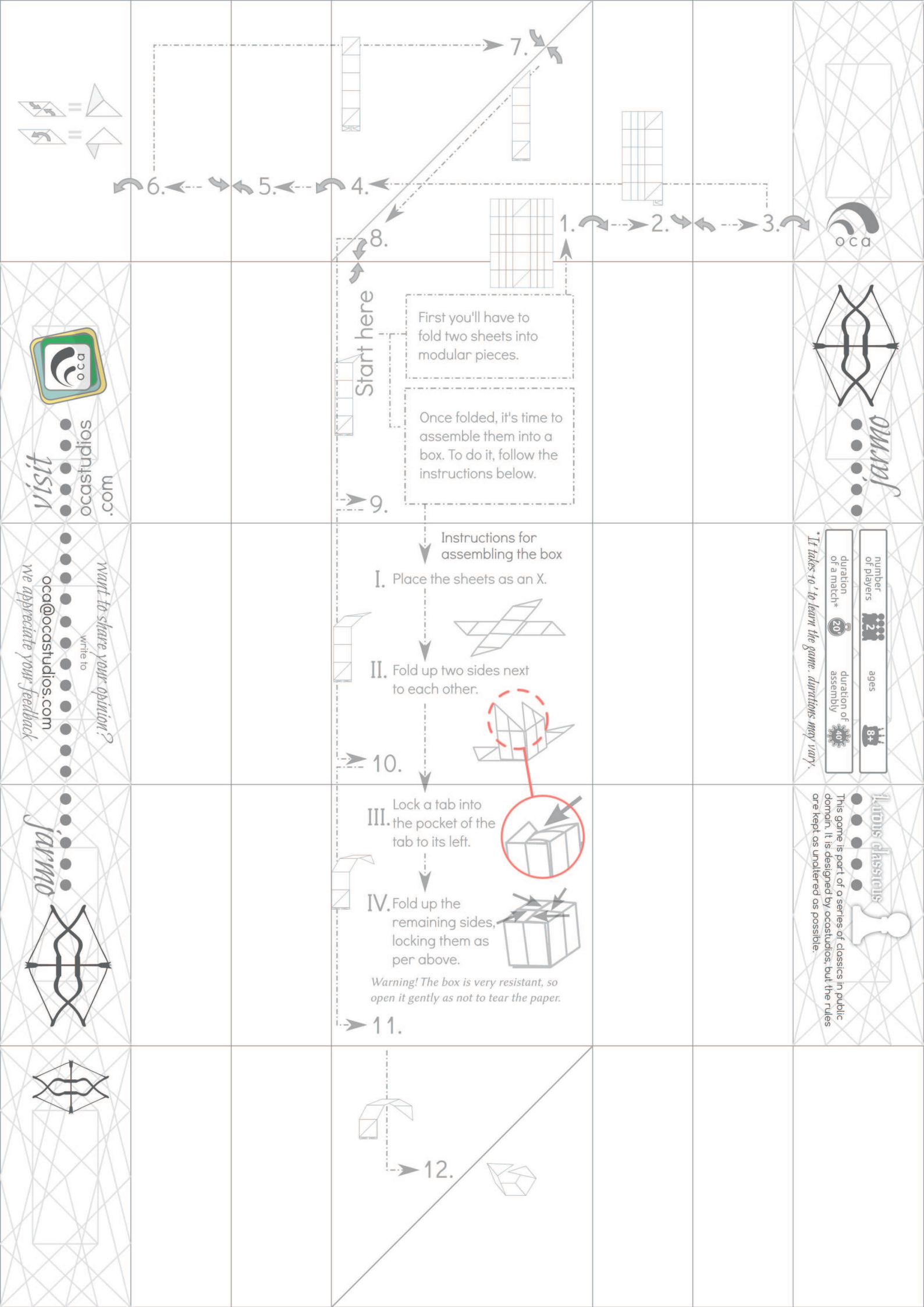
4. Men cannot be captured on their first row, unless the opponent has no other legal move. Also, when a man reaches the last row, his player may not reintroduce a captured man. Instead, in his turn a player may reintroduce a captured 'living' man to the board, but by doing so he forfeits his regular move.

5. A match ends when all of the winner's 'living' men reach the last row, or when all of the loser's men die. The winner gets one point for every living archer and the loser gets none. The game is usually held in two matches with cumulative points.



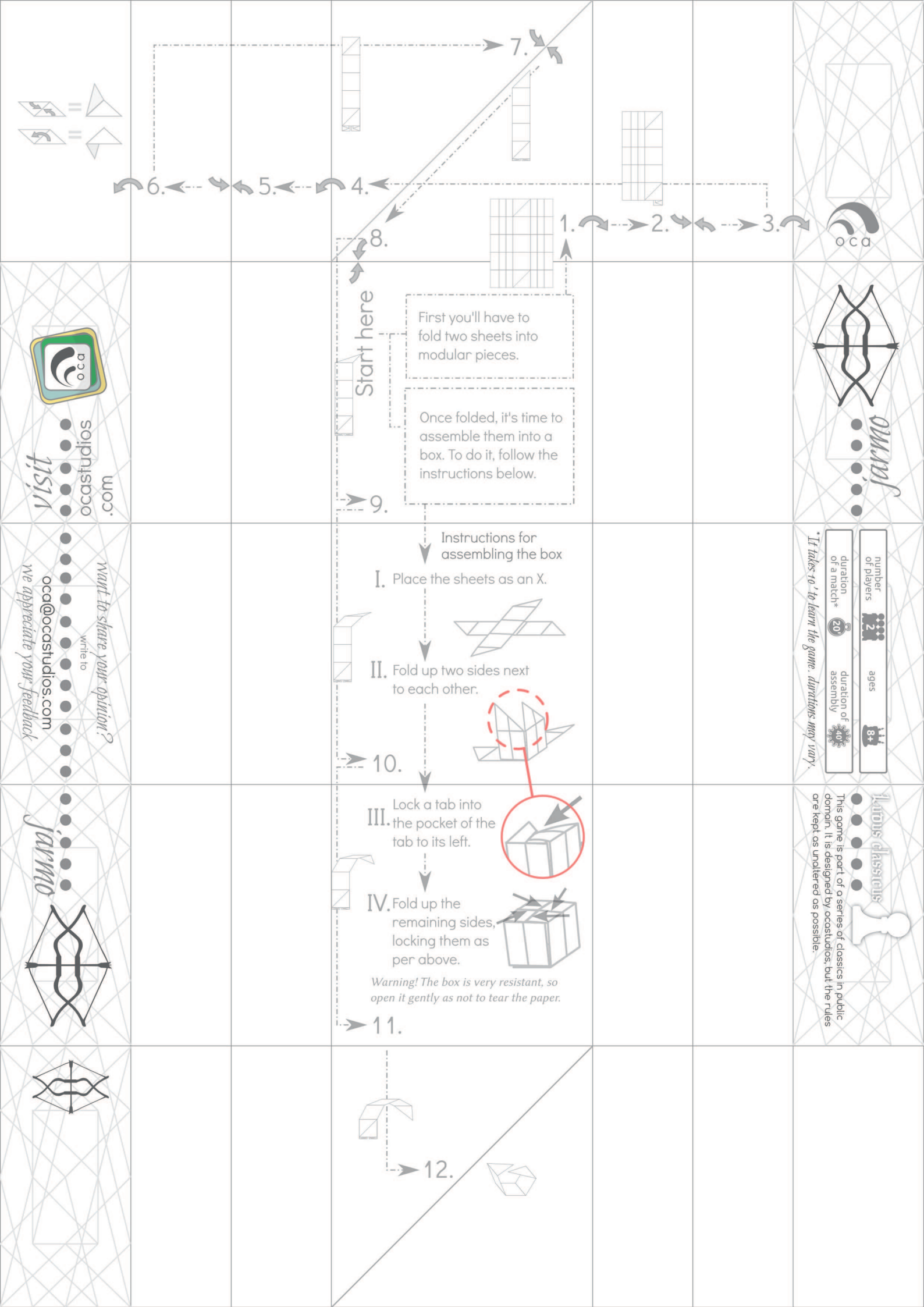
man with initial face up

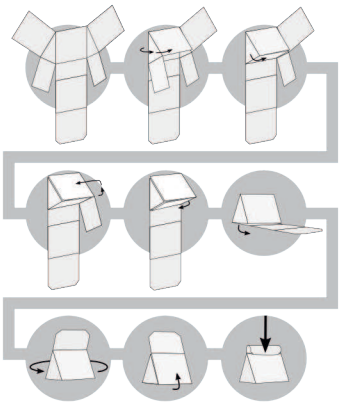
man with promoted face up



1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
oca
Start here
First you'll have to fold two sheets into modular pieces.
Once folded, it's time to assemble them into a box. To do it, follow the instructions below.
Instructions for assembling the box
I. Place the sheets as an X.
II. Fold up two sides next to each other.
III. Lock a tab into the pocket of the tab to its left.
IV. Fold up the remaining sides, locking them as per above.
Warning! The box is very resistant, so open it gently as not to tear the paper.
visit
ocastudios.com
want to share your opinion?
write to
oca@ocastudios.com
we appreciate your feedback
jarmo
jarmo
number of players
2
ages
8+
duration of a match*
20'
duration of assembly
40'
*It takes 10' to learn the game. durations may vary.
Lirons classics
This game is part of a series of classics in public domain. It is designed by ocastudios, but the rules are kept as unaltered as possible.

jarmo



1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
oca
Start here
First you'll have to fold two sheets into modular pieces.
Once folded, it's time to assemble them into a box. To do it, follow the instructions below.
Instructions for assembling the box
I. Place the sheets as an X.
II. Fold up two sides next to each other.
III. Lock a tab into the pocket of the tab to its left.
IV. Fold up the remaining sides, locking them as per above.
Warning! The box is very resistant, so open it gently as not to tear the paper.
visit
ocastudios.com
want to share your opinion?
write to
oca@ocastudios.com
we appreciate your feedback
jarmo
jarmo
number of players
2
ages
8+
duration of a match*
20'
duration of assembly
40'
*It takes 10' to learn the game. durations may vary.
Lirons classics
This game is part of a series of classics in public domain. It is designed by ocastudios, but the rules are kept as unaltered as possible.

jarmo