

# **Jarmial, the Land Chase**

## **Purpose and general principle of the game**

You must conquer "Lands" to make groups of 3 or 4 Lands of the same color or 4 or 5 Lands of different colors, while preventing your opponents from reaching the same purposes. To do it, you engage your "Characters" in the fight around every Land, and you sometimes use cards "Spells" which can reverse the course of the game. At the end, the winner is the one who gets the most points with the realized figures.

## **Composition of the game**

The game includes:

- 83 "Character" cards distributed in 4 "potres ", that is people which live in Lands of the Jarmial world ( blue, red, yellow, green cards), and in creatures and diverse entities (white cards) of which Jarmial, and monster Karniphage, unique black card;
- 5 "Spell" cards;
- 20 "Land" cards (blue, red, yellow, green and black) of square shape.

Set apart Karniphage whose strength is 16, all the characters have a strength included between 1 and 10.

## **Preparation of the game**

Make two piles, one with a mix of the "Characters" and "Spells ", then a different one with the square land cards. Place 4 cards "Land" (bare face) in square on the table, and the piles in the middle ( covered face). Distribute one by one "Character" and " Spell " cards (4 cards by player). Around every Land, you play your cards on the places which face you (see plan). You play only on your place, never on the opponents'.

## Basic rules

### **Game progress**

Your turn always consists of following 3 successive stages:

1-You play necessarily 2 cards (characters or spells).

2-At the end of your turn, you draw cards from the pile until have again 4 cards in hands.

3-If a fight is ended, remove characters around the conquered land which will be replaced by a new land taken in the pile "Lands".

Then the turn of the following player comes, he plays according to the same order, and so on ...

The game works around the principles of engagement, attack and riposte. You "engage" when you place one character in front of a land, before this one was attacked by another player. You "attack" when you are the first one to associate two characters in front of one land, either by putting these 2 characters in one time during your turn, or by associating a second character to a character whom you have already engaged during a previous turn.

You "riposte" when you play one or two character (s) in front of a land already attacked by an opponent.

Every player can engage by putting one character in front of a land, but "attack" will start when two characters of one player are associated (except Karniphage).

### **Rules of engagement**

You can play in principle any color in front of any land.

However, you cannot play a color which has already been played around one land by an opponent, except when this color is white (a white card is considered as colorless as long as a card of color hasn't been associated with it).

### **Rules of attack**

You attack by putting in front of the land two characters of the same color or by associating a white character to another one of color (except case of the monster Karniphage). It is possible to attack with 2 white cards, but it's always forbidden to attack with more than 2 cards. When the attack is launched, nothing can stop it. These 2 associated cards "characters" are turned by a quarter of tour. They serve as a visual mark meaning the beginning of the attack. The attack is going to last 1 tour of game.

If you attack with 2 white cards, an opponent can riposte with 1 or 2 white cards as well.

### **Rules of riposte**

During 1 tour of game, every opponent has a chance to riposte to an attack with another color than the ones already in place around the land. Every player tries to gather more points than the others, using his characters, to conquer the attacked land.

### **Rules in case of equalities**

A fight can lead to an equality between two or several players to win a land.

In that case, wining order is:

1-Characters of the same color as the land win;

2-or, if nobody fought with the same color as the desired land, the characters of the same color as the crown drawn on the land win;

3-or finally, if nobody fought with the land or the crown color, the player who launched the attacks wins

.

At the end of the fight, each adds the points of the characters which he placed in front of the land. The one who has the most points wins the land and place it visible face just before him (it is possible to earn a land with a single card if this one has the most points .

All the characters who were present around the Land are straightened, and another land replace the earned one.

### **Rules in case of stuck game**

You have to play 2 cards during your tour. If you can play no card or if you were not able to play one, you are stuck and have to put your remaining cards (your hand) visible face on the play mat by leaving them to the eyes of the other players until your next tour.

If you have to draw a card, you keep it in your hand without showing it, because it is a card which counts for the following tour. If you can play at the beginning of the following tour, you take back all your cards in your hands. Otherwise, all your cards remain visible face on the play mat.

If all the players are stuck (it is the case as soon as 4 cards of each of them are put visible face on the play mat), the game ends and points are counted.

### **When game ends**

A game ends as soon as ' a player gathered 4 lands of same color, a Flush of colors, or otherwise when 20 lands were conquered, or when all the players are stuck.

#### *Points counting when 3 or 4 players*

When a game ends, we count the points of every player. The one having marked most points wins the game.

The figures which bring back points are the following ones:

Four of a same color (4 lands of identical color) : 150 points

Five different ( 5 lands of different colors) : 75 points

Three of a same color (3 lands of identical color) : 50 points

Four different (4 lands of different colors) : 25 points

Besides, a Bonus of the conqueror comes to reward for 10 points the one who owns more lands than the others.

### Figures can be added.

Example: having realized a Four of a same color and a Four different, you mark 175 points (150 + 25). Having realized a Four of a same color and a Three of a same color different from the Four of a same color, you mark 200 points (150 + 50).

Please note: land can be only counted twice if it is common to :

· in a Four of a same color and in a Five different · or in a Four of a same color and in a Four different.

· or in a Three of a same color and in a Five different, · or in a Three of a same color and in a Four different,

Example: you conquered Four different (blue, red, green, yellow) and a Three of blue lands. A blue land is common to the Four different and to the Trio of a same color.

You mark:  $50+25=75$  points.

In case of to 2 players games, the winner is the first one who succeeds in getting one Four of a same color or a Five different.

## Creatures and special Characters

### ***Jarmial the God of lands***

Jarmial the God of lands, white card, takes the strength and the color of the character with whom he is associated. You can get back Jarmial if you win the fight in which it is engaged. You say " I call upon Jarmial " and you get him back visible face just before you. Jarmial is so temporarily considered as a 5th card at your disposal, which you can reuse in the conquest of a new land.

Jarmial can also pass in the hands of your opponents during a game, because he always follows the winner of the fight. However, as soon as a player takes away 2 fights with Jarmial, Jarmial is straightened with the other present characters around the land.

When Jarmial is reused in a new fight, he counts as a played card. You play then a second card of your hand, then draw exceptionally only one card (because you still have another 3 cards in hands).

### ***The Magician Flumigel***

Played by you, the Magician Flumigel prevents your opponents from playing spell cards, as long as Flumigel is around a land.

Besides if a spell was played by an opponent before Flumigel's arrival around a land, this spell is straightened and spell affect is annihilated.

### ***The Monster Karniphage***

He is always played by himself in front of a land (he cannot be associated with an other character. He substitutes himself for 2 usual characters.

Playing Karniphage in front of a land means necessarily attacking or riposting.

As he is a black character, Karniphage wins in case of equality in front of a black land. If attacking Karniphage is eliminated by the spell "Demise", the attack still goes on, and every player has as usual a turn to riposte. Attention: if no player puts a character in front of the land during the fight, the land is won by the one who threw "Demise" on Karniphage.

## **Spell Cards**

Jarmial the Land Chase includes 5 spell cards which you can play only during your turn. When a spell is thrown, it produces immediately its effect. Once the spell effect ends, the spell is straightened.

**Spell n°1: annexation (Annexion):** take the land in game of your choice from the game (you can't take a land already won by a player).

The chosen land is replaced at once by another land taken at the top of the pile "Lands". If characters were engaged around this land, they remain in position and will fight for the new land taken in the pile.

**Spell n°2: translation** : exchange the lands in game as you like.

This card only works on the 4 lands in game, and not on characters in game who remain on their place. The lands which are still in the pile or which were already conquered are not affected by the spell.

**Spell n°3: demise (Trépas)**: eliminate a character in game of your choice.

Except Jarmial (because Jarmial is a God) and The Magician Flumigel (because Flumigel forbids the opponent to play a spell).

Attention: if you throw "Demise" on one of 2 characters of an opponent thrower of the attack, the attack is not cancelled. It keeps on going until its term.

**Spell n°4: Weakening (Affaiblissement)** : Forbid the opponents to play characters having a strength superior to 5 during a tour.

Do not prevent from associating Jarmial to a character already in game having a strength superior to 5.

**Spell n°5: Impediment (Entrave)**: forbid the opponents to play 2 colors during a tour (among the blue, the red, the yellow, the green, and the white and black characters). Do not prevent from associating a white card with a color already forbidden in game, unless if white cards were chosen in the 2 colors decided when throwing the spell.