

# ᄀᄁᄂᄃᄄ

## (Yamiro)

The goal of yamiro is to defeat an opponent through a war fought through various engagements. It is difficult to win every battle and winning the war is as much about picking which battles to lose, and how to lose them, as it is about winning engagements.

Starting with a shuffled deck each player is dealt four cards. These form the resources available to the player and are con-

stantly replenished: each time a card is played a new card is drawn from the pile to replace it.

Hands are played with each player alternating going first. Traditionally the dealer is the defender in the first hand so the other player goes first. A hand consists of four cards played by each player. A player must play a card on their turn, they cannot skip over or yield their turn. So a hand ends when the defending player plays their fourth card.

At the end of the hand the cards are counted to see who won that hand. Number cards are worth their face value and added together to give a total for the rank-and-file troops. If at least one alak is played then the total is doubled, and if—in addition to the alak—at least one arl has been played then the total is doubled a second time. There is no benefit to playing two alak or two arl, or even playing an arl without an alak. The highest score is achieved by playing two eight cards, an alak and an arl giving a score of 64.

However, regardless of the score, the first player to play an arlas wins the hand. Unless the opposing player plays a deiskatun. In that case the *second* arlas played wins the hand (one deiskatun cancels one arlas), unless the opposing player played a deiskatun, and so on for each arlas-deiskatun pair. Thus if the attacking player plays two arlas then the defending player must either play two deiskatun, or play a deiskatun and an arlas, with the arlas played *before* the attacking player's second arlas.

**In summary:** victory is obtained by having a higher score where number cards are worth their face value, playing an alak doubles the score and playing both an alak and an arl quadruples the score. The first arlas played always wins, unless negated by a deiskatun.

The winning player captures the opposing players hand, adding it to his capture pile and discarding his own hand.

In the event of a tie both hands are discarded.

Play continues through eight hands after which the capture piles are counted. When counting captures, number cards are worth their face value while face cards are always worth eight points. This is different than their victory value during a hand with a maximum value of 32 points for the four cards captured in a single hand and a theoretical maximum of 256 points for the game (though theoretically possible it requires a very contrived set of hands to achieve). Average game points are sixty to one hundred (average of around

twenty points per hand), though much larger variation is common.

## Four Players

Two teams of two players with the players in a team sitting opposite one another. The dealer deals four cards to each player. The player to his left starts the first hand, the player to their left (the dealer's partner) starts the second hand, the player to their left starts the third hand and the dealer starts the fourth hand. Only four hands are played.

The starting player plays a card then draws a card, followed by the player on their left, until all players have played four cards. The cards are counted by team to determine which team wins the hand. If a team plays at least one alak then their card total is doubled, and if they play at least one alak and at least one arl then their card total is doubled again.

However, regardless of the score, the first player to play an arlas wins the hand for their team. But one deiskatun cancels one arlas. So if the opposing

team played a deiskatun the *second* arlas played wins the hand unless the opposing team played a deiskatun, and so on for each arlas-deiskatun pair.

The winning team captures the opposing team's hand, adding it to their capture pile and discarding their own hand. In the event of a tie both hands are discarded.

Once all four hands have been played the capture piles are counted. When counting cap-

tures, number cards are worth their face value while face cards are always worth eight points.

### **Solitaire Play**

Although the strategy of the game comes from playing against a second player, a single player game can be managed by dealing four cards for the player. Each hand starts by turning over the top card of the deck. The player then plays a card, turns over the top card of the deck and draws a card, a total of three times. For the fourth and last card in the hand

the player turns over the top card of the deck and plays a card. Victory is determined normally with the winning hand discarded and the opposing hand captured.

This is repeated until eight hands have been played. The goal isn't to just win (which is fairly easy as there is no opposing strategy), but to win by the greatest margin.

### **There Must Be A Winner**

Although the classic game sticks strictly to four-card hands in a variation favored by alak if there is a tie at four cards play continues until the tie is broken.

Though typically this will result in only a five-card hand it is possible to have a long run. In the extremely unlikely event that the end of the deck is reached the discarded cards are shuffled and become the pile.

### **Instructions**

Print at full size on 8½x11" paper

Trim to outer edges (¼" except ¾" on left edge)

Fan fold on dark lines

Refold on dotted lines

Store in card deck box