



JARL

THE VIKINGS TILE-LAYING GAME



Jarl: The Vikings Tile Laying Game contains everything you need to play, for 2 players.

Gameboard

The gameboard is where the action of *Jarl: The Vikings Tile Laying Game* takes place.

Rules Booklet

The Rules Booklet is what you're reading right now.

Bags

The two bags hold each player's Warrior Tiles during game play (and can be used to store the tiles between games).

Jarl: The Vikings Tile Laying Game is powered by *The Duke* game mechanic.

If players enjoy this game they'll love a whole new set of tiles and challenges in *The Duke*. Even better, players can pit a set of *Jarl: The Vikings Tile Laying Game* tiles against *The Duke* to determine supremacy for England!

Rule: The *Jarl* only has 19 tiles in a bag, while *The Duke* has 21. Players must remove 2 tiles from *The Duke* bag before playing vs. the *Jarl*. While any 2 tiles can be removed as agreed upon by both players, we suggest the two enhanced tiles in the Duchess and Oracle.

In the long winters between the glorious summers of raids and exploration, warriors scheme and keep their intellects sharp through games of wits and chance. Ragnar, Rollo, Floki and even the Earl challenge each other to this game of stone placement filled with tactics and subtle maneuvering for victory.

In ***Jarl: The Vikings Tile Laying Game***, players move their warriors (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's *Jarl* to win!

CONTENTS

Warrior Tiles (2 Sets)

There are two sets of the following identical tiles, in light and dark:

- Jarl
- 3 Freeman
- 3 Spearman
- Chieftain
- Vala
- Berserker
- Shield Maiden
- Archer
- Huscarl
- Warlord
- Gothi
- Axe Warrior
- Sword Warrior
- Huntsman
- Ulfberht

Reference Card

A card for easily referencing rules during game play.

POWERED BY:



SETUP

- First, place the gameboard on a smooth surface in the center of the playing area.
- Next, each player selects one bag of Warrior Tiles. Both players set aside the Jarl Tile and two Freeman Tiles of their color, and place all of their remaining Warrior Tiles into their bags.
- Determine which player will set up first. That player chooses a side of the gameboard and places his Jarl Tile in one of the two center squares in his edge row (or home edge). He then places his two Freeman Tiles in any two squares that share a side with the Jarl; sharing only a corner is not allowed.
- The second player then places his Jarl Tile in one of the two center squares on the edge row opposite the first player (his home edge), and places his two Freeman Tiles in any two squares that share a side with the Jarl. Once again, their long sides must match. The second player does not have to place his Jarl Tile exactly opposite his opponent's Jarl Tile.

Orientation: Each Warrior Tile must be placed on the gameboard with its name oriented directly toward the player who controls the tile. Regardless of where a tile moves or where on the board new tiles are placed, they must always be oriented toward the controlling player, and remain so throughout the game.

Starting Side: Each Warrior Tile has a starting icon on its

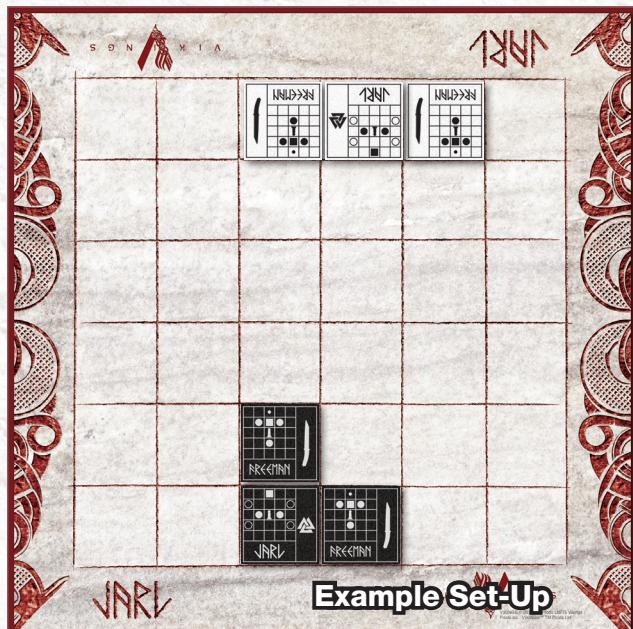
"starting" side, with another icon on the reverse, or "non-starting" side. All tiles placed on the board for the first time, whether at the start of the game or added during the game, must be placed with the starting icon visible.

If a Warrior Tile does not have a Non-Starting Side (such as the *Huscarl*, *Shield Maiden* and *Hunstman*) the player may select either side to face up when placing the tile for the first time. If any rule moves one of these Warrior Tiles to its "starting side", the player once again chooses which side to place facing up.

STARTING SIDE ICON



NON-STARTING SIDE ICON



Example Set-Up

HOW TO PLAY

The player who placed his Jarl and Freeman Tiles first during set-up begins the game. Play alternates back and forth between players until one player achieves victory. Each turn, a player must do one (and only one) of the following:

- **Move a Warrior Tile:** Move a Warrior Tile on the gameboard using any legal move as shown by its movement profile, flipping it over to its reverse side once the move is done.
- **Place a New Warrior Tile:** Pull a random Warrior Tile from the player's bag and place it on the gameboard in an unoccupied square sharing a side with the square occupied by the player's Jarl.

A player can never pass; he either moves a Warrior Tile or places a new one every turn.

See the following pages for a full description of these options.

MOVE A WARRIOR TILE

During each player's turn, he may choose to move any single Warrior Tile he controls on the gameboard, flipping it over to its reverse side once the move is completed. Each tile

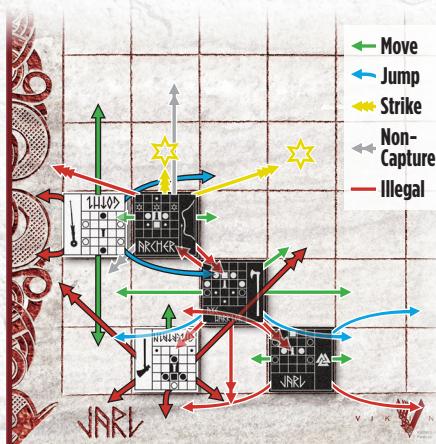
In the above movement example, there are numerous options for each tile.

For the Axe Warrior, it can use three of its four Move icons to enter into the indicated squares; the Move icon up and to the left cannot be used because you can't end a turn in a square already occupied by a friendly tile. It can also use both of its Jump icons to move into those indicated squares. Finally, of its three non-capture Move icons, the back left and right are both occupied by tiles (doesn't matter if they are friendly or enemy), while the middle rear is off the board, so none of those icons can be used this turn.

Turning to the Archer, none of its Strike icons can capture a tile this turn. The Archer can use its back left non-capture Move icon to move; the back right is blocked by the Axe Warrior. Finally, the Archer can use the right Move icon to move in front of the Axe Warrior, or move to the left to capture the Gothi.

For the Jarl, the bottom two Jump icons are off the board and so can't be used, while the top left would leave it captured on the

has a movement grid (or profile); the space in the center of the grid shows the Warrior Tile's current square as it corresponds to the gameboard, and the other movement icons show the squares that this Warrior Tile may interact with on the gameboard. The icon(s) in a given square in the movement grid determines how the Warrior Tile interacts with that location during a move.



next turn and so cannot be used either, leaving only the top right Jump icon available. Additionally, both Move icons are okay for moving into the indicated squares.

As for the Gothi, its two right (from its orientation) Jump icons are off the board and so cannot be used, while the two left would either capture the Axe Warrior or simply move the Gothi to a new square up and to the right of the Archer. Additionally, its two Move icons are both open for entering those indicated squares.

Finally, the Chieftain cannot use either its Jump icon or its two front Move icons (again, from its orientation) as they are off the board. Additionally, there are no friendly tiles for it to make use of the Command icons. The right non-capture Move icon is off the board and the left would pass through the Axe Warrior, meaning that move cannot be made. The only move for the Chieftain is the rear Move icon, but that would put it in danger of capture from the Jarl (i.e. the move could be made, but the tile would almost certainly be captured during the opponent's next turn).

Movement Icons

The following rules define what the various movement icons on each Warrior Tile's movement grid allow. A player may only choose a single target square in a turn to interact with, and only a single icon, regardless of how many squares the tile may potentially interact with, or the number of different icons on the movement grid.



Move: This icon allows a Warrior Tile to move to the indicated square if there is a clear and straight path to it from the starting square (the square the tile occupies on the gameboard). If there is a friendly or enemy Warrior Tile in between the starting and target squares, then the move cannot be made. Likewise, the move cannot be made if there is a friendly Warrior Tile in the target square. If there is an enemy in the target square, however, the move can be made and the player captures the enemy tile (see *Capturing Tiles*, p. 5).



Jump: This icon allows a Warrior Tile to move to the square shown, jumping over the square(s) along the shortest path from the starting square to the target square. Whether the jumped-over square(s) is empty or occupied (either by a friend or enemy tile) has no effect on the jump; they are all ignored. If there is a friendly Warrior Tile in the target square, the move cannot be made. If there is an enemy in the target square, the move can be made and the enemy tile is captured (see *Capturing Tiles*, p. 5). Nothing happens to the Warrior Tiles that were jumped over.



Strike: This icon allows a Warrior Tile to capture from afar. Remove an enemy Warrior Tile in one of the squares indicated by this icon (see *Capturing Tiles*, p. 5), but leave the Warrior Tile in its original location; using this icon does not move the Warrior Tile, but the Tile still flips. This icon has no effect on a friendly tile.



Command: A Warrior Tile with these symbols can move other Warrior Tiles around it. Instead of moving this Warrior

Tile, the player moves one of the Warrior Tiles he controls from any square indicated by one of these symbols to any other square indicated by one of these symbols; though this tile does not move, it still flips, as always. If the Warrior Tile that was moved ends its turn in a square occupied by an enemy tile, capture that tile (see *Capturing Tiles*, p. 5). A tile cannot end its move in a square occupied by a friendly tile.



Dread: After any movement or placement of a new tile is complete, any tile (friendly or enemy) in a square covered by a Dread icon is frozen in place. The tile cannot be moved, captured, shifted by the Command ability, or use any ability, until the Dread icon is removed (i.e. at the start of the controlling player's turn, the Dread icon is no longer covering the previously frozen tile). Any tile acting as the Jarl, as well as any tile with a Dread icon, is immune to the Dread icon.



Defense: A tile cannot capture a target tile if its straight move towards or into the target square would pass through a square with a Defense icon as indicated on the target tile. Even if the tile starts the turn adjacent to the target tile, if the square it starts on indicates a Defense icon on that tile, the target cannot be captured.

If a move into a target square using a Jump icon can be achieved with a straight line, a Defense icon on the target tile blocks that move; i.e., you cannot take another path to the target. However, if there is no straight line move to the target square, the player can use whichever path goes around the Defense icon.

The Strike icon follows the same rules as the Jump icon; i.e., if there is a straight line attack to the target hex, that straight line must be chosen. This means that if a Defense icon is along that path, it blocks the Strike icon. If there is a non-straight path to the target, then the Strike icon can be used to capture the target.

Note that Command can always move a tile and capture the target tile, regardless of Defense icons.



Shield Defense: This icon follows the exact rules for Defense (see p. 4), with the following additions:

- This icon does not protect the tile displaying the icon from capture; i.e., it has no effect for the tile displaying the icon.
- This icon protects a friendly tile in the indicated square as though that tile had Defense icons in every square surrounding it.



Non-Capture Move/Jump: Non-Capture Move/Jump icons follow all the same rules as the Move and Jump icons (see p. 4), with the following exception: there cannot be a tile (either friendly or enemy) in the target square or in a square the tile is attempting to move through. If there is a tile, the active tile cannot be moved into that square (meaning an enemy tile cannot be captured using these icons).

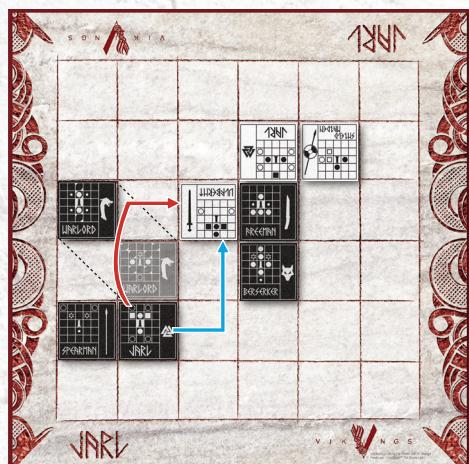
Flip the Tile: In all instances above, at the end of a player's turn (after a Movement icon has been used), the Warrior Tile that used an icon is flipped to the other side. If the Warrior Tile moved to a new square, it is turned to the new side after reaching the new square. If Strike or Command icons are used, the player still flips the Warrior

Tile, even though the tile didn't move. When using the Command icon, the Warrior Tile that is moved does not flip; only the Warrior Tile that initiated the move is flipped (that is, the tile that used the Command icon).

Capturing Tiles: Any time a Warrior Tile ends its move in a square occupied by an opponent's Warrior Tile, remove the opposing piece from the gameboard (simply place it next to the board).

Whenever a player moves a tile that will allow him to capture his opponent's Jarl on his following turn, he must say "Guard."

Putting the Jarl Tile in Danger: A player cannot move a Warrior Tile if it would allow the opponent



In the diagram above it's the dark tile player's turn and she's determining what her move should be; the light tile player has a vicious set of Defense icons causing havoc.

The Freeman Tile cannot capture any tiles. While it's inside the Jarl's Defense icon—which would normally allow the Freeman to capture the Jarl—the Shield Maiden's Shield Defense icon defends against the Freeman, so no capture there.

For the Berserker Tile, not only is the Shield Maiden defending the Jarl, but since it is in the square indicated by the Defense icon on the Jarl, doubly no capture. Additionally, the Defense Icon on the Ulfberht is also blocking the Berserker's Strike icon, so no capture there either.

For the Spearman Tile, because it's a straight path between the Spearman's square and the Ulfberht's square, the Defense icon along that path is protecting the Ulfberht.

For the Jarl, there are actually two paths that are the "shortest route" to the Ulfberht: the "Red Path" and the "Blue Path". The "Red Path" passes through a Defense icon, but the "Blue Path", which is also the shortest route, does not pass through a Defense icon, so the dark tile player could move the Jarl to capture the Ulfberht and put the Shield Maiden in danger of capture. However, the light tile player would simply use that tile's Jump icon to move to the other side of the Jarl, leaving the Shield Maiden safe and the Jarl still protected on the following turn.

Looking at the gameboard, the dark tile player abruptly has a better idea. While the Warlord can't capture anything either this turn, the player uses the Warlord's right and to the rear non-capture Move icon to move. This places the Warlord perfectly to use its Command icons to move the Spearman to capture the Jarl. Since the Command icon ignores all Defense icons, the light tile player's Jarl is now in Guard and must move in his next turn.

to capture his Jarl Tile (or any tile acting as the Jarl) in the next turn.

Looking at Opposite Sides of a Tile: A player can always pick up and review the reverse side of any Warrior Tile he controls; he does not have to show his opponent that side when doing so. Unless both players agree at the start of a game, a player should never pick up and review an opponent's Warrior Tiles.

 **Hint:** The opposite side of a Warrior Tile's movement grid can often be very different from the front. A player may move thinking he's safe from a tile, only to have his opponent move the tile and flip it, putting his own tiles in danger. Part of the strategy and thrill of *Jarl: The Vikings Tile Laying Game* is trying to remember all the capabilities of the opponent's Warrior Tiles, while maneuvering your own toward victory. However, for those players wishing for more ease of play, pp. 6-7 of this rules booklet show all of the Warrior Tiles for reference during game play.

PLACE A NEW WARRIOR TILE

During each player's turn, instead of moving

a Warrior Tile he controls, he may place a new Warrior Tile on the gameboard.

Draw a random Warrior Tile from the appropriate bag and place it starting side up (marked with a starting icon); if there is no Non-starting side, player chooses which side to place up, see p. 2) in any empty square that shares a side with your Jarl (sharing only a corner is not allowed); remember to place it with the correct orientation (see *Orientation*, p. 2). If the controlling player's Jarl is surrounded (either by the controlling player's or the opponent's Warrior Tiles, or the edge of the gameboard), a new Warrior Tile may not be placed; a player must instead move a tile already on the gameboard (see p. 3).

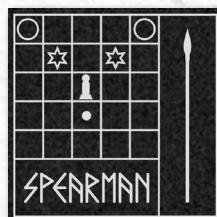
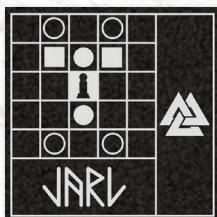
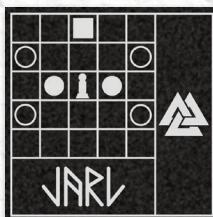
Once a tile is removed from the bag, it must be placed on the board, even if it is automatically in danger of being captured next turn.

If a player's bag runs out of Warrior Tiles, that player can no longer place new tiles during this game; the player must move a tile every turn.

WINNING THE GAME

The game is won as soon as a player captures the opponent's Jarl Tile. (If a player on their turn cannot move any tiles or place any new tiles, they automatically lose the game.)

WARRIOR TILES





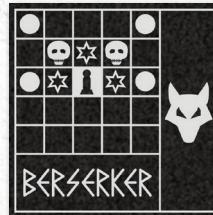
VNA



VNA



BERSERKER



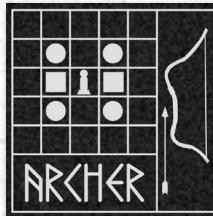
BERSERKER



SHIELD
MAIDEN



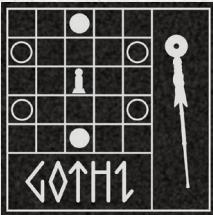
SHIELD
MAIDEN



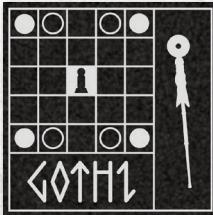
ARCHER



ARCHER



GOTHIC



GOTHIC



WARLORD



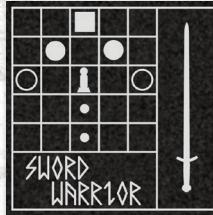
WARLORD



AXE
WARRIOR



AXE
WARRIOR



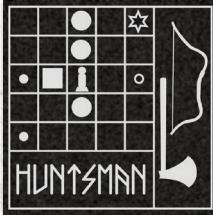
SWORD
WARRIOR



SWORD
WARRIOR



HUNTER



HUNTER



HUSCARL



HUSCARL



ULFBERHT



ULFBERHT



ERCH TURN

- **Move a Warrior Tile:** Move a Warrior Tile on the gameboard using any legal move as shown by its movement profile, flipping it over to its reverse side once the move is done (see p. 3).
- **Place a New Warrior Tile:** Pull a random Warrior Tile from the player's bag and place it on the gameboard in an unoccupied square sharing a side with the square occupied by the player's Jarl (see p. 6).



SYMBOLS



**STARTING SIDE
ICON**



**NON-STARTING
SIDE ICON**



MOVE



JUMP



STRIKE



COMMAND



DREAD



DEFENSE



**SHIELD
DEFENSE**



**NON-CAPTURE
MOVE/JUMP**

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Special Thanks

To Jeremy Holcomb for designing one of the most perfect games we've ever played.

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