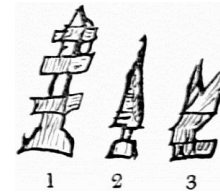
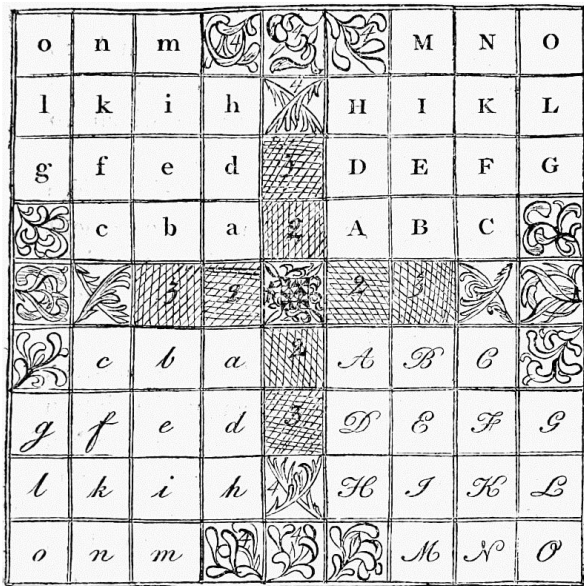


TABLUT RULES by CARTIER Nicolas



1. Starting positions:

On a board of 9×9 squares, two opposing camps: 9 black Swedes (the King on square 1 and the eight Swedes on squares 2 and 3) against 16 white Muscovites (square 4) (*law 13 and Linnaeus diagram*).

2. First move;

The Muscovites begin the game and each side plays alternately¹ (*law 8*).

3. Movements:

The pieces move in a straight line like the tower of chess (*laws 1, 7*) in all squares except the throne (*diagram 1 and O*). It is not allowed to jump over another piece (*law 2*).

4. The citadel or the throne:

Square 1 is the citadel. It is occupied by the king at the beginning of the game no one can enter or pass through during the game (*laws 2, 14*). When the King left it, he can not go back or go through, then it becomes hostile as a pawn, and participates in captures (*laws 10, 14*). To be hostile when the king occupies it, three opponents must be placed on squares 2 (*law 10*).

5. Captures:

You can capture an enemy and the king by sandwiching him between two of your pieces (*law 9*). The captured warrior is immediately removed from the board (*law 9*). A piece may safely move into an empty square between two enemy pieces without being captured (not specified). It is possible to capture two or even three warriors at the same time (according *laws 9, 10, 11*). The King can also capture enemy warriors (*law 9*).

When the king is in the throne, he can only be captured by being surrounded on all four sides (*law 10*). If the king is on a square adjoining the throne and is surrounded on three sides by his enemies and the fourth by the throne, he is captured (*law 11*).

6. The aim of the game:

The objective of the king is to reach any square of edge (*laws 3, 4, 5, 6*) and the Muscovites should stop him (*law 3*) and capture him (*law 12*).

7. If a series of moves is repeated three times, the offensive player must find an alternative move².

¹ According the *Hervarar saga og Heiðreks*

² This rule is added to deal with the possibility of a draw.