

Tablut.

1. *Arx regia. Konokis* Lappon., cui nullus succedere potest.

1. The castle of the king, *Konokis (Throne)* in Sami, where no one may land.

2 et 3. *Sveci N:r 9 cum rege et eorum loca s. stationes.*

2, 3. Nine Swedes, including the king, take their places here.

4. *Muscovitarum stationes omnes in prima aggressionem depictae.*

4. Muscovites start there aggression from these decorated squares.

O. Vacua loca occupare cuique licitum, item Regi, idem valet de locis characterisatis praeter arcem.

O. Empty squares may be occupied legally, also of the king. Also allowed are the marked [as above] squares, except for the castle.

Leges.

1. *Alla fã occupera och mutare loca per lineam rectam, non vero transversam, ut a ad c non vero a ad e.* [First portion of sentence is in Swedish.]

1. All units can occupy and move by straight line, not diagonally, as from *a* to *c*, not *a* to *e*.

2. *Nulli licitum sit locum per lineam rectam alium supersalire, occupare, ut a b ad m, alio aliquo in i constituto.*

2. It is not allowed to make a move that crosses an occupied square, as from *b* to *m*, if another piece is in *i*.

3. *Si Rex occuparet locum b et nullus in e, i et m positus esset, posit exire, nisi mox muscovite aliquod ex locis nominates occupat, et Regi exitum praecludit.*

3. If the king occupies *b*, and *e*, *i*, and *m* are empty, the king can exit [the board], unless a Muscovite manages to occupy any of the mentioned locations, and stops the kings exit.

4. *Si Rex tali modo exit, est praelium fiutum.*

4. If the king exits in such a way, the battle is ended.

5. *Si Rex in e collocaretur, nec ullus s. ejus s. hostis miles esset in fg sive i m, tum aditus non potest claudi.*

5. Is the king in *e*, conveniently, and none of his or the hostile men are in *f*, *g* or *i*, *m*, the exit cannot be blocked. [but stopped with capturing the king]

6. *Ut Rex aditum apertum vidit, clamet Raichi, si duae viae apertae sunt tuicha.*

6. If the king sees an open exit, he must say *Raichi*, if two ways are open *Tuicha*.

7. *Licitum est loca dissita occupare per lineam rectam, ut a c ad n, nullo intercludente.*

7. It is permitted to move to distant places in a straight line, as from *c* to *n*, if no piece is between.

8. Svecus et muscovite in gressibus alternant.

8. Swedes and Moscovites take alternating turns.

9. Si quis hostem 1 inter 2 sibi hostes collocare posit, est occisus et ejici debet, item Rex.

9. If one piece ends up between two hostile pieces, it is killed and must be removed, and likewise for the King.

10. Si Rex in arce 1 et hostes in 3_{bus} ex N:r 2, tum abire potest per quartum, et si ejus in 4_{to} locum occupare potest, si ita cinctus et miles in 2 collocatur, est inter regem et militem qui stat occisus, si quatuor hostes in 2, tum rex captus est.

10. If the king is in the castle 1, with enemies in three of the squares labeled 2, he can escape to the fourth. If the king is thus surrounded, and a soldier stands between the king and an enemy, it is killed. If there are enemies in all four squares labeled 2, the king is captured.

11. Si Rex in 2, tum hostes 3, sc. in a a et 3 erint, si capiatur.

11. If the king is in 2, and three enemies are in a, A, and 3, he is captured.

12. Rege capto vel intercluso finitur bellum et victor retinet svecos, devictus muscovitas et ludus incipiatur.

12. If the king is captured or escapes, the war is finished, and the victor takes the Swedes, the loser the Moscovites, and the game begins [anew].

13. Muscovitae sine rege erint, suntque 16 in 4 phalangibus disponendis.

13. The Moscovites group without a king, and there are 16 arranged in 4 phalanges.

14. Arx potest intercludere, aequae ac trio, ut si miles in 2 et hostis in 3 est, occidat.

14. The castle can block [movement], as well as act as a third piece [in capture], such that if a soldier is in 2 and an enemy in 3, the soldier is killed.