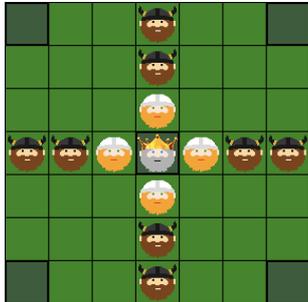
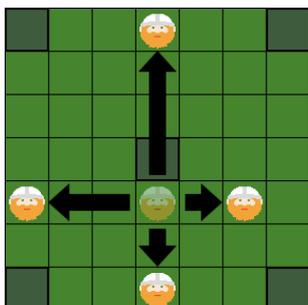


World Tafl Federation Brandubh rules

1. The game is played between two players. The first one plays white: an Irish king (called branan) and his four defending princes. The second player plays black: the eight Viking invaders.
2. The game is played on a board of seven squares out of seven. The starting layout is as follows:



3. The central square - called throne - is restricted, which means that it can only be occupied by the king. When the king is not on it, all the pieces can pass through the throne, but never stop there. In some cases the throne is hostile, which means that it can replace one of the two pieces involved in a capture. The throne is never hostile to the king, always hostile to the attackers, and only hostile to the defenders when the king is not occupying it. The four corners of the board (the provinces) are always restricted and hostile to both sides, including the king.
4. The Viking invaders (black) move first, then the game alternates. All pieces may move any number of empty squares, vertically or horizontally, like a rook in chess:



5. All pieces (except the king on his throne) are captured when they are pinned vertically or horizontally between two enemy pieces or between an enemy piece and a hostile square:



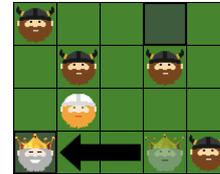
It is possible to capture several pieces (up to three) in a single move:



Any piece can be used to capture an opponent, even the king.

A piece is captured only if the pincers are closed by a move of the opponent. It is thus allowed to move between two enemy pieces (or a piece and a hostile square).

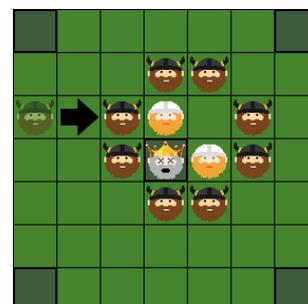
6. The goal for defenders is to bring their king to one of the four Irish provinces (corners) to escape:



7. Blacks win if they manage to capture the king before he escapes. The king is captured like all other pieces, except when he is on the throne. To capture the king on his throne, the attackers must surround the throne by standing on the four cardinal points. Everywhere else on the board the king is captured as a normal piece:



Viking invaders also win if they encircle the king and all his remaining defenders (without using the edges) because they have prevented the king from escaping:



8. Perpetual repetitions are forbidden: a player who repeats a move on the board must change moves to break this repetition. If a situation is repeated for the third time in a row, the player who had the choice of repeating this pattern (almost always the white player) loses the game.
9. A player who can no longer move loses the game.
10. A full game is played in two sets. In the second set, players must change sides. The winner is the one who has two wins or the one who has won his set with the fewest moves.