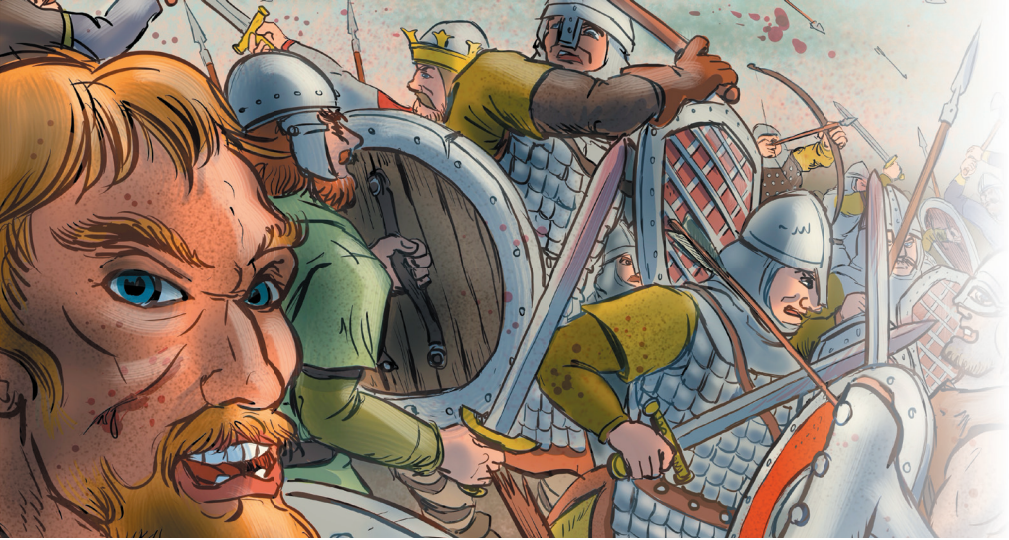
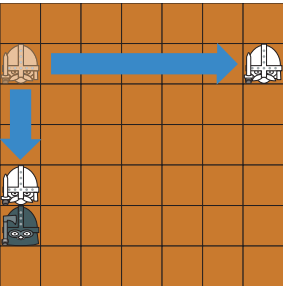


TYR - a new Tafl-based game variant...
The 'TYR' tafl variant is written down by member Luk Martens (alias 'MasterLuke'). He has a strong intrest in the larger variants like Alea Evangelii but found they are way too slow-paced and can become tedious while the game is evolving. Therefore he set up this game, combining different elements from the existing variants.



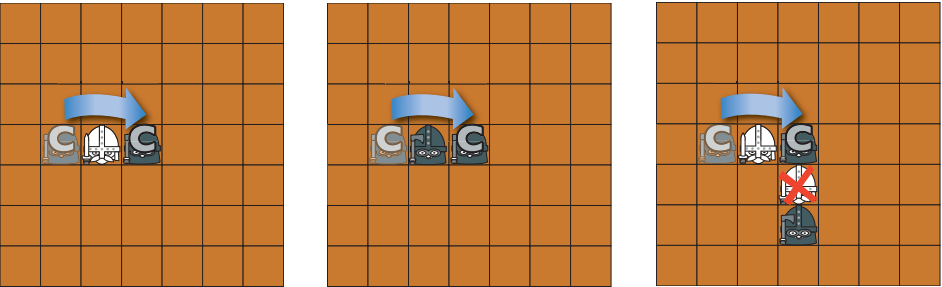
Objective
The dark pieces (attackers) lay seige, their goal, to capture the king.
The light pieces (defenders) must break the seige and get their king to safety.

- 1. Set up**
See diagram above. There are twice as many attackers as defenders (not counting the king).
- 2. Start**
The attackers' side moves first, the players then take turns.
- 3. Movement**
3a: Regular move:
All pieces move any number of vacant squares along a row or a column, like a rook in chess.



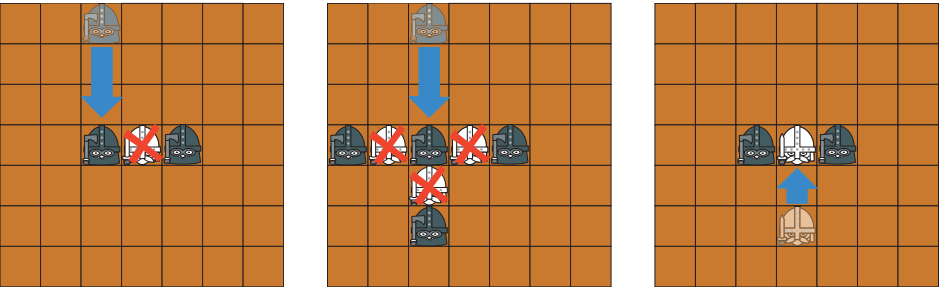
Moving a piece.

3b: Jump:
Besides the ordinary way of moving, the commanders (marked with a 'C') may also make a short orthogonal jump over any regular piece - friendly or enemy, landing on an empty square beyond. They do not capture by this maneuver, unless they trap an enemy piece between themselves and one of their own men (see below). It is not allowed to jump over the king or other commanders.



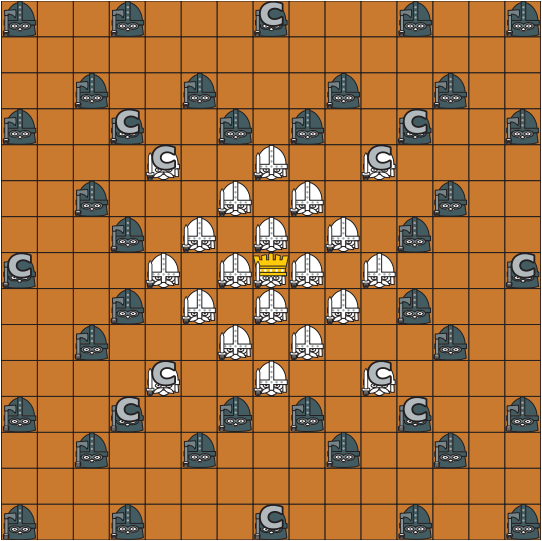
Jumping over an enemy piece. Jumping over a friendly piece. Jumping and capture.

- 4. Capture**
All pieces are captured if sandwiched between two enemy pieces. The two enemy pieces should be on the square above and below or on the squares left and right of the attacked piece, i.e. not diagonally. Multiple captures (2 or 3) are possible.
A piece is only captured if the trap is closed by the aggressor's move, it is therefore permitted to move in between two enemy pieces. The king may take part in captures.



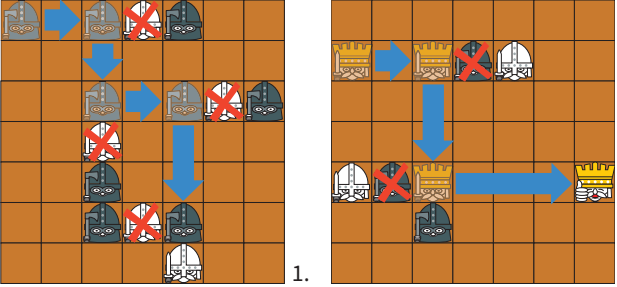
Capture of a piece. Capture of multiple pieces. The piece is not captured.

Like in Historical games, the king is armed but 'weak', i.e. captured from two sides. Edge escape applies. There is no throne, similar to Simple Tafl or the Sea Battle variants. The Berserk rule and Commanders are adopted from Berserk Hnefatafl. This results in an action-filled 'slasher'-type game in which casualties will fall quickly!...



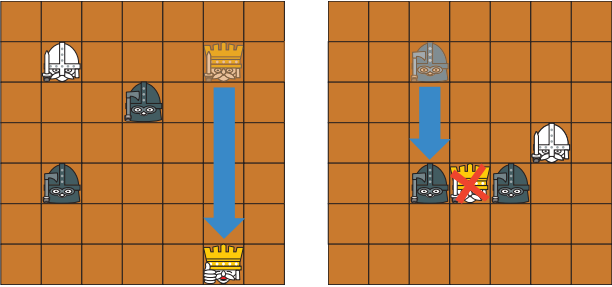
Starting positions of the pieces.

- 5. The Berserk Rule**
When a piece makes a capture, the player may continue to move the same piece as long as he makes captures with it. The king can also make a berserk 'hit-and-run' and win the game in one turn, if he reaches the edge of the game board in the last part of his maneuver.



- 1. Capturing multiple pieces sequentially in one turn;
- 2. King winning the game after a berserk move;

- 6. Winning**
If the king reaches the edge the king has escaped and his side wins.
The attackers win if they can capture the king. The king is captured like all other pieces.



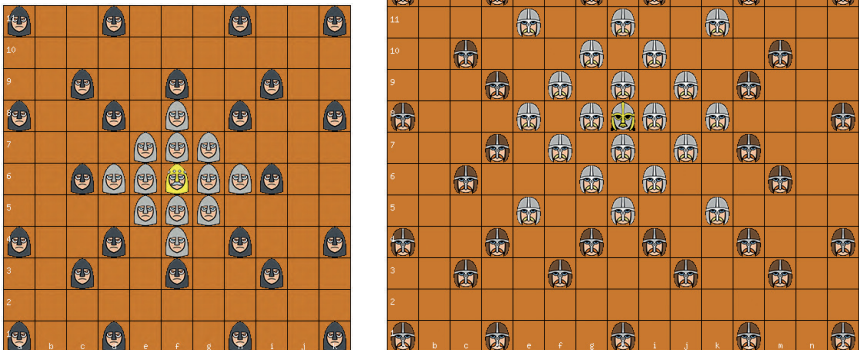
The king wins.

The attackers win.

- 7. Additional rules**
 - Perpetual repetitions are forbidden. The games archive proves that all former repetitions were caused by white, so black will automatically win. It is allowed to make the same move only twice over and again.
 - Also, if a player cannot move, he loses the game.
- 8. Draw**
If it is not possible to end the game, fx. because both sides have too few pieces left, it is a draw.

Simple Tyr
There is also a simplified version called 'Simple Tyr', available on format 11 x 11 and 15 x 15, without Commanders thus omitting rule 3b.

Have fun and shout 'TYR'
(old Norse god of war) while attacking!



Simple Tyr on 11 x 11 and 15 x 15 format (each variant features unique pieces design).