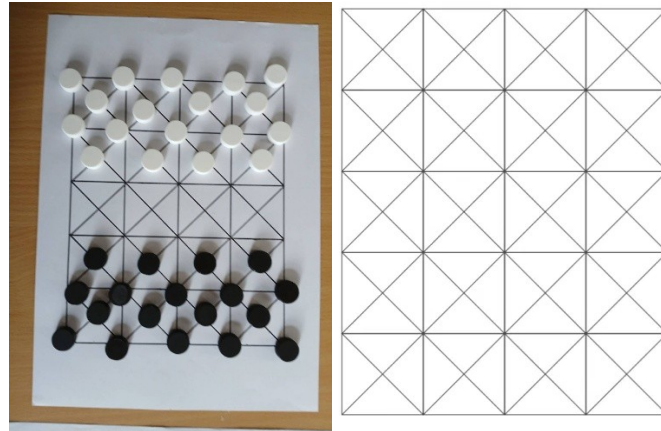


Rules of DabloDame



DabloDame is an abstract strategy game for two players invented by Peter Michaelsen in April 2026. It is inspired by African **Kharbaga** from Mauretania and by South Sámi/North Swedish war **Dablo** games, using the same board pattern and way of capturing enemy pieces (in all 8 directions). Compared to Kharbaga, DabloDame is played on a slightly longer board with 50 points of intersection instead of 41, and with only 2x18 pieces instead of 2x20. The Dablo variant “Tärnspele” (Square Game) played in Fatmomakke, Åsele Lappmark, North Sweden, was played on the same board as Kharbaga, but with 2x18 pieces like in DabloDame. Unlike most other dablo variants Tärnspele was played without royal pieces (kings or kings and princes) in the initial position. In Bäsksjö, also in Åsele Lappmark, larger boards were used, in which 2x28 game pieces were used on a board with 72 points of intersection. An even larger board from the same place, with 2x44 pieces on a 94 points board has been preserved at Nordiska Museet, Stockholm.

To speed up this traditional Sámi/North Swedish game, two additional rules are introduced: 1) mandatory captures, 2) promotion of pieces to long kings when reaching and staying on the last row.

The so-called 9x7 or 6x5+ board, consisting of 20 squares, each being divided into four triangles, has become quite popular in Dablo competitions recently.

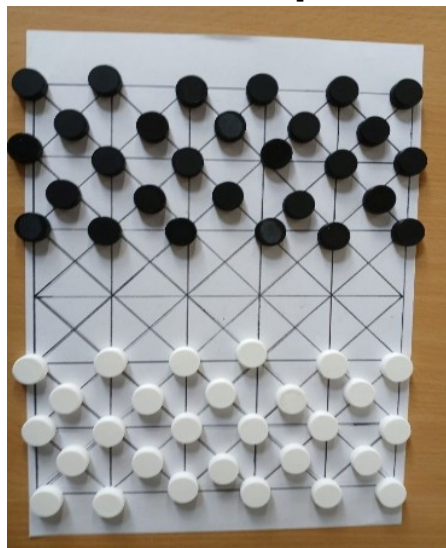
Rules:

- The player with the lighter pieces moves first. Afterwards turns alternate.
- The pieces, called *men* (or pawns/soldiers/warriors) can only move to an adjacent point of intersection, either straight ahead or diagonally.
- When a man reaches the last row on the opposite side of the board, it is *crowned*, or promoted, to a king. However, if a man reaches the last row while jumping and can jump more pieces backwards, it does not promote and continues jumping as a man. A king can move in all eight directions to any open point of intersection within line of sight (i.e. not being blocked by a man or king), like a queen in chess.
- Capturing involves jumping over enemy pieces and removing them from the board. A man may capture an adjacent enemy piece in all eight directions, by a jump to an empty point of intersection directly beyond the captured piece. If a jump is possible, it must be done, even if doing so incurs a disadvantage.
- A king may capture an enemy piece by a short or long jump from any distance away to any empty point of intersection opposite the captured piece, so long as there is no other piece obstructing the path of the king.
- Multiple successive captures in a single turn must be made if, after each jump, there is an unoccupied point of intersection immediately beyond another enemy piece. The active player must play with the piece that can capture the maximum number of pieces.
- A jumped piece is removed from the board at the end of the turn. For a multi-jump move, captured pieces are not removed during the move; they are removed only after the entire multi-jump move is complete.
- The same piece may not be jumped more than once.
- A player with no valid move remaining loses. This occurs if the player has no pieces left, or if all the player's pieces are obstructed from moving by opponent pieces.
- A game is a draw if neither player can win the game.

- A game is considered a draw when the same position is repeated three times by the same player (not necessarily consecutively).

GRAND DABLODAME

Grand DabloDame is a larger version of Dableo, played with the same rules, but with 2x28 pieces on a board with 72 points of intersection, a so-called 13x11 or 7x6+ board, consisting of 30 squares, each being crossed by two diagonals. This board was often used for **Dablo** or **Tärnspe**l in Northern Sweden.



SUPER DABLODAME

Super DabloDame is the largest version of DabloDame, also played with the same rules, but using a so-called 17x11 or 9x6+ board, consisting of 40 squares, each being crossed by two diagonals. 2x44 pieces are used on this board with 94 points of intersections, like in the largest known traditional variant of South Sámi/North Swedish Dablo/Tärnspe

