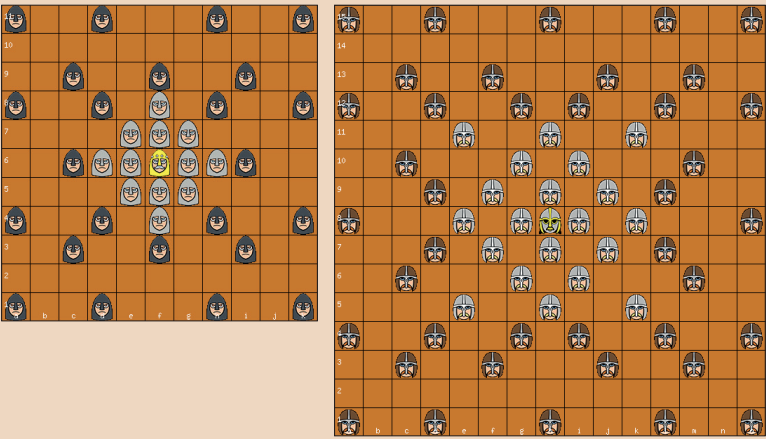


TYR - ODIN Tafl game variants

The rules of 'TYR' and 'ODIN' game variants are written down by member Luk Martens (alias 'MasterLuke'). He has a strong interest in the larger variants like Alea Evangelii but found they are slow-paced and can become tedious while the game is evolving. Therefore he set up these games, combining different elements from the existing variants. Like in historical games, the king is armed but 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. The main difference of these variants compared to Historical or Copenhagen hnefatafl is the special starting position of the pieces, scattered around the board (11 x 11, 15 x 15 or 17 x 17). Rather than simulating a siege of a fortress with a throne, this situation recalls a small but loyal group of viking warriors who defend their king and are being surrounded by a larger group of attackers, in the middle of a battlefield. 'ODIN' Tafl is essentially the same as 'TYR' Tafl - with extra pieces added.



RULES 'TYR' Variant

Objective

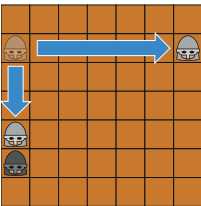
The king and his men (light pieces) are surrounded by the attackers (dark pieces) which are twice in number. The attackers' goal is to kill the king. The king must escape to the edge of the game board.

1. Start

The attackers' side moves first, the players then take turns.

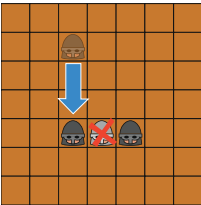
2. Movement

All pieces move any number of vacant squares along a row or a column, like a rook in chess.

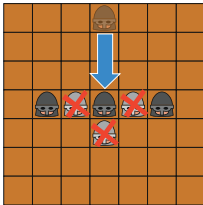


3. Capture

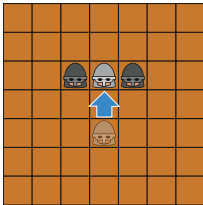
All pieces are captured if sandwiched between two enemy pieces. The two enemy pieces should be on the square above and below or on the squares left and right of the attacked piece, i.e. not diagonally. Multiple captures (2 or 3) are possible. A piece is only captured if the trap is closed by the aggressor's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



Capture of a piece.



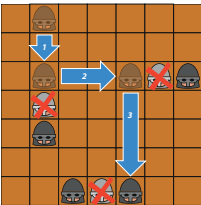
Capture of multiple pieces.



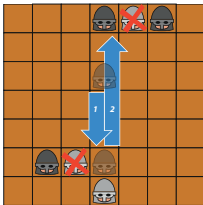
The piece is not captured.

4. The Berserk Rule

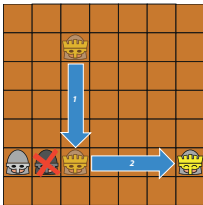
When a piece makes a capture, the player may continue to move the same piece as long as he makes captures with it. The king can also make a berserk 'hit-and-run' and win the game in one turn, if he reaches the edge of the game board in the last part of his maneuver.



1. Capturing multiple pieces sequentially in one turn; while changing directions;



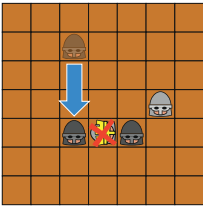
2. Capturing multiple pieces sequentially in one turn, making a reverse movement;



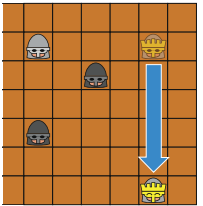
3. King winning the game after a berserk move

5. Winning

The attackers win if they can capture the king, like all other pieces. If the king reaches any edge of the board he has escaped and wins.



The attackers win.



The king wins.

Additional rule

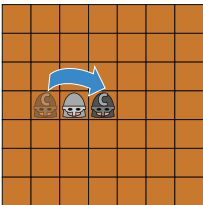
Perpetual repetitions are forbidden.

EXTRA PIECES/RULES 'ODIN' Variant

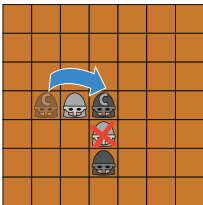
Same rules as Tyr apply, but these additional pieces with their specific movements and characteristics make for a slightly more sophisticated and strategic game variant.

A. Commanders' Jump

Besides the usual way of moving, the commanders (marked with a 'C') may also make a short orthogonal jump over any regular enemy piece 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.



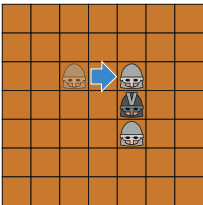
Jumping over an enemy piece.



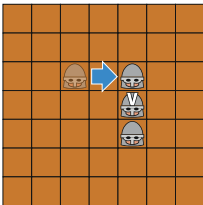
Jumping and capture.

B. V-men

When a V-man is captured, he is NOT removed from the board, but he changes color! That means he simply switches sides from the moment he is enclosed. He can be turned over and over again during the game.



Enclosing a V-man



The V-man changes color