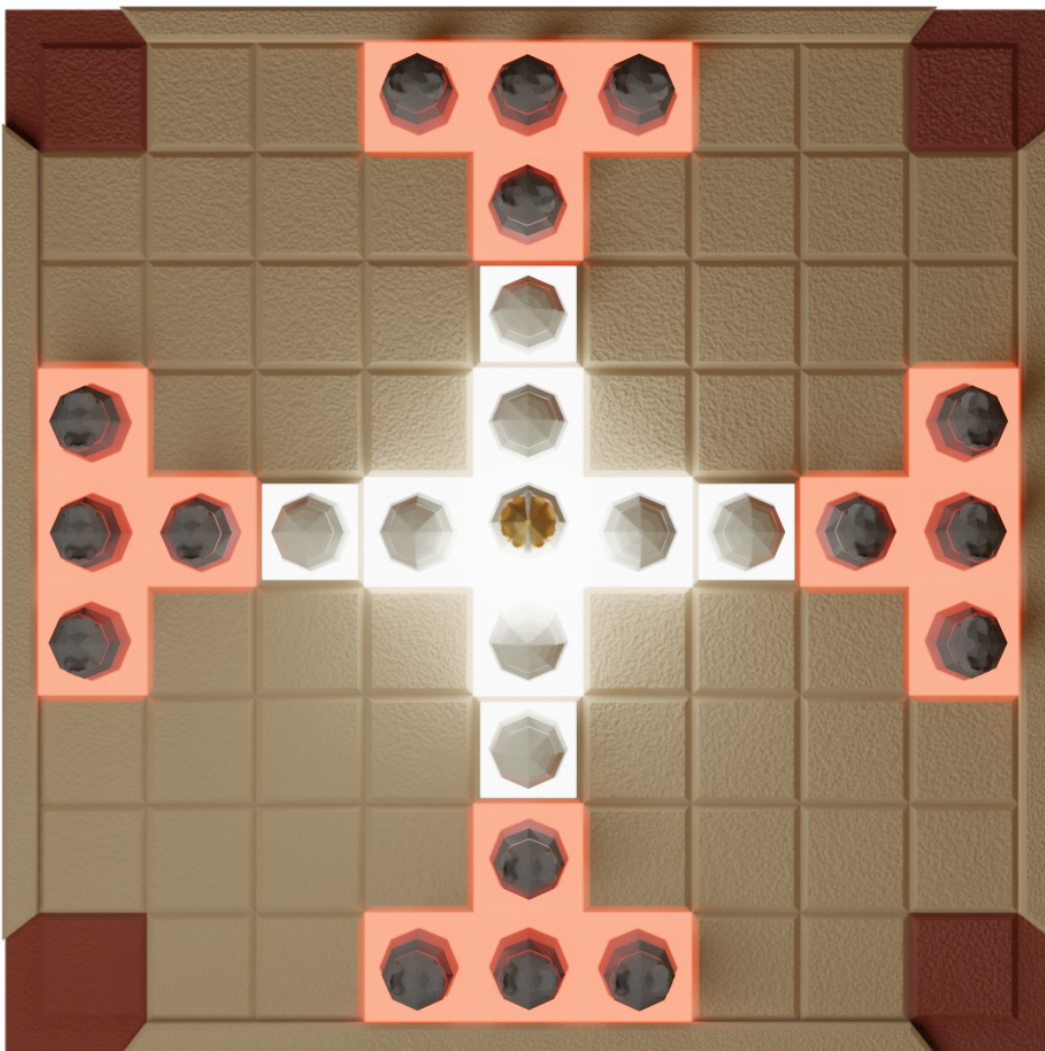


Rules:

Tablut is played on a board consisting of a 9x9 grid. The defending player has a king along with 8 faithful defenders, the attacking player has a horde of 16 warriors. The aim of the game for the defenders is to allow the king to escape to one of the 4 corner squares. The aim of the attackers is to capture the king before he can escape.

The board is set up in the formation shown below:



- 1.The attacking player moves first
- 2.Each player takes it in turns to move. One piece can be moved as far as desired along a row or column (similar to how a rook moves in chess)
- 3.Pieces may not jump over another piece and can not occupy the same square as another piece. A piece is safe to move to a square inbetween two enemy pieces without being captured.
- 4.You can capture an enemy piece by surrounding it on two opposite sides along a row or column with your own pieces.
- 5.Only the King piece is allowed on the centre square (The Throne). Once the king is moved from the centre piece even he can not return. A throne piece is placed in the centre to indicate this.
- 6.Any piece may land on the four corner squares
- 7.A piece is captured by surrounding it on two opposite sides along a row or column with your own pieces.
- 8.The walls can be used by any player to capture a piece that is next to it so long as the attacking piece is moving in the direction of the wall. The centre square can be used to capture an enemy piece. The corner squares can also be used to aid in capture.
- 9.When the king is on the Throne, he must be surrounded by 4 sides by the attackers to be captured. If the king is beside the throne, on any of the raised squares, he must be surrounded on the remaining 3 sides. Appart from this the king can be captured on 2 sides just like any other piece.
- 10.It is possible to capture more than one enemy piece at once.