

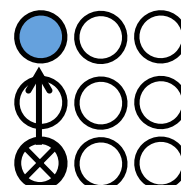
TABLUT

A strategy game for two players, ages 10 and up.

Playing time: can take up to 30 minutes

Contents of the game:

- Wooden game board (in this game only the middle red dot on the board has a meaning)
- 8 light balls
- 16 dark balls
- 1 joker (the King)



King arrive to one of the corners. white player wins.

Object:

The player who uses the light pieces needs to get the King (the joker piece, in the diagrams is indicated with an X) to one of the board's corners (in the diagrams indicated by a blue dot).

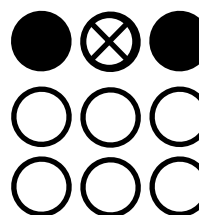
The light pieces are called "Defenders".

The player who uses the dark pieces needs to capture the King before he escapes to the corner.

This can be done in two ways:

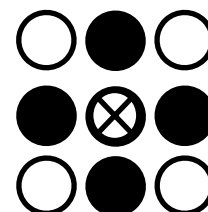
1. The easier version is by blocking the King between two of the dark pieces. This can be done anywhere on the board except for in the "palace".
2. The harder version is by blocking the King in between four black pieces. This can be done anywhere on the board including the palace.

Sketch #1



Black attack the King on both sides. Black player wins.

Sketch #2



Black attack King on four sides. Black player wins.

The dark pieces are called "Attackers".

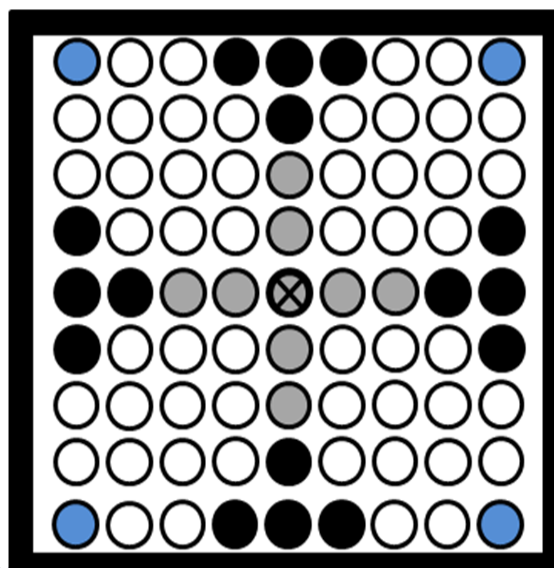
Preparations:

The pieces need to be placed on the board according to the diagram below.

The players decide who will be the Defender and who will be the Attacker.

The player who goes first is the one who is playing with the Defenders.

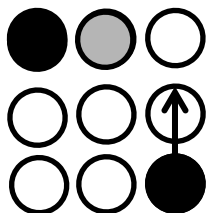
In the beginning of the game the king is in the palace. (the palace is the red dot in the center of the board)



Playing the game:

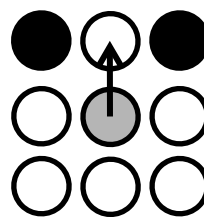
Each player, in his turn, chooses one piece to move with. You may move as many steps as you want in a straight line (vertical or horizontal) as long as you are not leaping over another piece.

The palace (the red dot in the center of the board) is a protected spot. Once the King steps out of it, no one, not even the king himself, can step in that spot.



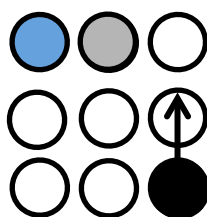
*Black attack white.
white Player leave
the game.*

If a player blocks his opponents' piece between two of his pieces, the piece that was blocked is removed from the game.



*White ball
safe.*

If a player blocks himself between two of his opponents' pieces his piece is protected. You cannot block diagonally.



*Black attack white.
white player leave
the game.*

Only the King is allowed to step into the corners of the board. But they are still considered the dark pieces territory. If a light piece is standing next to a corner, the dark piece can move into the slot next to it and block him even though he is only using one piece to make the block. The corner square acts as the second capturing piece.

The King is harder to capture because opposing pieces (Attackers) must surround him on all four sides or, if the King is at the edge of the board, on the 3 sides available. If this is achieved, the Attackers win the game.

Only the King is allowed into the corner squares – and, of course, with such a move the game is won by the Defenders.

You may not threaten the King in the same way more than twice consecutively. If you use the threat a third time (in a row) the move is no longer threatening and you will not be able to use that move in order to win.

This rule was made to make sure the game doesn't become repetitive and get stuck. Now you must use creative ways to try and win.

Good Luck!

תורה GAYA
The Art of Thinking

Tov Shop