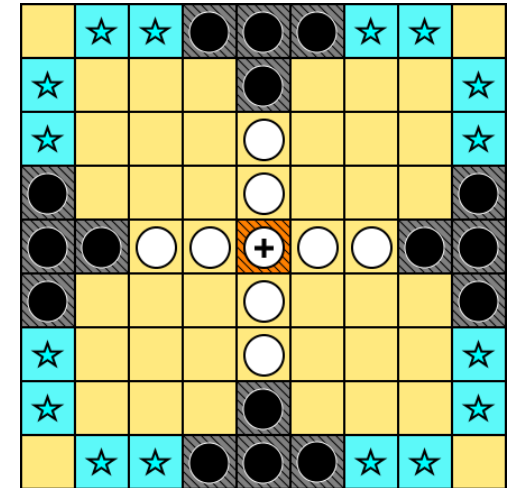


Tablut – game overview

- Game board: grid of 9x9 squares
- Two players alternate in moving their checkers:
attacker (Black) and **defender** (White)
 - White: 8 «Soldier» checkers and 1 «King» checker
 - Black: 16 «Soldier» checkers
- Checkers move orthogonally (like the Tower in chess)
 - Any amount of squares
 - Can't pass on or over other checkers or obstacles
- A checker is "captured" (and removed from the game) if it is surrounded by opponent's checkers on 2 opposite sides
- Aim of the white: make the King flee, reaching the side of the chessboard (any of the "escape tiles")
- Aim of the black: capture the King



Tablut – Game rules (Ashton rules) (1/5)



Castle



Camps



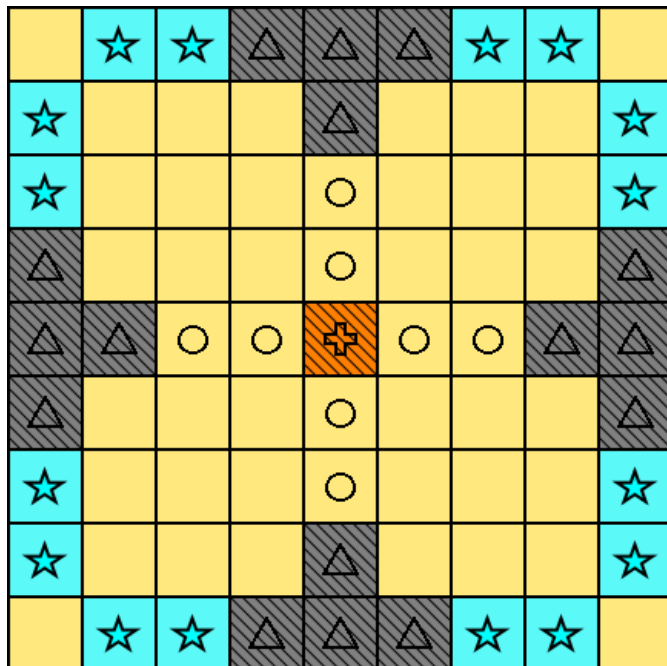
Escapes



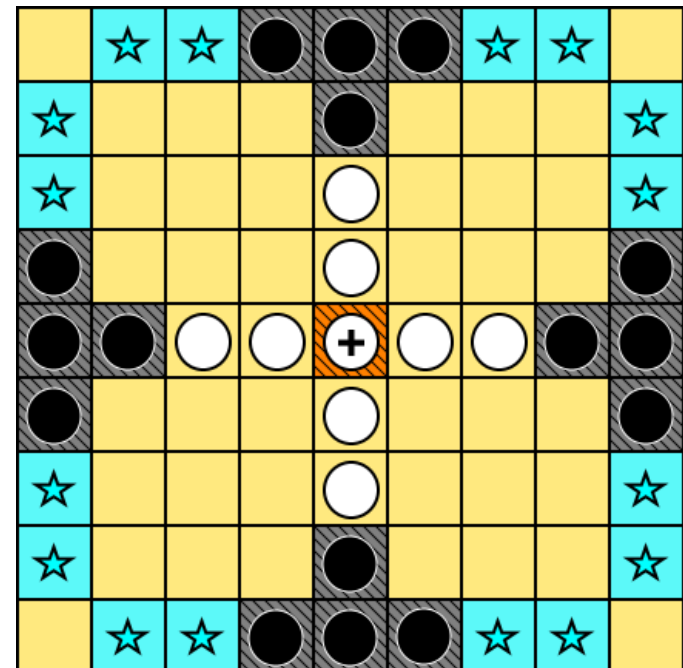
Soldiers



King



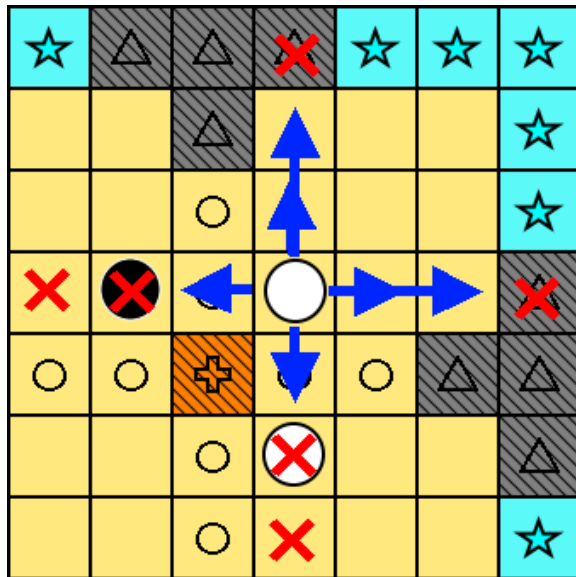
Game board



Initial position of the checkers

Tablut – Game rules (Ashton rules) (2/5)

- **Checkers movements:** orthogonal (up, down, left, right)
 - There is no limit in the number of cells that can be crossed
 - It is not possible to cross or end the movement on cells with Checkers, on the Castle, or on Camp cells
 - Exception! The black checkers can move in the cells of their starting Camp until they leave it. After that, they can't go back in.



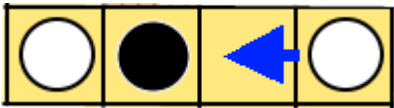
Blue arrows are legit moves for the white checker

Red X are illegal moves due to:

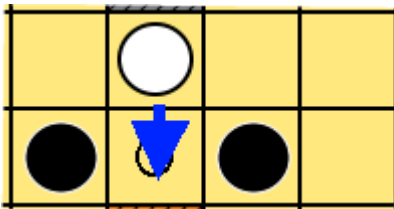
- presence of other checkers
- presence of camps

Tablut – Game rules (Ashton rules) (3/5)

- **Capture:** a Checker is captured if the opponent surrounds it with two checkers on opposite sides
 - It is possible to capture more Checkers at once
 - The capture must be "active": if a Checker place itself in a surrounded position it is NOT considered captured



The white, by moving the checker, will capture the Black checker

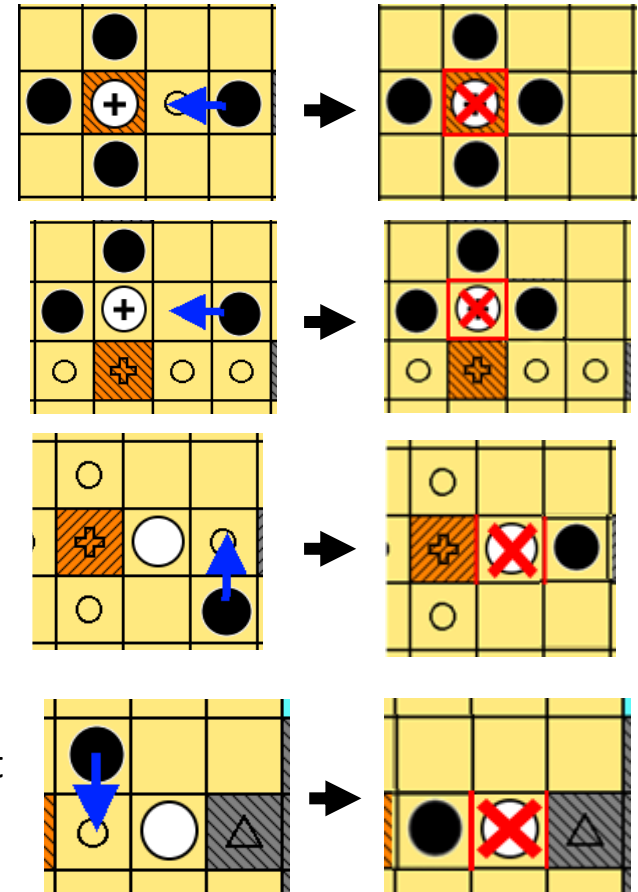


The white checker is NOT captured, since there is no "active" capture

Tablut – Game rules (Ashton rules) (4/5)

- **Special cases of capture**

- If the King is in the Castle, it must be surrounded on all the 4 sides
- If the King is adjacent to the Castle, it must be surround on all the three free sides
- If a Soldier is adjacent to the castle, it is sufficient to surround it with a checker on the opposite side of the Castle: the Castle acts as a «barrier». It doesn't matter if the King is in the Castle or not.
- If a Checker (King or Soldier) is adjacent to a Camp, it is sufficient to surround it with a checker on the opposite side of the Camp: the Camps acts as a "barrier". It doesn't matter if the camp is occupied by a Checker or not



Tablut – Game rules (Ashton rules) (5/5)

- Start of the game: White moves first
- **End of the game:**
 - The King reaches an Escape tile: White wins
 - The King is captured: Black wins
 - A player can't move any checker in any direction: that player loses
 - The same "state" of the game is reached twice: draw