

Joining the Game

When Vassal loads, choose the Tafl 2.0 and open the file. At the start screen, choose to join as an observer.

Beginning the Game

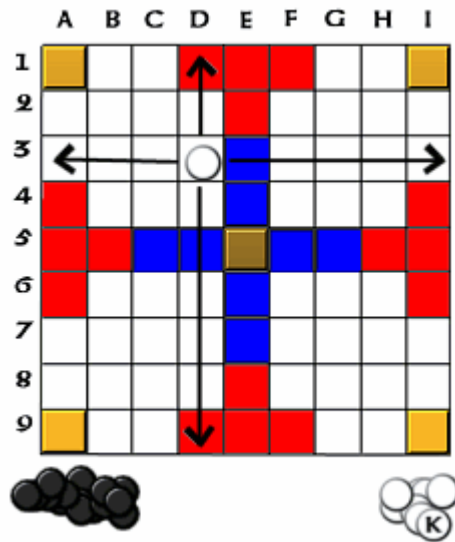
The Game starts after lots are drawn to see who moves first. Each player clicks the dice button and the result will post in the action window. The winner chooses sides and will go first. Each player then clicks the Surrender button and chooses to join the other side. From the drop down window, a side is chosen.

The Initial Set Up

The number of Invaders and Defenders will vary on the board size and layout. The Invader pieces are identical and all the Defender pieces are identical except for one piece which is the king. There are four Gate squares and the Throne. The four corner squares are Gates and the middle square is the Throne. The squares on which the pieces start the game are shaded. The darker squares are where the Invader pieces start and the lighter squares are where the Defender pieces start with the king occupying the Throne square. Traditionally the Invader pieces were called the Wendol and the Defender pieces were called the Vikings.

Moving Pieces

- * Each piece moves like the rook in chess, i.e. able to move any number of squares horizontally or vertically as long as there is no piece blocking the path.
- * No piece may move over another piece.
- * Each player moves one piece per turn.

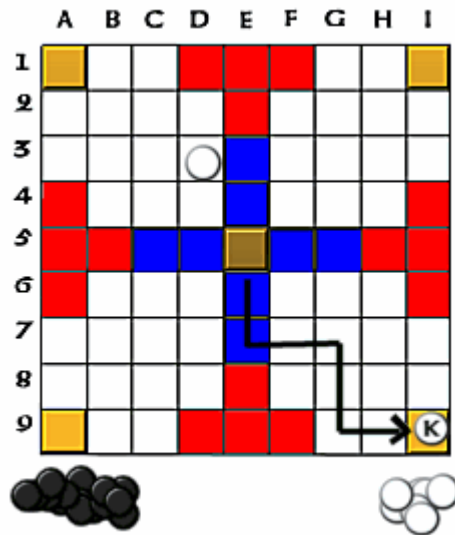


Moving and the Gate Squares

No piece may move to the Gate squares except for the king. Any piece may move through the Throne square but may not stop there. Once the King leaves the Throne, he cannot return to it.

Object of the Game

The object of the game is different depending on which side the player takes. If you are playing the Vikings (Defender pieces) your object is for your king to escape to one of the 4 Gate corner squares. If the Viking king reaches any of the four corner Gate squares the game is over. If the Viking king is captured the game is over.

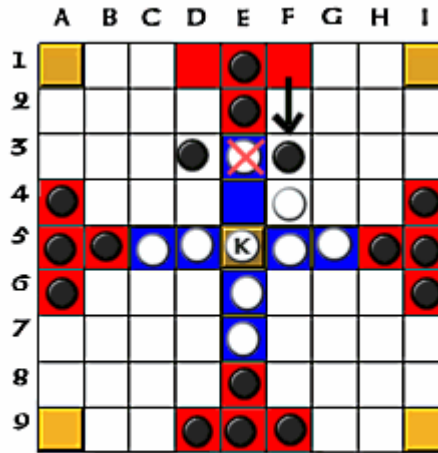


If you are playing the Wendol (Invader pieces) your object is to prevent the Viking king's escape and capture him.

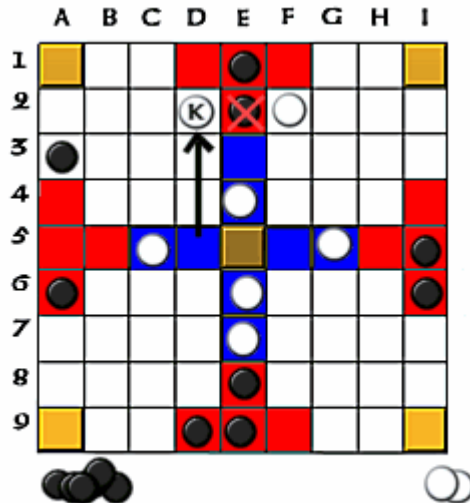
Capturing

Pieces are captured by surrounding a piece on two sides either horizontally or vertically by two opposing pieces. The following are examples of a capture.

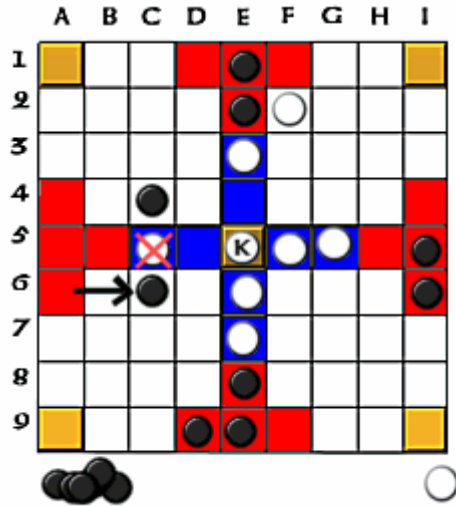
Invader moves from f1 to f3 and captures Defender.



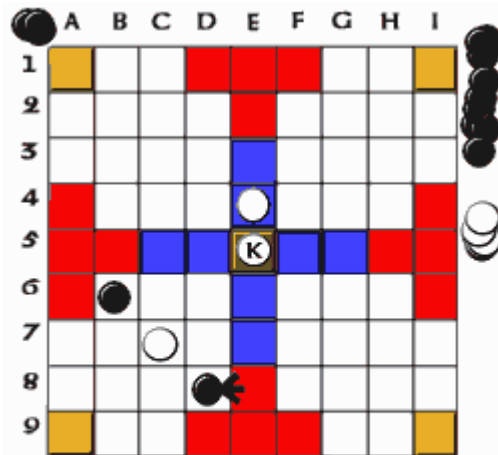
King moves from d5 to d2 to capture Invader.

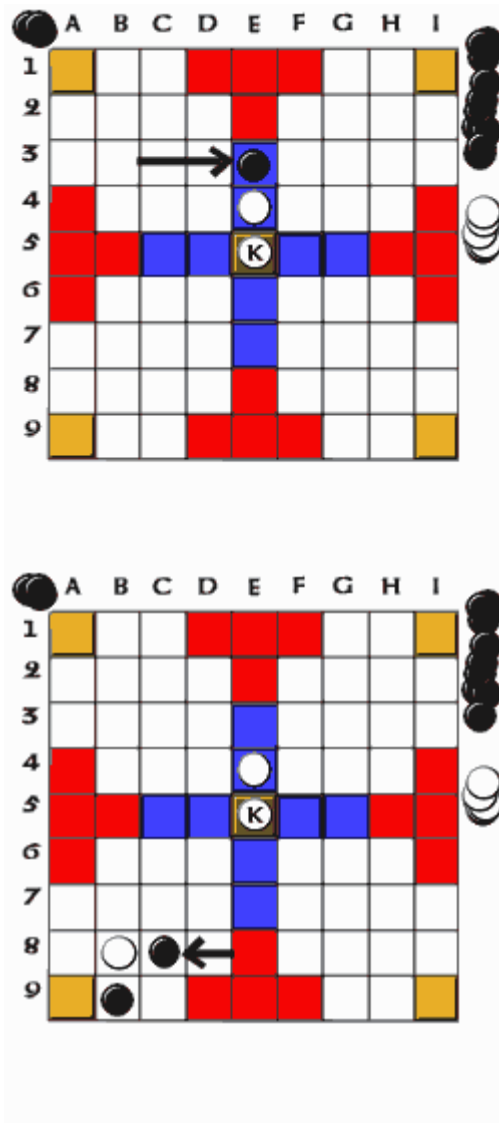


Invader moves from a6 to c6 and captures Defender.

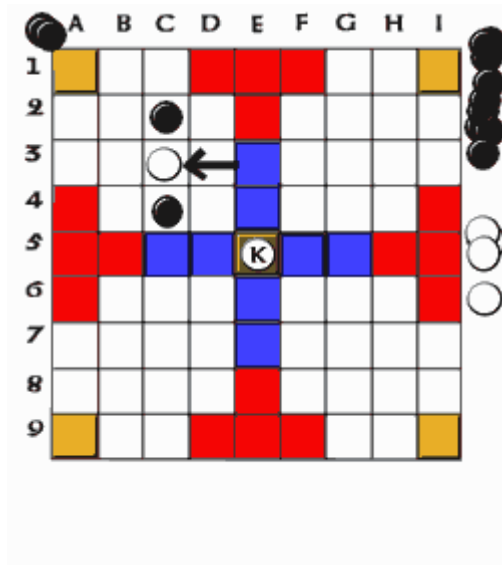


Surrounding a piece on two sides diagonally does not capture it. The following moves are **not** a capture.



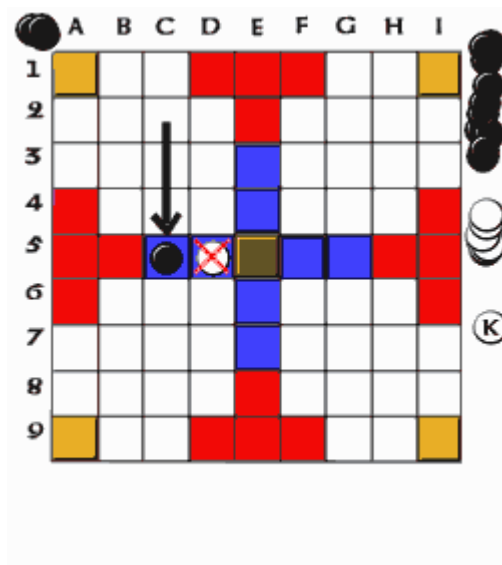


A piece may move between two other pieces without being captured. The following is not a capture. However if Invader moved from c2 to c1 then back to c2 again and the Defender piece was still there then that would be a capture.



Using the Gate squares to capture

You can use the Gate squares to capture. Since the Gate squares cannot be entered except by the king they act as piece for the purposes of a capture. For example if you have a Viking piece next to a Gate square and a Russian piece moved on the other side of the Viking horizontally or vertically then the Russian piece would capture the Viking.



However, in the example above, if the king occupied the middle Gate square then Invader would not have captured Defender.

Defender moves from e3 to a3 using the Gate square to capture Invader.

