



RULES

Your fort is surrounded, and blood-thirsty Viking warriors are approaching your walls, pounding their shields, ready to overthrow your king. Even though the attacking force has the upper hand, the future is not written in the stars. Get ready for a battle, where the best tactician wins. TAFL KING is an ancient Viking strategy game for two players, one playing as the attacker, the other as the defender. Each player has their strengths and weaknesses, but a skilled player can use them to their advantage. Too much confidence spells disaster on the battle field, and the fight isn't over until the king is safe – or overthrown.

TAFL KING is an authentic Viking game that is mentioned in several Viking sagas. The game's status is evident in how often it has been discovered in various Viking graves among other important items, such as weapons and jewellery. You are holding in your hands a genuine "Viking Chess" game, respectfully designed and made – a fast-paced strategy game that has been played by even the fiercest Vikings.

AIM OF THE GAME

In TAFL KING the black soldiers attack, while the white soldiers defend the king. The black soldiers try to win by moving in, and beating the king by surrounding him from four directions. The white soldiers seek victory by trying to move the king to safety, to the fortress spaces in the corners of the gameboard.

STARTING FORMATION

The black soldiers (24 pcs) are arranged in an attacking formation, in the spaces on the sides of the game board.

The white soldiers (12 pcs) are arranged in a defensive formation in the white spaces in the centre of the game board. The King stands in the fortress space, marked with an X, in the middle of the game board (Picture 1).

STARTING THE GAME et MOVING THE SOLDIERS AND THE KING

The one playing with black soldiers starts, and then the players take turns.

The soldiers and King are moved the desired number of steps along the vacant spaces on the game board forwards. They can move backwards, left or right, but not diagonally or over other soldiers.

The soldiers cannot move into the fortress spaces in the centre of the game board, or the corners of the game board, or to move over the fortress space in the centre.

The movement of the soldier or King is over when the player's fingers let go of the soldier. The movement is then complete, and it cannot be changed or cancelled.

BATTLES AND BEATING THE SOLDIERS

The soldiers are beaten out of the game with attacking dominance, or by pushing them against a fortress space.

The attacking dominance is created by surrounding the enemy from two directions (Picture 2). The King can participate in the battle in the same way (Picture 3).

It is possible to beat more than one soldier with a single attacking move, if the opponent's soldiers are surrounded between e.g. a soldier and the fortress space (Picture 4).

The attacking soldier has the advantage, and it cannot be beaten during its own movement, while moving between two opponents (Picture 5).


BEATING THE KING

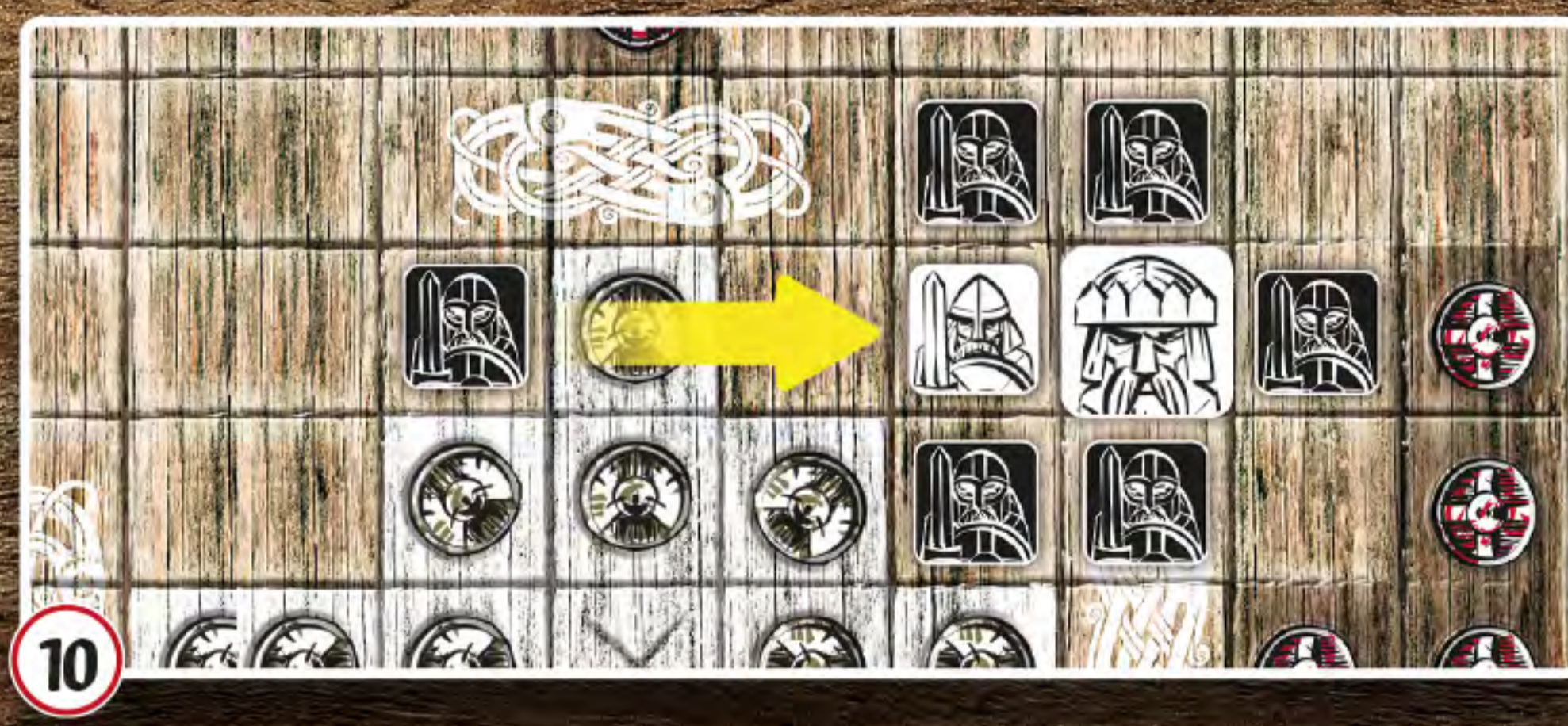
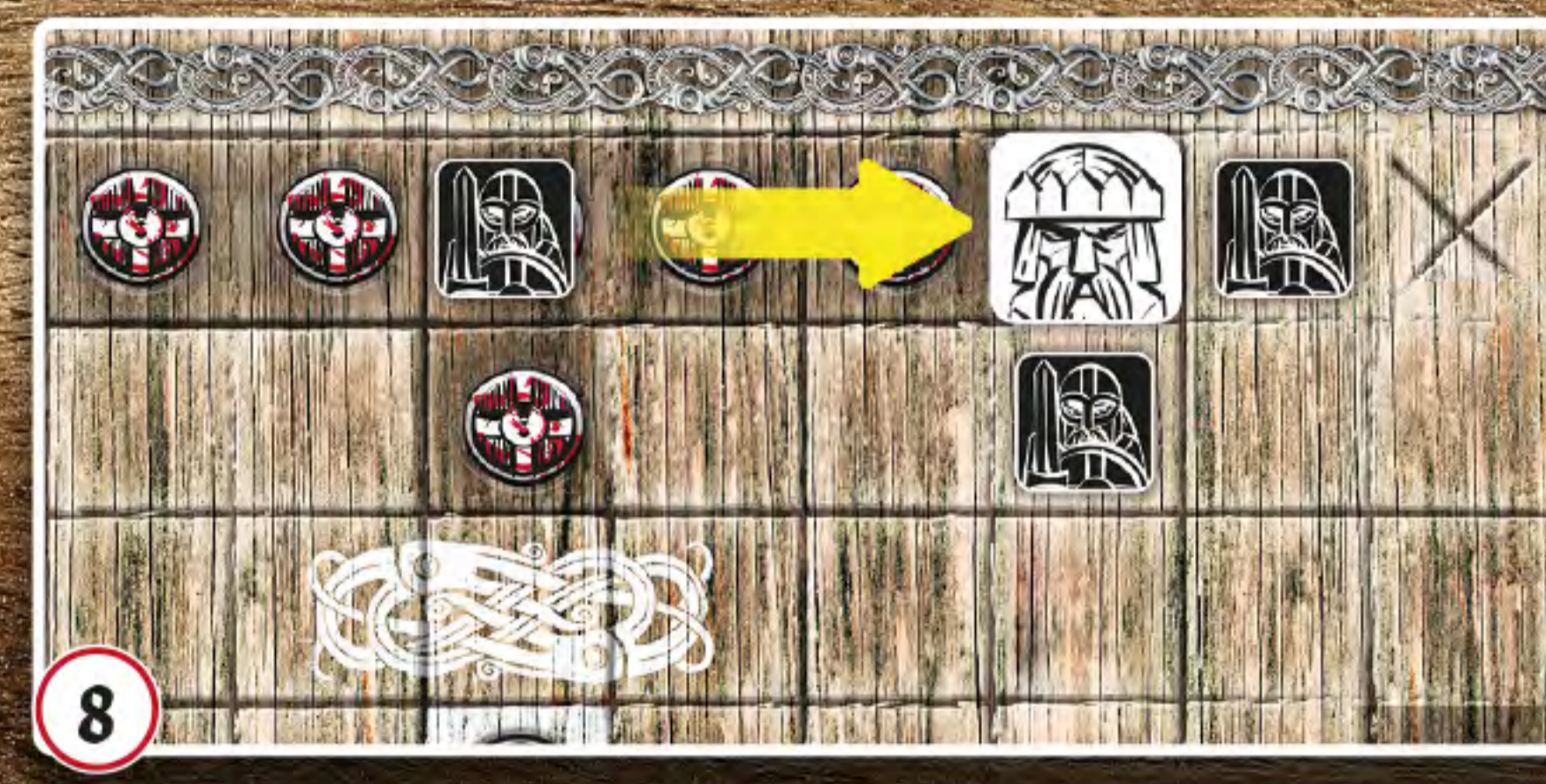
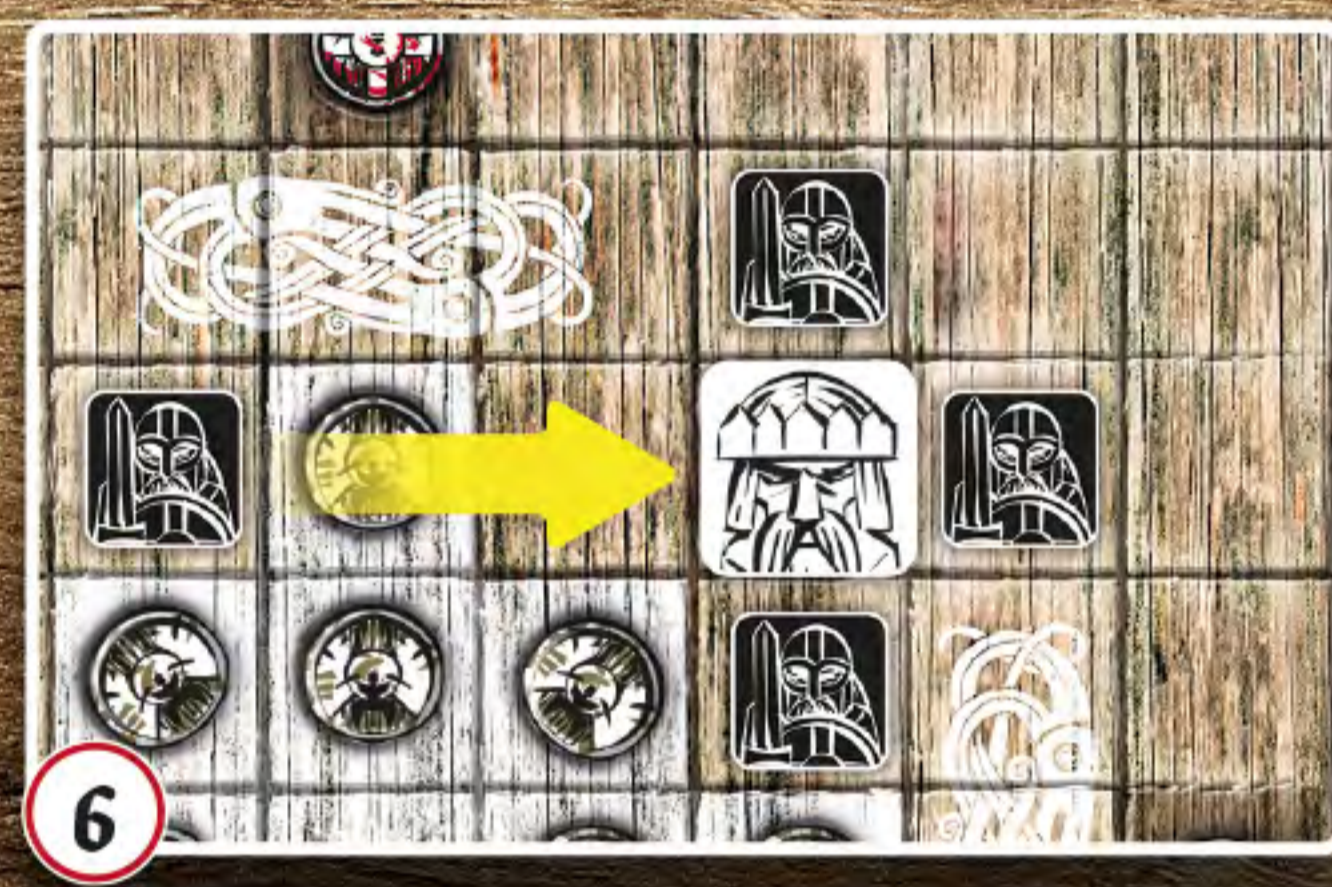
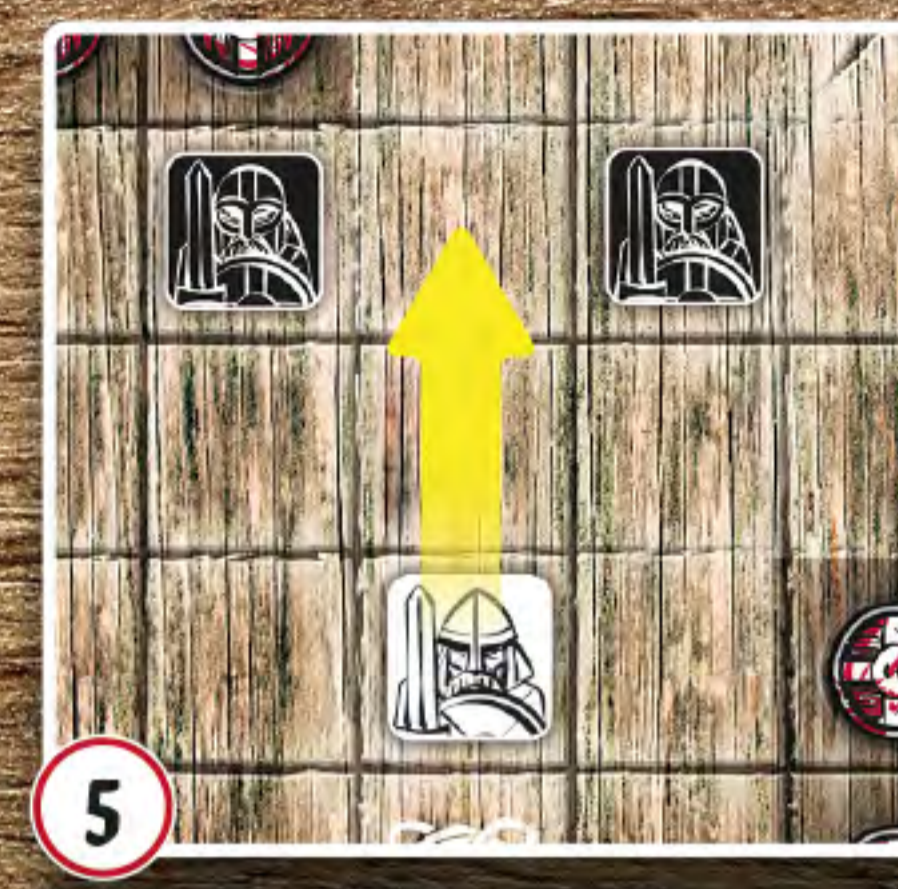
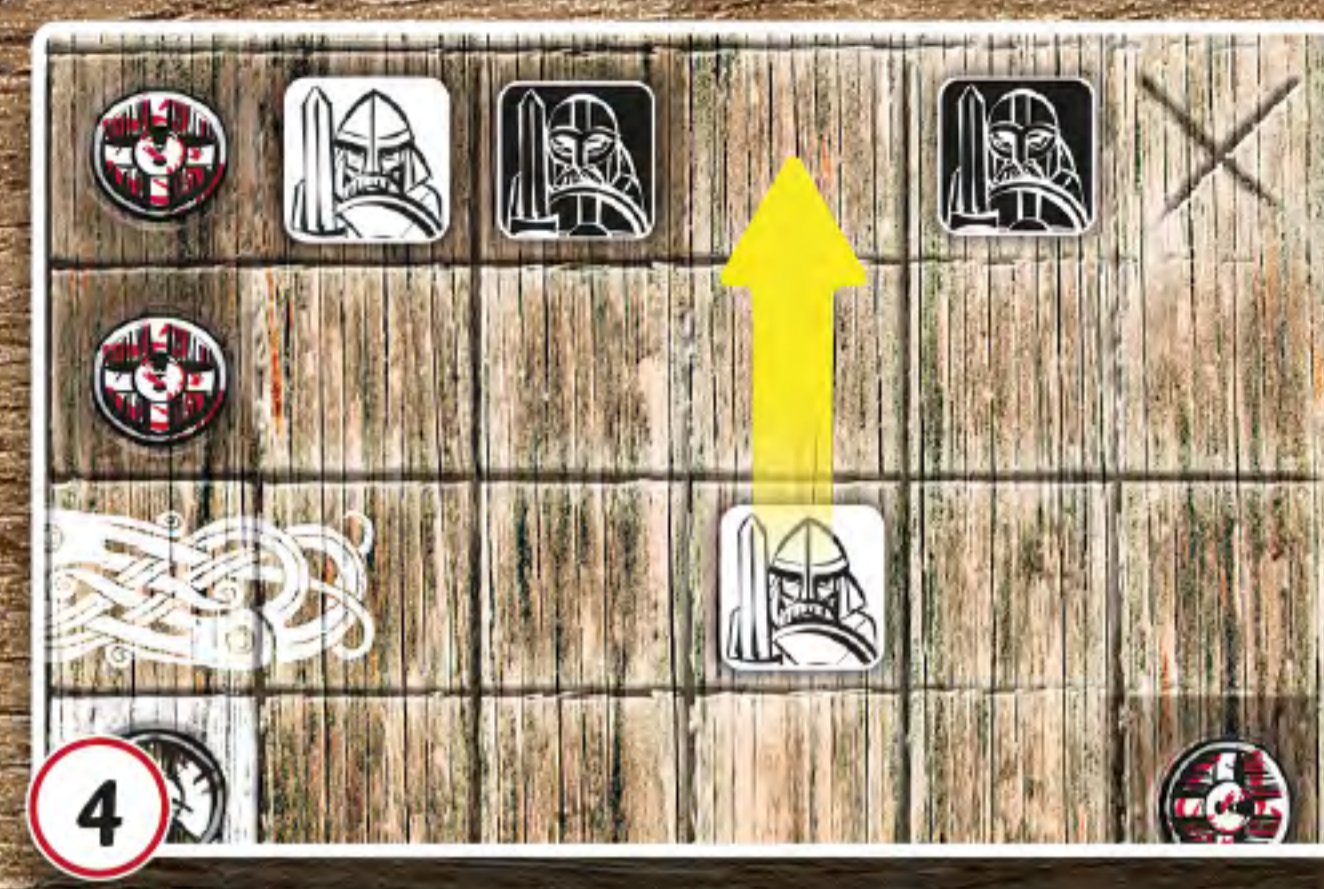
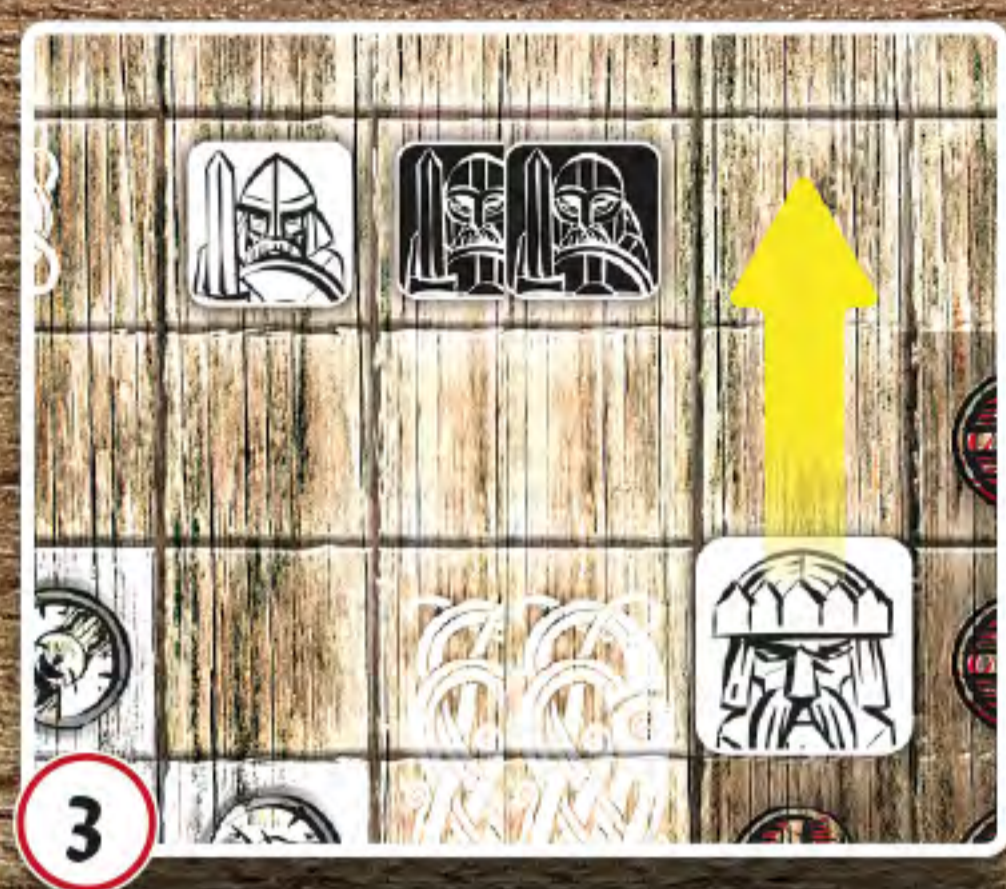
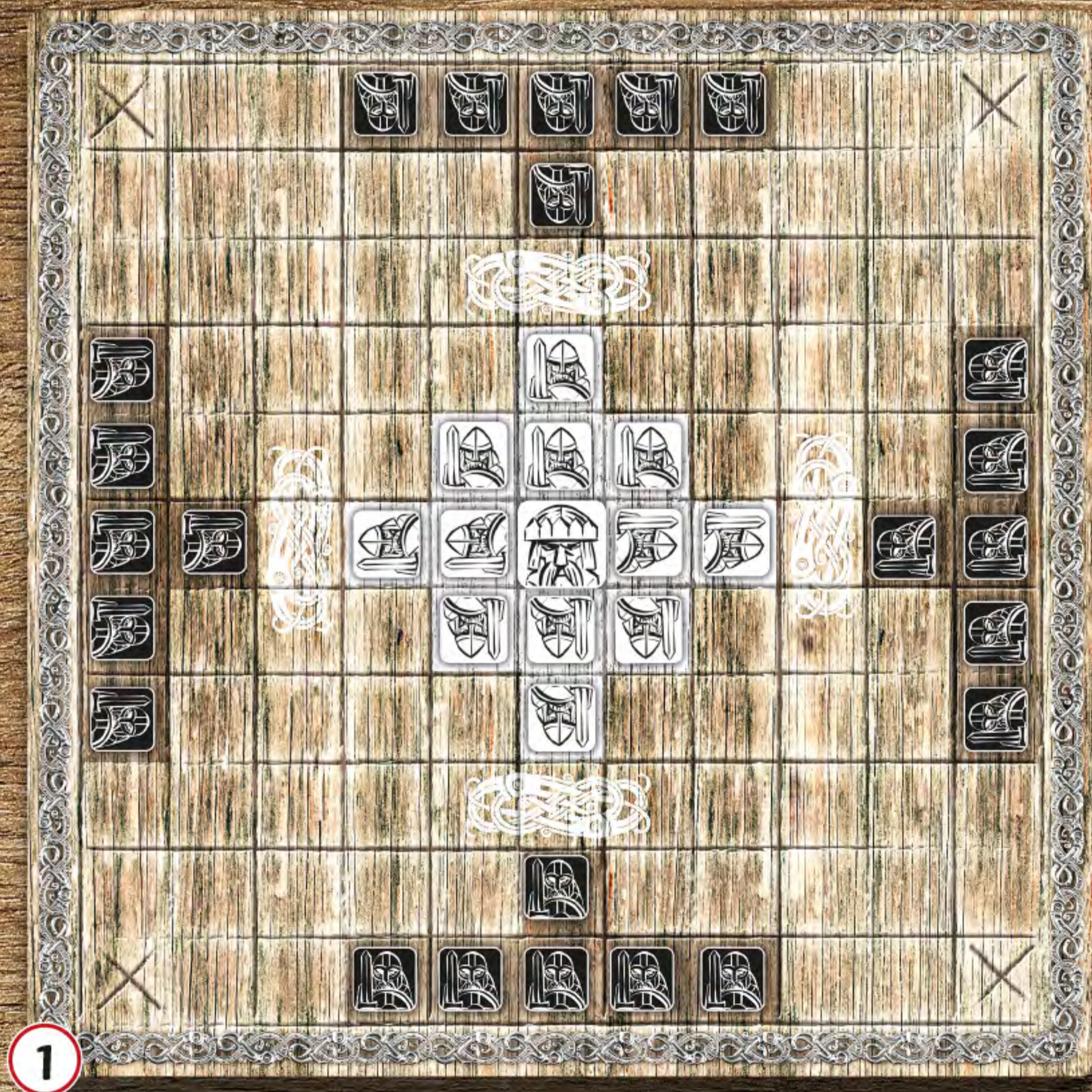
The King is beaten by surrounding it from four directions. To surround, you can also use the sides of the game board as well as the fortress spaces. Therefore, it is possible to beat the King with 2, 3 or 4 black soldiers (Pictures 6, 7, 8, 9).

It is possible to beat the King and a group of soldiers protecting it, by surrounding the whole group (Picture 10).

THE KING'S VICTORY

The King wins when it moves into one of the four fortress spaces in the corners of the game board (Picture 11).







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