

Tafl-Variations

All tafl variants can be customized to accommodate for the unequal number of playing pieces.

The described rule variant is the most common, but can be changed to your liking.

- **Strong/Weak king:** The king is captured by surrounding him on four sides (strong) or two sides (weak). The weak king on his throne must be surrounded on all four sides either way.
- **Armed/Unarmed king:** The king can be used (armed) or cannot be used (unarmed) to capture enemy pieces.
- **Escape:** The king escapes on the corner squares or on the whole edge of the board.
- **Shieldwall:** Shieldwall can be used or cannot be used.
Shieldwall: A group of pieces on the board edge is captured when they are enclosed by enemy pieces. The corner squares may be used for this as well. The king can partake in a shieldwall. The king may be enclosed in an enemy shieldwall but will not be captured by it.
- **Dice:** A die can be used to restrict the movement of pieces. Each turn the player rolls the dice and can move one piece up to X squares corresponding to the rolled eyes.
Different dices can be used: six-sided, four-sided or four-sided with numbers 3 to 6.
- **Against time:** You can set up a time limit which may not be exceeded. Time limits can be set per turn or for the entire game. I.e. 20 seconds per turn or 15 minutes per player for the game.