

Alea Evangelii (19x19 Tafl)

Overview: Strong, armed king, captured on 4 sides. No shieldwall. Escape on corner.

The game is played between two players. One is playing the king and his 24 defenders. The other is playing the 48 attackers.

The game is played on a board of 19x19 squares. The starting layout can be seen to the right.

The central field (throne) and the four corners of the board (four squares per corner) are restricted and can only be occupied by the king. When the king is not on the throne all pieces can pass through it, but never stop there.

In some cases the throne is hostile, which means that it can replace one of the two pieces involved in a capture. The throne is always hostile to the attackers, and only hostile to the defenders, including the king, when the king is not occupying it.

The four corners of the board are always hostile to both sides, including the king.

The defenders move first, then the turns alternate.

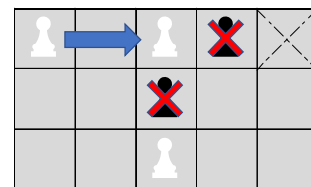
All pieces may move any number of empty squares, vertically or horizontally, like a rook in chess. Pieces cannot be jumped over.

All pieces (except the king) are captured by pinning them vertically or horizontally between two enemy pieces or an enemy piece and a hostile square.

It is possible to capture multiple pieces (up to three) in one move.

Every piece, including the king, can be used to capture an enemy.

A piece is captured only if the pincers are closed by a move of the opponent. It is thus allowed to move between two enemy pieces (or a piece and a hostile square).



The goal for the defenders is to bring the king to one of the marked corners to escape.

The attackers win if they manage to capture the king before he escapes.

The king is captured by surrounding him on all four sides. On the board's edge or next to the throne he may be captured by surrounding him on the remaining three sides.

The attackers will also win if they encircle the king and all his remaining defenders (without using the edges of the board) because they have prevented the king from escaping.

Perpetual repetitions are forbidden.

If a series of moves is repeated for the third time in a row, the player who had the choice of breaking the loop loses the game.

If a player can no longer move in his turn the game is drawn.

A full game is played in two sets. In the second set, players must change sides. The winner is the one who has two wins or the one who has won his set with fewer moves.

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