

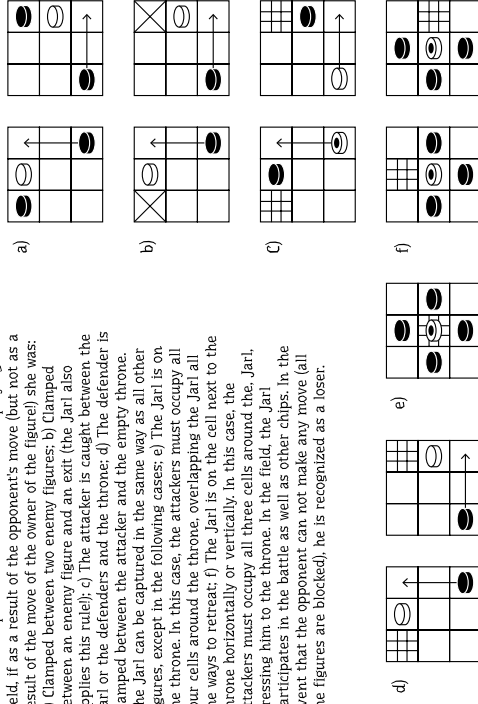
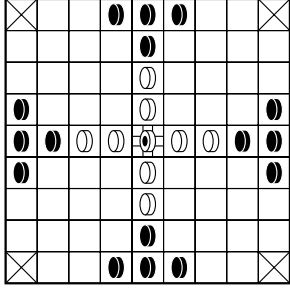


RULES

Arrangement of figures. There are 25 pieces: the Jarl and his eight defenders and sixteen attackers. Jarl must reach one of the four exits. The attacking side, the black figures, makes the first move. The player must move one of his or her figures to an arbitrary number of free cells horizontally or vertically. Figures do not jump over other figures. Jarl, unlike all other figures, can not be moved more than three cells. He can get on the throne, the central cell on the field, and on the exits - all other figures on these cells can not be placed. You can transfer figures through the throne. The figure is considered captured and removed from the playing field, if as a result of the opponent's move (but not as a result of the move of the owner of the figure!) she was:

- a) Clamped between two enemy figures; b) Clamped between an enemy figure and an exit (the Jarl also applies this rule!); c) The attacker is caught between the Jarl or the defenders and the throne; d) The defender is clamped between the attacker and the empty throne.

The Jarl can be captured in the same way as all other figures, except in the following cases; e) The Jarl is on the throne. In this case, the attackers must occupy all four cells around the throne, overlapping the Jarl all the ways to retreat; f) The Jarl is on the cell next to the throne horizontally or vertically. In this case, the attackers must occupy all three cells around the Jarl, pressing him to the throne. In the field, the Jarl participates in the battle as well as other chips. In the event that the opponent can not make any move (all the figures are blocked), he is recognized as a loser.



This sheet has the size A3. Print it on thick paper. You can also print to A4 the first right side of the image, then the left side. Carefully cut out the shapes. For the convenience of the game figures, you can paste them with several sheets of paper, reaching the optimal thickness.

