

Swedish king is in a position where there are two separate paths to the edge of the board, and he can escape by either path next turn, then his escape cannot be prevented, as the Muscovites will only be able to block one path. At this point the Swedish player must announce “tuichu”, at which point the game is

over and the Swedes have won.

13. If the Muscovite attackers capture the Swedish king, then the game is over and the Muscovites have won.

14. If play becomes repetitious, if one player is unable to move, or if the players otherwise desire it, then a draw may be declared.

FURTHER INFORMATION

Those requiring further information would do well to consult the following books:

Bell, R. C. *Board and Table Games from Many Civilizations*, vol. 1, pp. 77-79. New York: Dover Publications, Inc., 1979.

Murray, H. J. R. *A History of Board-Games Other Than Chess*, pp. 63-64. Oxford: Oxford University Press, 1952.

Parlett, D. *The Oxford History of Board Games*, pp. 203-204. Oxford: Oxford University Press, 1999.

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TABLUT

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