

Turkish Tafl rules (Beta)

By Rich Hutnik (Copyright 2011)

Game #24 in the Games on Half a Checkerboard Series

This game is a fusion of Turkish Checkers with the Tafl family of games. The game combines the jump capture and promotion found in games in the Checkers family, with the win conditions found in games in the Tafl family, with modifications made to both families of abstract strategy games, to work on an 8x4 board.

Number of players for game: 2

Objective of game:

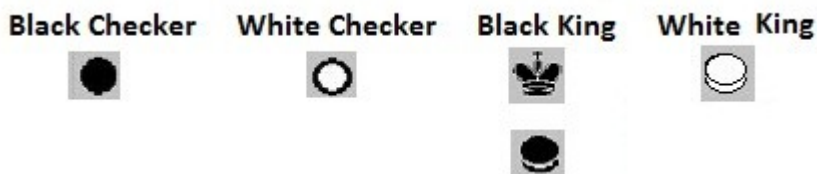
King side wins if it gets King piece off the board past column 8.

Defender side wins one of several ways: If the King side no longer has no legal moves, has no chance of ever exiting off the board, because the board has locked up so there is no possible path for the King to get to column 8, or has surrounded the King side's King on all sides orthogonally with their own pieces, at the start of the King side's turn.

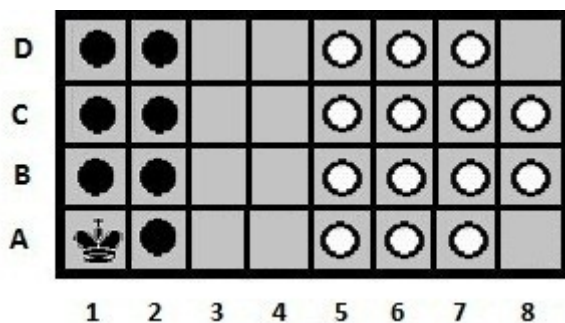
Equipment used in game:

* **Half a checkerboard:** The board is 8 spaces long and 4 spaces wide.

* **14 checkers for Defender side, and 9 checkers King side:** Pieces start as shown in next section. In these rules, the checkers are Black and White. Black side doubles up one of its Checkers at start and creates a King piece with it. Whenever White promotes, it becomes a King piece with slightly different attributes. The single checker pieces are also called Men (single piece is a Man) in these rules. These pieces are shown in next diagram. For the King side, either use a Chess King to represent King side's King, or combine two checkers together to form a Checker for the King side's King. Pictures of what the different pieces look like in the illustrations in the rules are shown here:



Board Setup:



Rules of play:

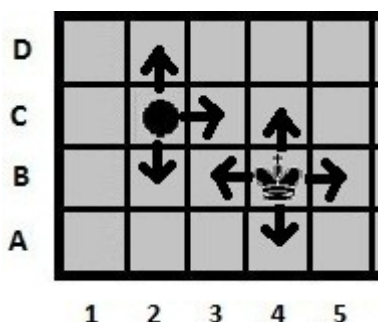
Players alternate turns moving one of their pieces. Each side differ in on what kind of moves they can make during their turn. In these rules, Black is going from left to right, while White is going from right to left.

Move types by side:

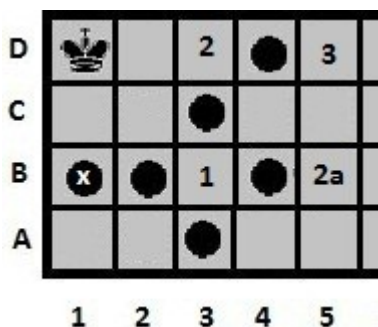
Below shows the types of moves the King and Defender sides can make during their turn. These different move types are not allowed to be combined during a turn. For example a player may not combine a slide or jump, or a friendly and capture jump.

King side's moves:

Slide: Move one piece one space in direction show in movement diagram.



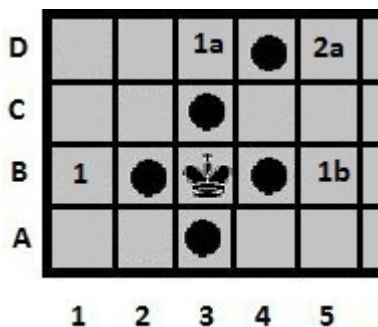
Friendly jump: Piece jumps over one or more friendly pieces (Halma/Chinese Checker style) and ends turn on different space than where it started. Only one piece may be jumped at a time, and after each jump, piece lands on an empty space. In the next diagram, the Black checker at B1 can leap to B3. After leaping there, it can either continue to B5, or leap to D3. After leaping to D3, the checker has the option to leap to D5. All pieces leaped stay on the board. The spaces below where the Black checker can leap to during a turn are numbered in order they player would land upon them.



A King side's King may not jump over a friendly piece to exit the board for a win. Inn the next diagram, the Black King on A7, leaping over the Black piece at A8 to exit the board, is not a legal move.

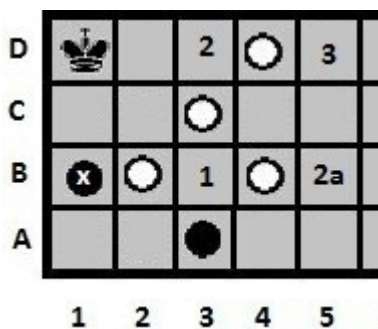


The next diagram shows how the King side King can leap over friendly pieces. The King piece at B3, could leap backwards to B1. The King piece could also leap to B5. The King piece, lastly could leap to D3 with the option D5. All pieces leaped stay on the board. The spaces below where the Black checker can leap to during a turn are numbered in order they player would land upon them.

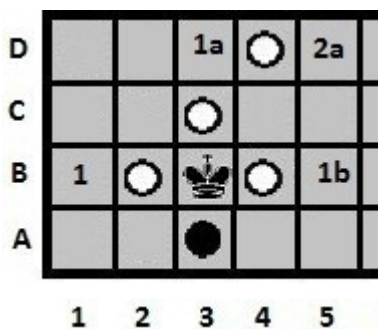


Capture jump: Piece jumps over one or more enemy pieces, in the same manner they perform friendly jump. ONLY enemy pieces are jumped over during this move type, and all enemy pieces jumped are removed from play. A player with at least one capture jump move during their turn available, MUST perform a capture jump move during their turn with one of their pieces. Once a piece performs a single capture jump move over an enemy piece, it must continue to perform such a move until the piece is not able to perform one of these moves.

In the next diagram, the Black checker at B1 (it is marked with a white X) can leap to B3. After leaping there, it can either continue to B5, or leap to D3. After leaping to D3, the checker has the option to leap to D5. All pieces leaped are removed from the board and are out of play. The spaces below where the Black checker can leap to during a turn are numbered in order they player would land upon them.



The next diagram shows how the King side King can leap over enemy pieces to capture them. The King piece at B3, could leap backwards to B1. The King piece could also leap to B5. The King piece, lastly could leap to D3 and then must leap to D5. All pieces leaped are captured and removed from play. The spaces below where the Black checker can leap to during a turn are numbered in order they player would land upon them.

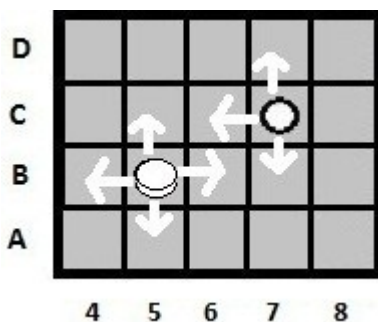


The King side's King may jump over an Defending piece to exit the board to win the game. In the next diagram, the King piece on A7 leaps over the White piece on A8 to exit the board and the King side wins the game.



Defender side's moves:

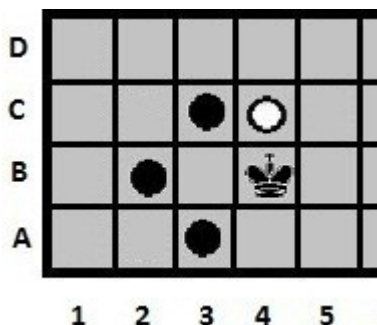
Slide: Move one piece one space in direction. This is shown in the next diagram.



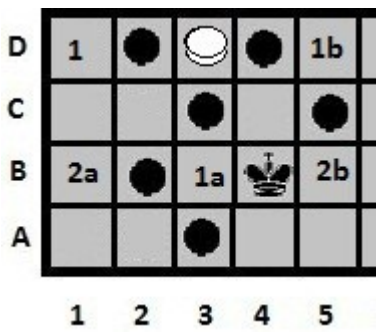
Promotion: After a Defender's man (single high checker piece) ends up hitting column 1, it is promoted to a King piece. The Defender side's King moves and captures like an enemy King piece. The King side's King may not be captured, but Defender side's King pieces may be captured either by the King side's King or man pieces. Only the Defender side may promote their Man (single tall) pieces. The King side may not. The next diagram is an example of promotion of a White Man piece to a King.



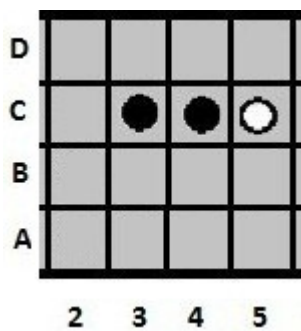
Capture jump: Piece jumps over only one enemy piece, in the same manner they perform friendly jump. ONLY enemy pieces are jumped over during this move type, and all enemy pieces jumped are removed from play. The King side's King piece may not be jumped over and captured. A player with at least one capture jump move during their turn available, MUST perform a capture jump move during their turn with one of their pieces. In the next diagram, the White checker piece at C4 would jump to C2 and then onto A2, removing the piece at C3 and B2 from the board. The White checker is not permitted to jump over the Black King at C4.



In next diagram, the White King at D1 could jump to D1, or it could jump to D5 and then to B5, or it could jump to B3 and then B1. The White King would not be permitted to jump over the King piece at B4. All pieces jumped over are removed from the board and are out of play.



Note regarding jumps. A piece, whether it be capture or a non-capture jump move, is not permitted to jump over more than one piece at a time.

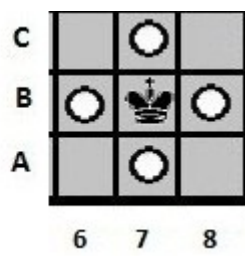
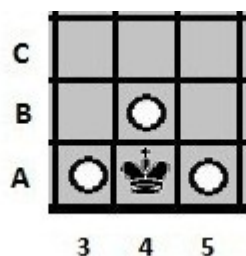
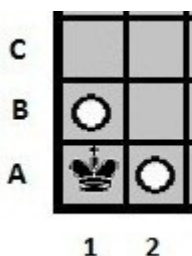


How the game ends:

King side wins if it gets King piece to column 8. Defender side wins if the King side no longer has any moves, or can show the board is locked up and the King side is unable to reach column 8.

King side wins if it gets King piece off the board past column 8.

Defender side wins one of several ways: If the King side no longer has no legal moves, has no chance of ever exiting off the board, because the board has locked up so there is no possible path for the King to get to column 8, or has surrounded the King side's King on all sides orthogonally with their own pieces, at the start of the King side's turn. Below are examples of the White pieces for the Defender side surrounding the Black King side's King piece for a win.



Variant rules:

Tournament rules: Players play two games, playing each side (King or Defender) once. Player who wins the game counts the number of pieces of theirs they have left on the board, and the number of enemy pieces were captured. After two games, highest score wins. King piece(s) count as one piece in determining score. Handicapping for tournament play can be first that the stronger player must win both games, followed by requiring the stronger player to defeat their opponent by a certain number of points. Tiebreakers in scoring can include player winning their game in less moves over both their games, or using less time on a clock, if a chess clock is used to time play.

Black side is Kingless: Eliminate the King and replace it with a normal Black checker (Man). Object would be to get a single Man piece to column 8. The dynamics of the game totally change by implementing this as a variant.

Handicapping:

These rules make winning easier for one side to win.

*** Favors Defender side:**

- Eliminate multi-piece jump captures for King side.
- Give multi-piece jump capture to Defender side.
- Eliminate King side pieces jumping over their own side.
- Give Defender side the ability to jump over piece on own side.
- Make Kings on both sides not able to be captured.
- Make King Side's King able to be captured by Defender's King pieces.

*** Favors King side:**

- Reduce the number of pieces for Defender side: Defender side would then set up their pieces on any spaces in their first four columns where their pieces start.
- Allow the combination of friendly and capture jumps moves during a turn.
- Allow the Men pieces to promote to Kings in the game if they hit column 8. If this rule is allowed, the King in the normal game would be the Big King and it either represented by a unique piece, or be a stack of three Black checkers. Normal Kings would be two checkers tall. With this rule in effect, the player wins by getting a Big King to column 8. Normal Kings would act just like Kings on the Defender side and can be captured.

Thanks to Paul Beykirch for helping to playtest this game.

About the Games on Half a Checkerboard Series:

The Games on Half a Checkerboard Series (and the games in it) is the creation of Rich Hutnik. It originated from an attempt by a game designer to adopt some of Rich Hutnik's prior game designs on other play areas to half a checkerboard. This initial attempt grew to create a mixture of games derived from classic game designs, to all new creations. Games in this Series all utilize half a regular 8 by 8 checkerboard and a mixture checkers and other common game equipment (such as dice or chess pieces). As of this time, there are a total of at least 25 games that either currently have their rules available, or are in development (to be released when ready). The list of the currently available games, and access to rules to these games, can be found here:

<http://boardgamegeek.com/geeklist/67989/games-in-the-games-on-half-a-checkerboard-series>