

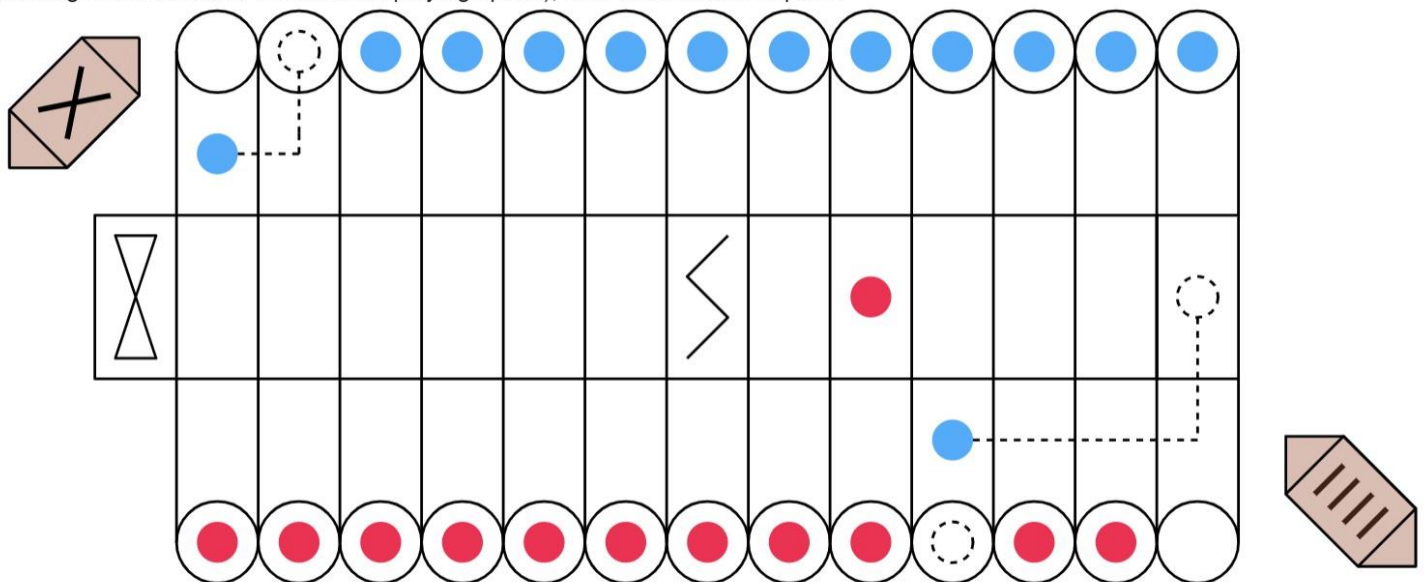
DALDØS AND SAHKKU

Daldøs is a running-fight board game only known from a few coastal locations in southern Scandinavia, the origins of the game are unknown, but the first documentation of the game dates back to around 1800. It is suspected that the game was developed around 800 and spread with the Vikings north where the Sámi adopted it and created their own variant called Sáhkku. The game is notable for its long four-sided dice. The game board is usually depicted in a shape resembling a Viking Longship and the gameplay revolves around Viking warriors moving up and down the ship attempting to kill or capture all the enemies.

Daldøs has much in common with some games in the Sáhkku family of Sámi board games. Sáhkku is known to have been played among Sámi on the northern coast and eastern-central inland of Sápmi, and as far south as Denmark. Sáhkku uses the same or similar four-sided dice, but incorporates a King with special abilities. The game board isn't usually a Longship, but instead frequently portrayed as a series of bedchambers and soldiers move along the line attempting to kill or capture enemy soldiers before they awaken.

Numerous variations on these games have been developed over the centuries. The following rules are a simplified version of these rules that allow both games to be played on a single game board with the same pieces. Many alternative rules exist online that can be utilized as desired, allowing you to enjoy many different game experiences if you wish to try them.

On a dice roll of "X" (which also equals a "1"), the Blue player activated an eligible piece (moving from the shield to the active playing space), then advanced it 1 space.



On a dice roll of "4", the Blue piece moved from the center row, to the opponent's home row and ended its move occupying a space with an inactive Red piece, which was subsequently captured

DALDØS AND SÁHKKU WWW.KVASIRTHESEER.COM

Setup:

The game board is made up of 3 rows and 13 columns. 13 game pieces are placed on the shields along the outside edges of the top and bottom rows, which are referred to as the home rows.

Daldøs: Only two of the dice are used in this game. The King's throne will not be used. The prow is used in this game, this is the 14th space on the middle row that has the Dagaz rune marked upon it (𐐃).

Sáhkku: All three dice are used in this game. Additionally, the King's Throne is placed upon the central space on the middle row where the Sowilo rune is found (𐐇). Do not use the 14th space on the middle row marked with the Dagaz rune (𐐃) during this game, it is only used in Daldøs.

Starting the game:

Both players throw two dice; the highest throw (adding the dice together, the X counting as 1) begins the game.

Activating game pieces:

Pieces cannot move until they have been activated. A die showing the X allows the player to activate one piece of their choice, which means to move it from the shield the adjacent space on its home row. As the X also represents a 1, the piece must also move forward one space after activation (more if you choose to combine multiple dice). A piece cannot be activated if moving ahead would require it to land on or pass a friendly piece.

Moves and dice:

Activated pieces move according to dice throws. You may choose to use the dice and move pieces in any order you wish, but no piece may move more than once in a turn. You may add two or more dice values together to allow a single piece to move that total distance. Alternatively, you may move multiple pieces, each moving a number of spaces equal to a single dice value. Pieces must move the full distance shown on a dice or combination of dice, partial movement is not allowed. Pieces may not end their move on a space occupied by a friendly piece and may not pass friendly pieces. However, they may land on a space occupied by an enemy piece (to capture) and may freely pass enemy pieces.

A player must move at least one activated piece if there is any legal move on one or more dice that will allow them to do so. If a player has no legal movement options, then any unused dice are lost and further moves are not allowed. If a player has no activated pieces, a throw with no X's is a lost turn.

Daldøs: When a throw of X-X (two 1's) is made, the player gets an immediate extra turn after completing this turn.

Sáhkku: When a throw of X-X-X (three 1's) is made, the player may choose to keep it or re-roll all the dice.

Direction of movement:

Daldøs: Each player's pieces move first through the home row to the stern, then through the middle row towards the prow, then into the enemy row, moving back towards the stern. From here, the piece continues moving in a loop through the middle row and the enemy's home row, never returning to their own home row.

Sáhkku: Each player's pieces move first to the right along their home row, then left along the middle row, then right again along the enemy's home row. From here, the piece continues moving in a loop through the middle row and the enemy's home row, never returning to their own home row.

The King (Sáhkku only):

When a piece ends its move on a space with the King's Throne, immediately place that piece on top of the Throne, capturing the enemy's piece if one was currently occupying the Throne. The King's Throne can never be removed from the game, but ownership may transfer between players several times during the game.

The King moves in the same way as any other piece with two exceptions:

1. The King may pass friendly pieces, but still may not end its move on a space occupied by a friendly piece.
2. The King may choose to move left or right for its move each turn, ignoring the rule requiring pieces follow the previously defined path. The entire move must go in a single direction; it may not change direction mid-movement. This also allows the King to move into its own home row if so desired.

Capturing:

A piece is captured and removed when an enemy piece ends its move on the same space. When multiple dice are added together, only an enemy piece at the final space can be removed. Both activated and inactive enemy pieces occupying the final space where a game piece ends its move may be removed. However, enemy pieces are never removed simply because a piece passes them, but doesn't end their move on the same space.

Winning:

A player wins by capturing all their opponent's pieces.