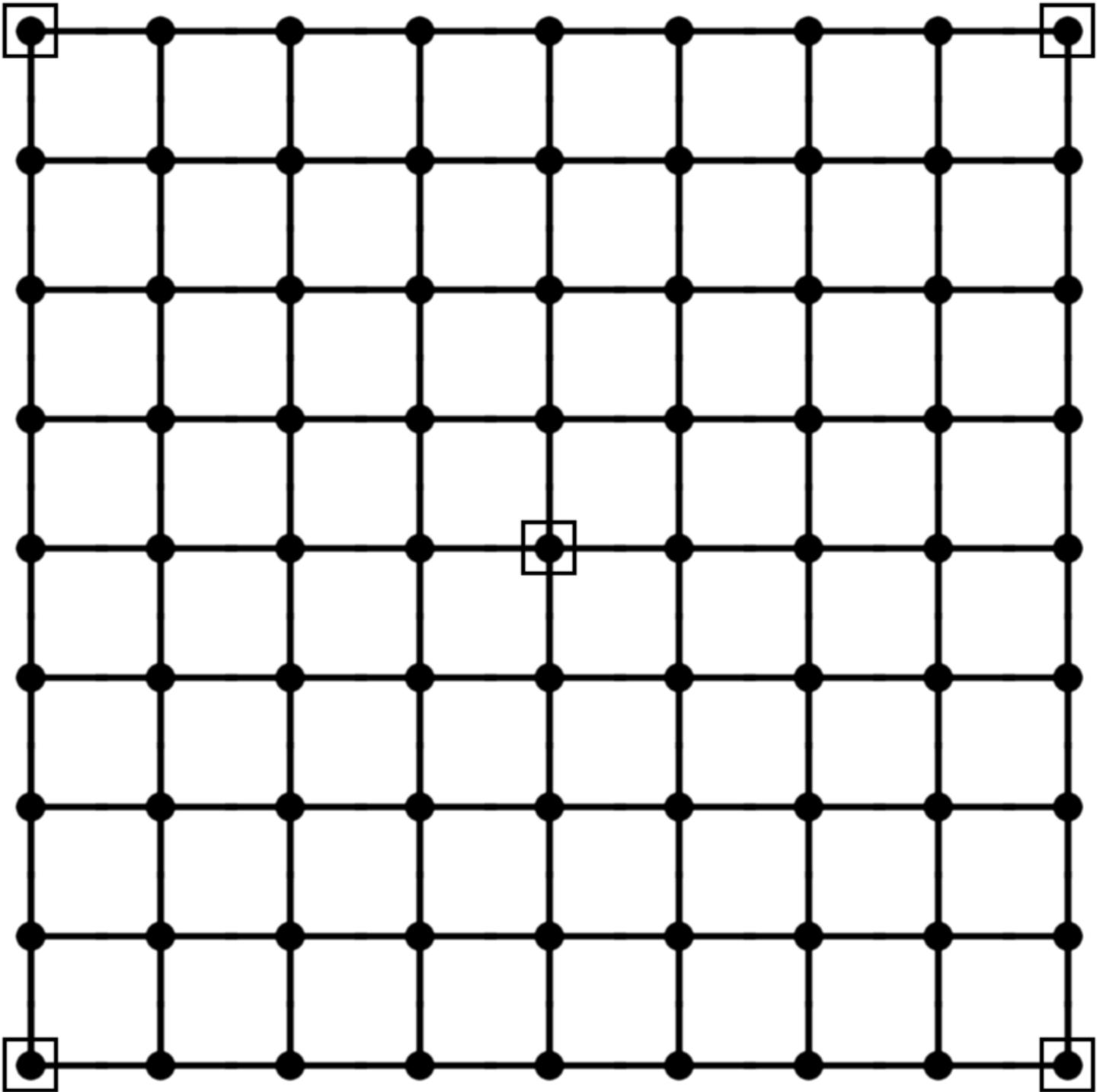


THE VIKING GAME OF HNEFATAFL



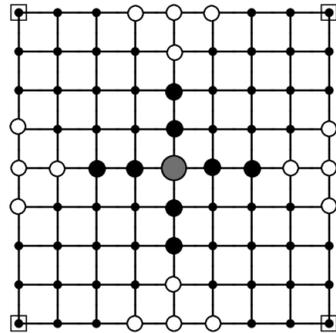
HOW TO PLAY HNEFATAFL

The Viking Board Game

In addition to this game board, you will need playing pieces. White needs 16 pawns (pennies, red playing chips, etc.). Black needs 8 pawns (nickels, black playing chips, etc.) and 1 king (quarter, larger playing chip, etc.).

No one knows how the Vikings played hnefatafl - the Vikings didn't write down their rules because they all knew how to play the game! These rules match what we know about the game from other sources, and they result in an enjoyable and challenging game.

Setup: The black king is placed in the center space, marked with a square. His warriors (the black pawns) are arranged around him in a cross (two on each side). The opposing warriors (the 16 white pawns) are arranged in four "T" shapes in the middle of each of the four edges of the board.



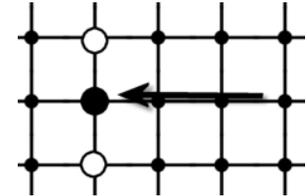
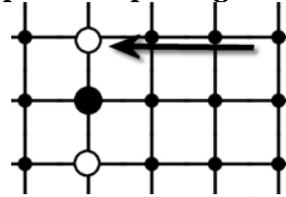
Playing: Either white or black may move first. Player take turns, moving one of their pieces each turn.

Moves: All pieces move in straight vertical or horizontal lines (along the lines of the board) like the rook in chess. All moves begin and end on a space, marked with a dot on the board. Pieces may move any number of spaces along the line, but pieces are blocked by another piece on that line. Pieces cannot "jump" each other, or pass through one another, or take over another piece's space. Only the King may occupy the center square, although others may pass through it.

Captures: A piece is captured and removed from the board when an opponent is able to place two of his pieces on two opposite sides of the piece under attack. However, if a player moves his

piece between two pieces of his opponent, the piece is safe and is not captured and removed.

Examples of capturing:



White moves a pawn so that black's pawn is surrounded on two opposite sides. The black pawn is captured and removed from the board.

Black moves a pawn between two white pawns. The black pawn is safe and is not removed.

Winning: Black wins by moving his king to any of the 4 corner spaces (marked with a square). White wins by surrounding the king so he can't move, either with 3 pawns and the edge of the board, or with 4 pawns.

Quicker Game: Pieces may be captured between a single opposing piece and the board edge.

Very Quick Game: Black wins by moving his king to any edge space.

Hnefatafl in the Viking Age: The sagas tell us that men, women, and children enjoyed playing hnefatafl. Game boards have been found ranging in size from 7x7 squares to 19x19. The number of playing pieces was adjusted to suit the size of the board. Smaller boards make for easier games, and larger boards result in long, complex games. Playing pieces were made of bone, antler, glass, bronze, or wood.

