

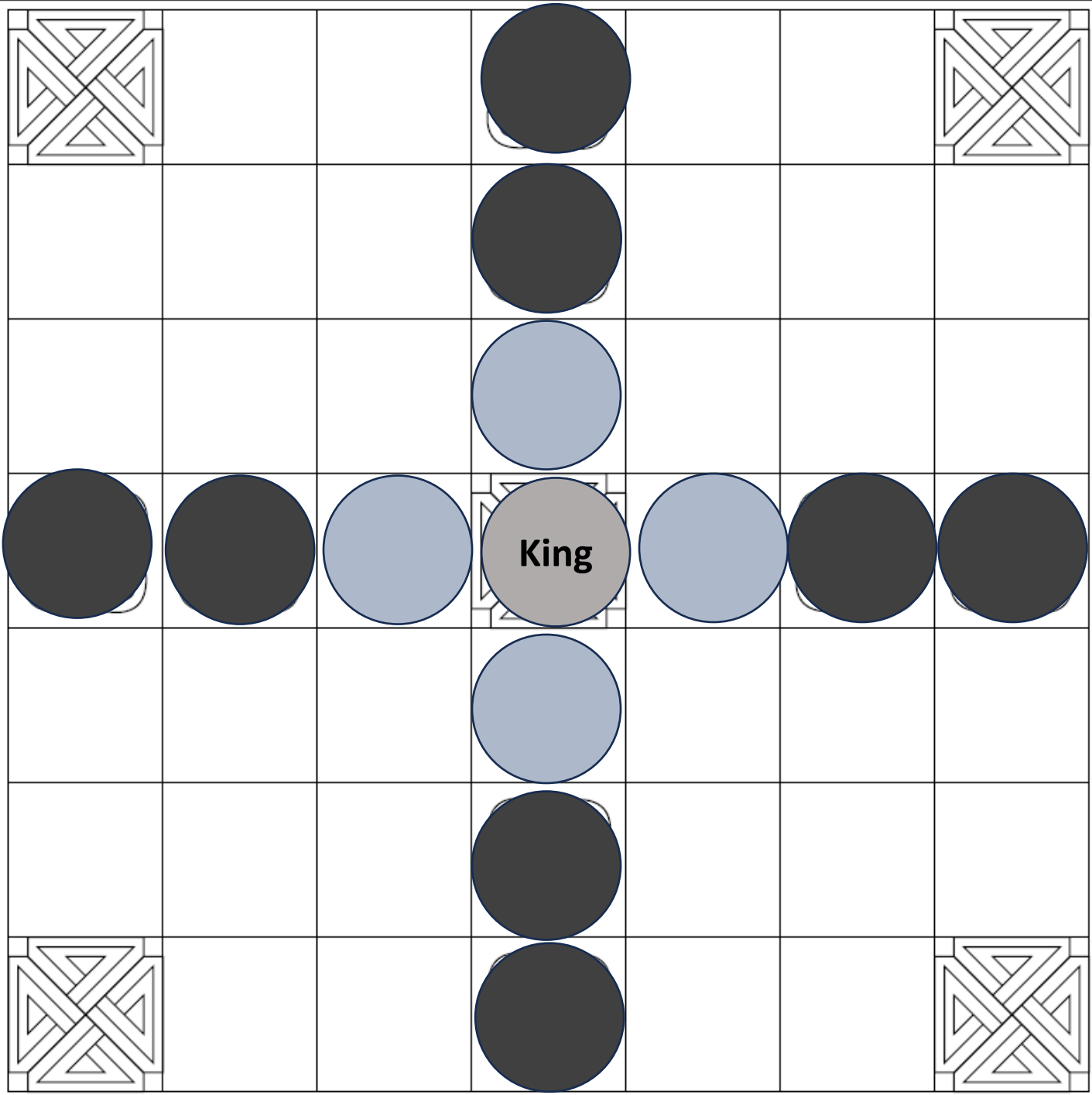
THE GAME  
OF  
HNEFATAFL



# Hnefatafl

## Game set up and objectives

- Hnefatafl is a game of two unequal sides, where each side has a different objective.
- The King is placed in the centre of the board and the light defending pieces surround him.
- The dark attacking pieces are placed in four groups at the middle of each edge of the board.
- This version of the game is a basic version which is sometimes called 'Brandub'.
- The game starting position is shown on the next page.
  
- The aim for the defending light coloured side is to get the King to a corner square of the board.
- The aim of the attacking side is to kill the King before he escapes to a corner.
- It is usually best to play an even number of games so that both players get the same number of chances to be the defending side.

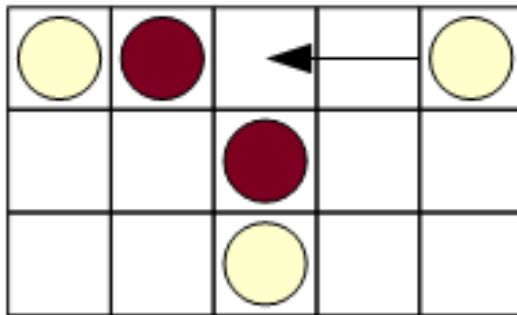


King

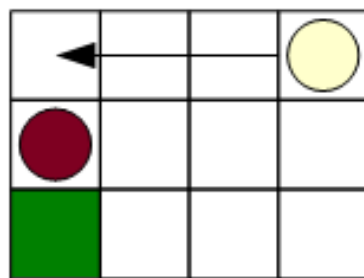
# Rules

- The attacking side moves first.
- All pieces move like the castle in chess – in a straight line for as many empty squares as the player chooses.
- Pieces cannot hop over other pieces and cannot move diagonally.
- Pieces can not land on a square that is already occupied by another piece.
- No piece but the king may land on the marked central or corner squares.
- Capturing of pieces happens when a piece is moved so that a single opposing piece ends up trapped between two of the capturing players pieces.
- A captured piece is immediately removed from the board.
- It is possible to capture more than one piece at once.
- A piece that is next to the corner square can be captured by a single opposing piece. The piece is moved so that the opposing piece is trapped between the corner and the piece moved - the corner square acts as the second capturing piece.
- The king captures and is captured like other pieces.
- A piece can safely move to a square between two of the opponent's pieces without being captured.

- Example of how a player captures pieces from their opponent – In this example both the dark pieces would be captured with the one move



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