

Figure 3: An edge fort, which gives victory to the king. There is no way that the defenders may be captured, so the king can move back and forth indefinitely.

9. The king wins the game if he reaches one of the corner squares. The king also wins if he constructs an “edge fort” (see figure 3), which is constructed so it cannot be captured by the attackers.
10. The attackers win if they capture the king. The attackers also win if they surround all of the king’s forces, so that none can reach the board edges.
11. Either player will lose the game if unable to move on his or her own turn.
12. Perpetual repetition is illegal. If the board position is repeated three times, the player in control of the situation must find another move.

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## COPENHAGEN HNEFATAFL

### INTRODUCTION & HISTORY

Hnefatafl is a game invented by the Norse, often referred to as the Vikings. A king at the centre of the board, with his band of faithful defenders, faces a horde of attackers twice their number, who are lined up at the edges ready to attack from all sides. The king must escape from the board, while the attackers must capture him.

It was first played in the first millennium; boards and pieces from that era have been found in all parts of Scandinavia. As the Norse raiders, adventurers and settlers spread further afield, the game was introduced to other cultures: the Sami in the north, and the English, Scots, Welsh and Irish in the west. Norse traders took the game east with them to Russia and Ukraine.

From the east, however, hne-

fatafl would have come face to face with another game, one that would eclipse it and drive it from fashionable tables in all the lands it had invaded. By the twelfth century, chess had replaced hnefatafl in Scandinavia itself. Only in remote lands did the game survive, in Wales till the sixteenth century, and in Lapland till the eighteenth century.

Copenhagen Hnefatafl was formulated at the web site <http://aagenielsen.dk/> to address some of the shortcomings of earlier rule sets that were used in tournament play. Copenhagen features a novel shield-wall capture of pieces against the board edge, and a blockade victory where the king’s side loses when all their forces are totally enclosed.

## HOW TO PLAY

- The game is played by two players on a board of  $11 \times 11$  squares, one player taking control of the king and twelve defenders, the other taking control of twenty-four attackers.
- The pieces are set out as shown in figure 1. The attackers take the first move.
- In his turn a player can move a single piece any number of spaces along a row or column; this piece may not jump over nor land on another of either colour.
- The five marked squares in the centre and corners of the board are special, and only the king may land on them. Other pieces may pass over the central square.
- A piece other than the king is captured when it is caught between two enemies along a row or column. A piece other than the king may also be captured by surrounding it between an enemy and one of the marked empty squares.
- It is sometimes possible to capture two or three enemies separately (i.e. not two or three enemies in a row) against other pieces of your own in a single move; in this case all captured pieces are removed at once.
- A row of pieces at the edge of the board may be captured by completely surrounding them against the board edge, so that none of them have room to move. The capturing move must be a flanking move to the board edge, as shown in figure 2, and the opposite end could be bracketed by a piece or a marked corner square. This is the “shield wall” capture.
- The king is captured by surrounding him on all four sides by attackers, or by surrounding him on three sides, if the fourth side is the marked central square.

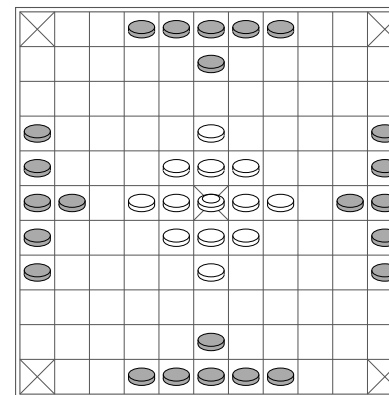


Figure 1: The initial layout of the pieces.

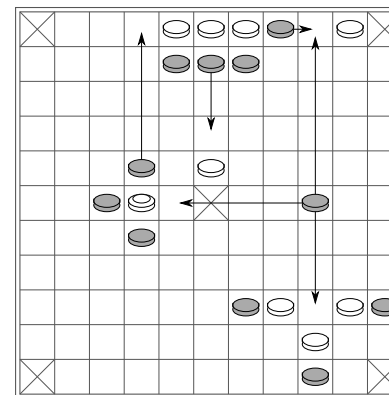


Figure 2: The white pieces may be captured by any of the moves shown. The three white pieces at the bottom right can be captured at once, as per rule 6. The three pieces at the top can be captured at once by the shieldwall capture, explained in rule 7.