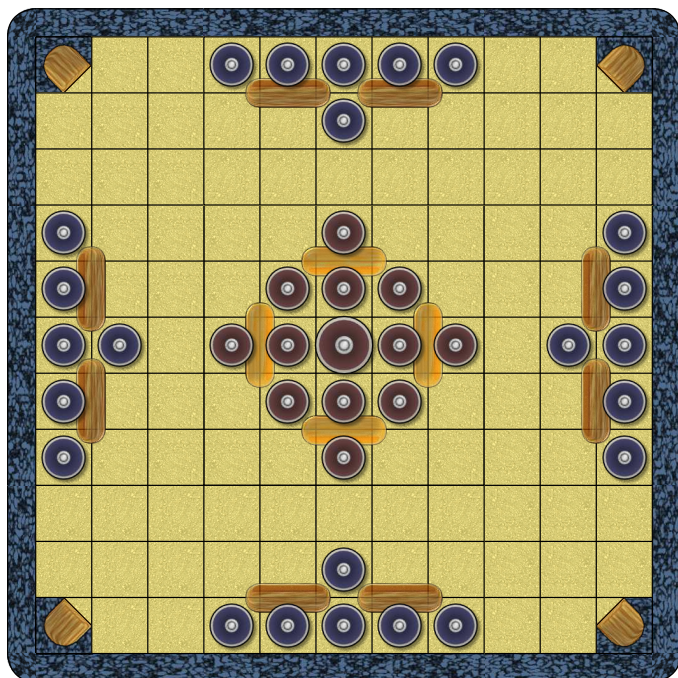


COPENHAGEN HNEFATAFL PRINT-AND-PLAY



King Harald is holding a great feast in his hall. The great nobles of his kingdom are gathered around him. And the nobles of his vassals have joined him in a celebration of the ongoing peace among their kingdoms. The celebrants are enjoying the meat, the mead, the stories and the song well into the evening.

But all is not as it seems. For the vassals are jealous of King Harald's ascendant position. Far from enjoying the peace he has imposed upon them, they are anxious to regain their independence from him, and the freedom to settle, raid and plunder where they will. And, they feel, their opportunity is at hand.

The vassals' nobles outnumber the nobles of King Harald by two-to-one. The signal has been given. The vassals must seize and kill King Harald to bring an end to his hegemony. King Harald's last chance is to escape from his hall by one of its four exits. His nobles are prepared to sacrifice their lives to aid his escape. Which side will win the tussle?

This is a setting for the game of hnefatafl, designed by the Vikings. The print-and-play game you have here is a modern variant, called Copenhagen Hnefatafl. This is used in tournaments and is a favourite of many of the best hnefatafl players. The full rules are supplied in a booklet included in this file.

This print-and-play file is designed to be printed by a colour printer on A4 sheets of card and paper. A black and white printer can be used, but some extra step will be needed to ensure the pieces can be distinguished from one another. The game can also be printed on U.S. Letter paper.

ASSEMBLY INSTRUCTIONS

Page 1, this page, is the story and instructions. You may print it or not as you please. *Pages 2 and 3* are the edges of King Harald's hall. Stools mark the starting positions of the attacking vassal nobles. *Page 4* contains the centre of King Harald's hall, with his seat and stools set out in his noble defenders' starting positions. It also contains two reminder cards, one for each player, illustrating movement and capture. *Page 5* contains the pieces, in the form of shields: a large red one for King Harald, twelve small red ones for his nobles, and 24 blue ones for his attackers. *Pages 6 and 7* contain the rules leaflet for the game of Copenhagen Hnefatafl.

1. If printing the front page, paper is sufficient and a black and white printer will do.

2a. If you wish to laminate the board, print pages 2, 3 and 4 on paper or card. Laminate the sheets with good quality laminating pouches: poor quality pouches may stick only at the edges. Then cut out the board parts and the reminder cards with scissors or a craft knife.

2b. If gluing the board to backing card, then print pages 2, 3 and 4 on paper, glue the paper to thick card, and when dry, cut out the board sections and reminder cards with a craft knife.

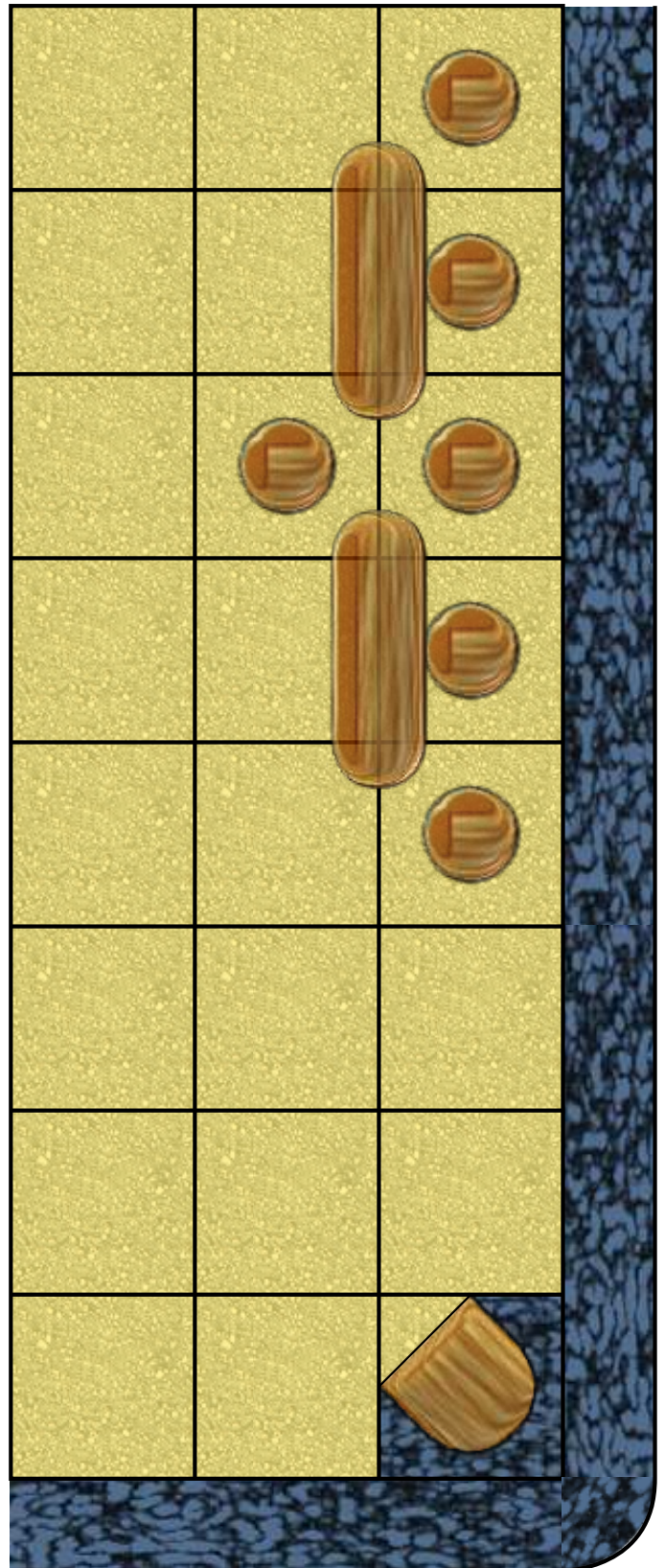
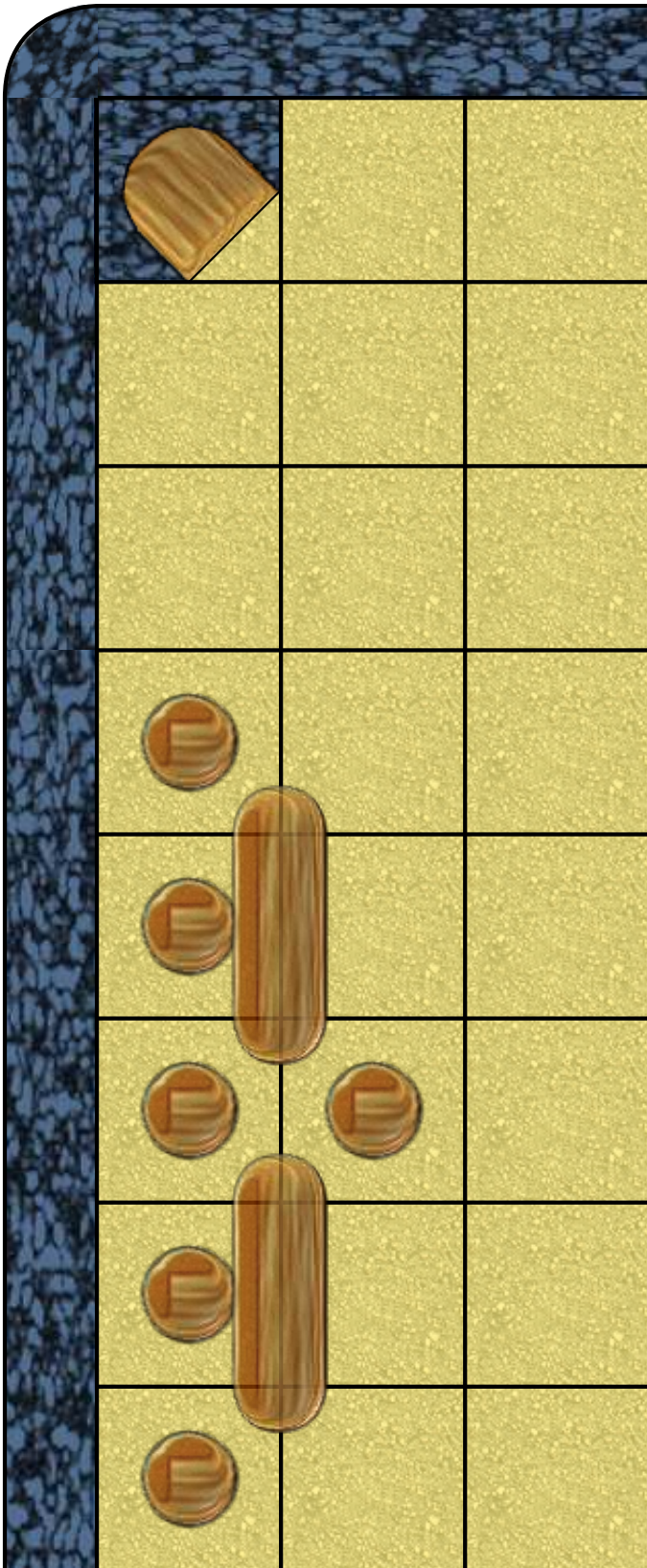
2c. Alternatively, you can print pages 2, 3 and 4 on card as thick as your printer can handle, and cut out the board sections and reminder cards using a craft knife.

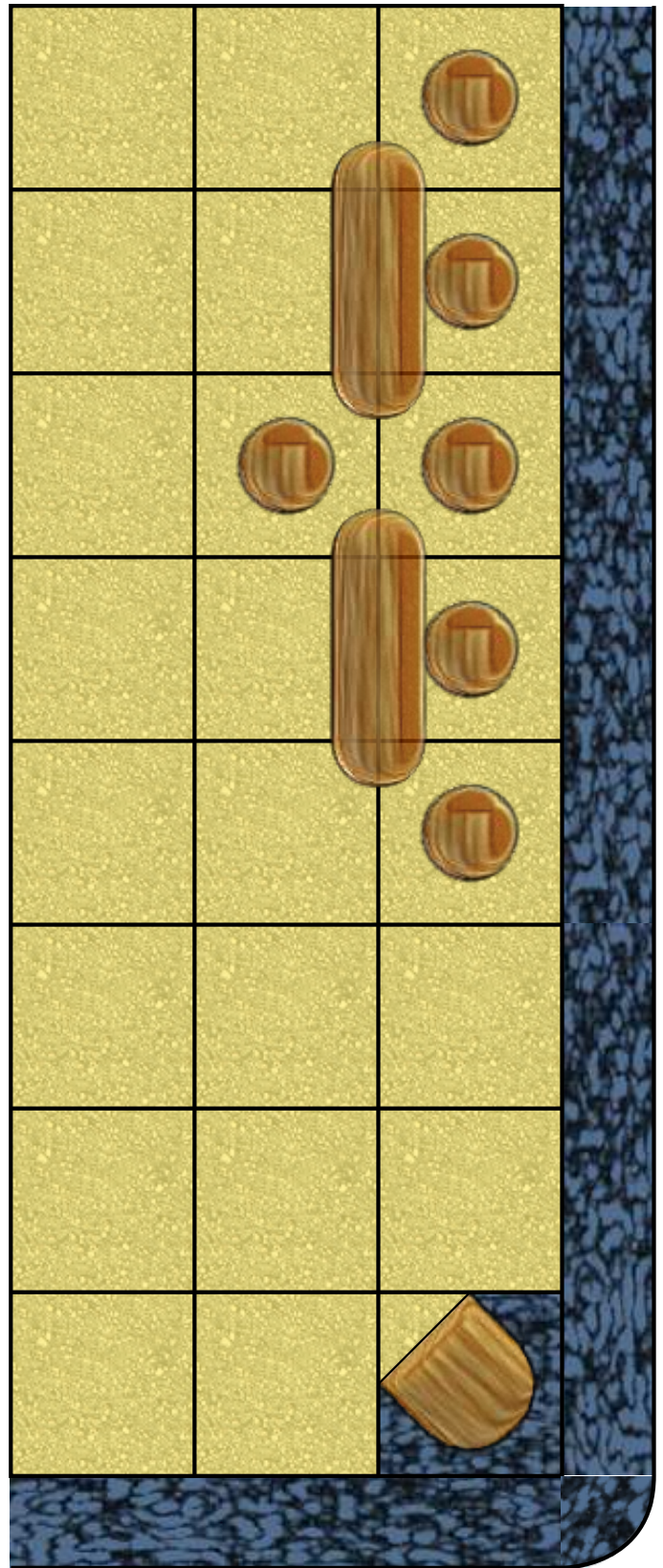
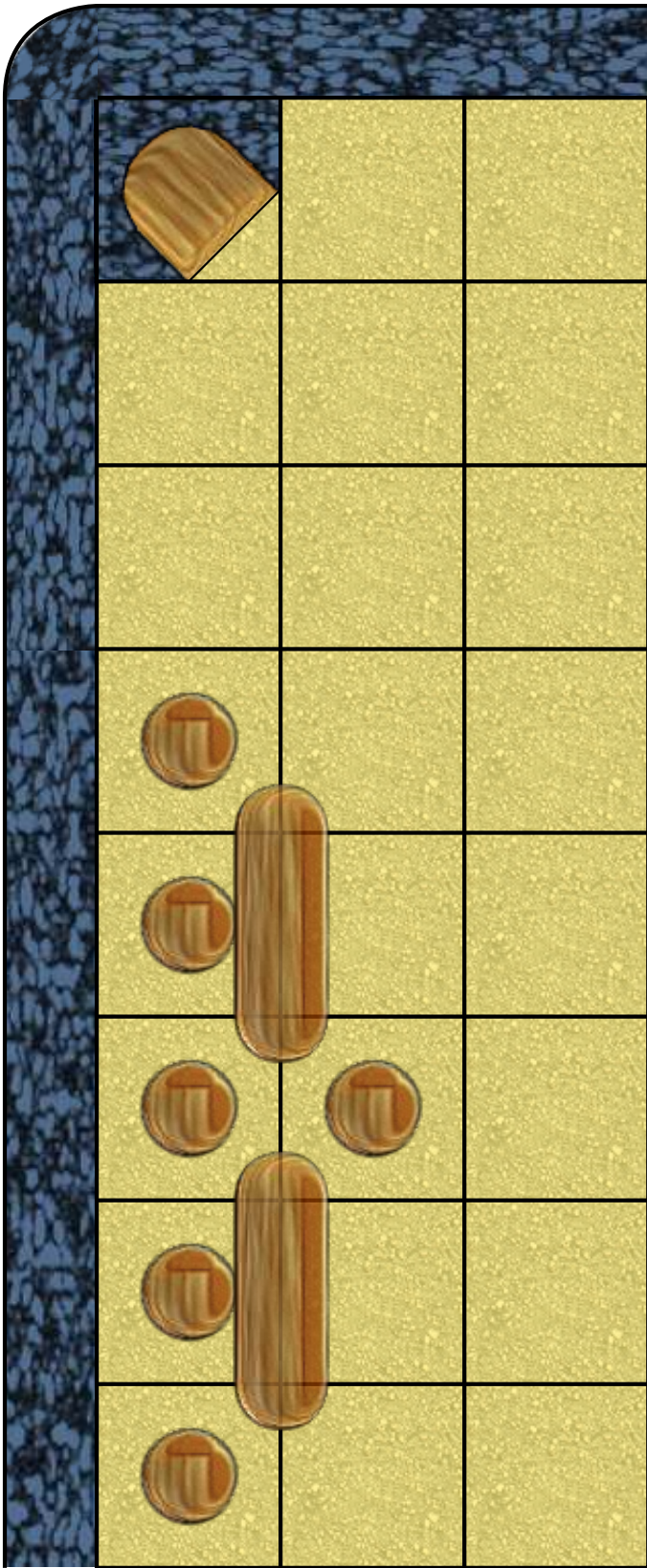
3. You can print out page 5 for the pieces and finish and cut it in the same ways as the board and reminder cards; gluing onto thick backing card is recommended. Alternatively, you can print onto transparency or an A4 sticker sheet, cut the pieces out and fix onto wooden discs of 1 inch (25mm) for King Harald, and $\frac{3}{4}$ inches (19mm) for the other pieces. A colour printer really is needed for these, unless (i) you want to stick transparencies onto coloured wooden discs, or (ii) you want to print page 5 twice, on to two different coloured sheets of card or paper, in order to supply armies of the relevant colours.

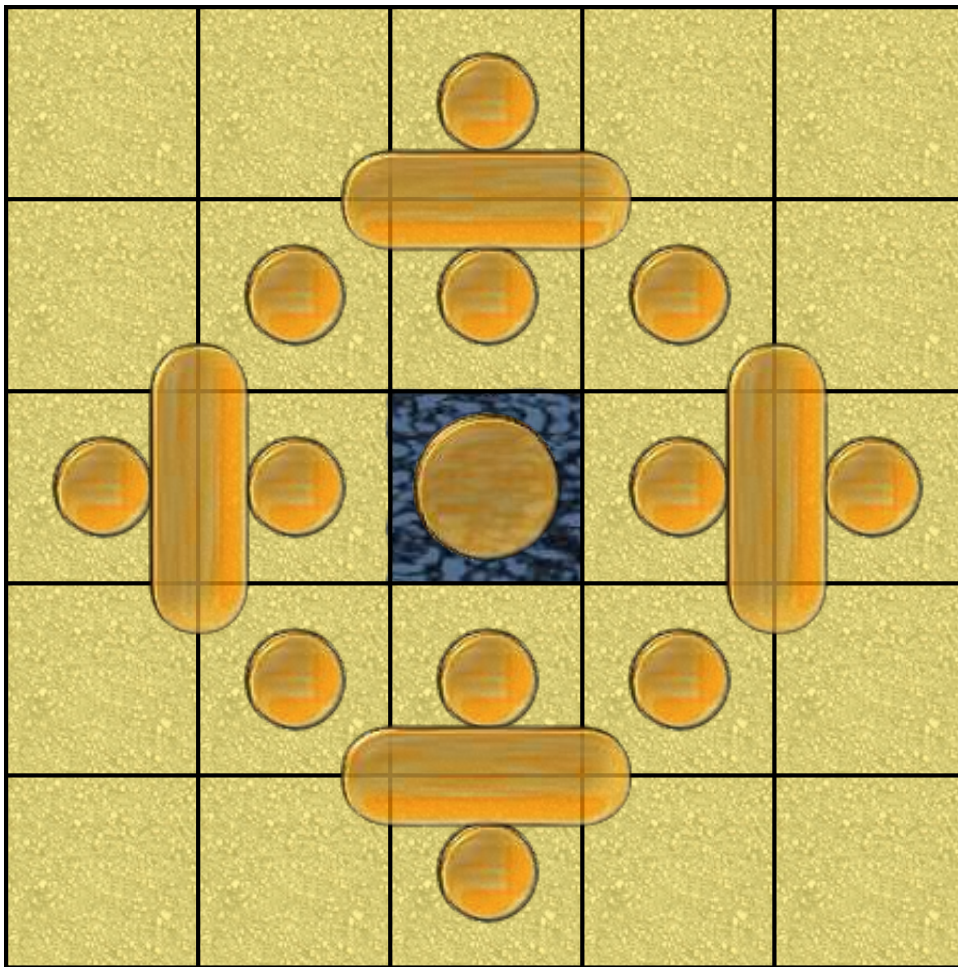
4. Print pages 6 and 7 onto the two sides of a single sheet of A4 paper. Fold this in half to create a 4-page A5 rules leaflet. Be careful when printing the second side; ensure the inside of the booklet isn't upside down after printing!

THE WEB SITE

Much information about the game of hnefatafl is available on our web site, *Hnefatafl: the Game of the Vikings*. The site is arranged in sections about the game's history, its rules, and strategic hints and tips. You can also play the game on-line, and there is The Hnefatafl Shop, from which you can buy games and other merchandise. The address of the site is <http://tafl.cynningstan.com/>.







Reminder Card ●

See the rules booklet for full details.

Movement: the attackers move first. All pieces move the same way. Only the king can land on the central or corner squares.

Capture: defenders and attackers are captured by surrounding on opposite sides. Special squares may be used to assist in capture.

King: the king is captured by surrounding him on four sides by attackers. Special squares may not assist in this case.

Shieldwall: a row of enemies may be captured against the edge; the endmost piece must always complete the capture.

Reminder Card ●

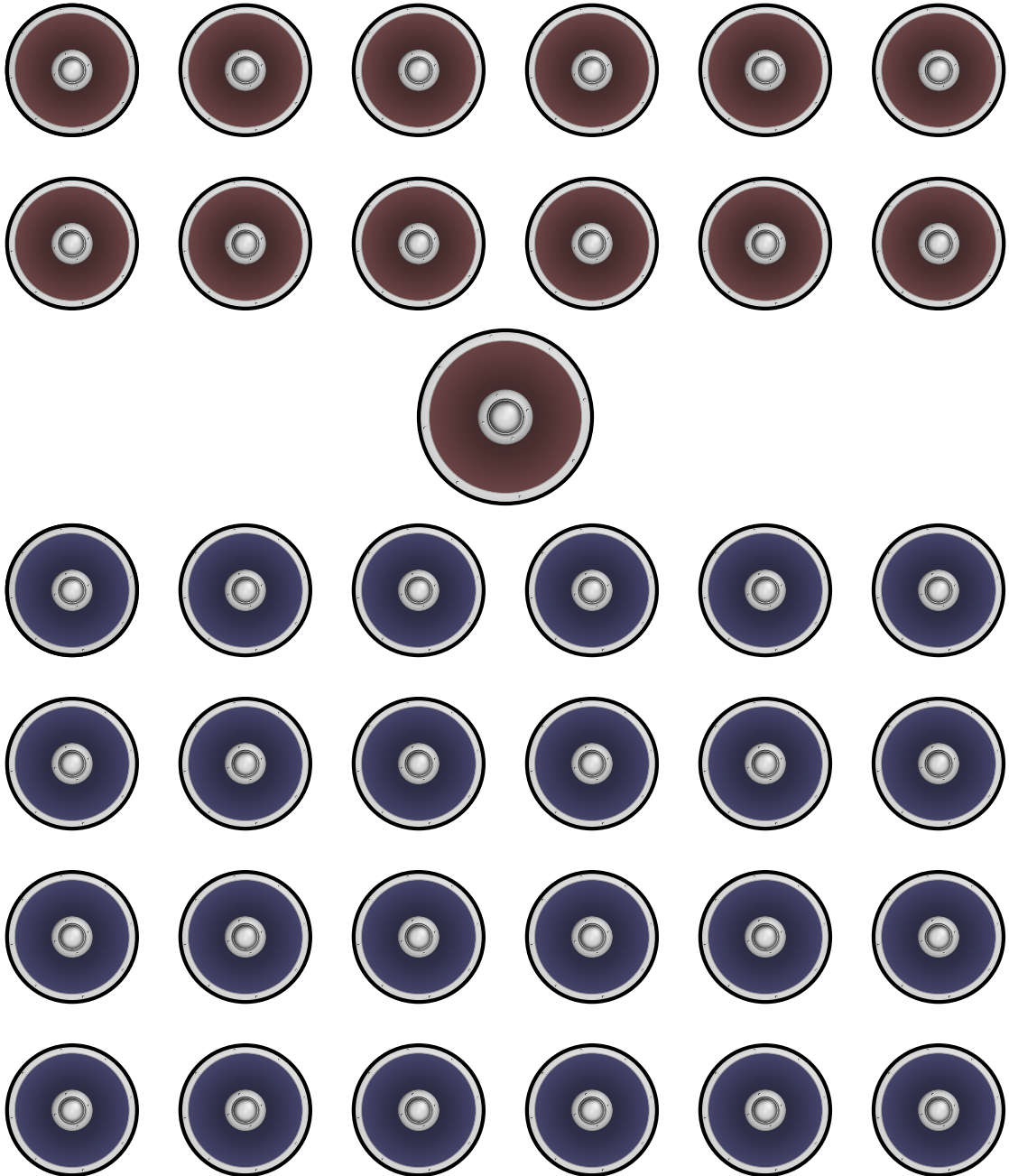
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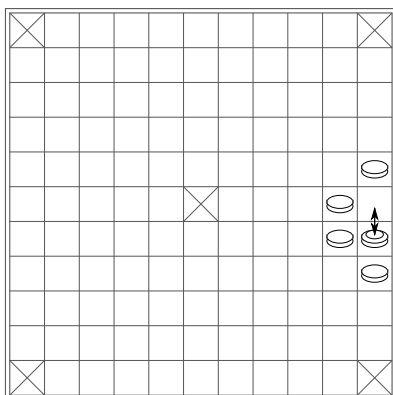


Figure 3: An edge fort, which gives victory to the king. There is no way that the defenders may be captured, so the king can move back and forth indefinitely.

9. The king wins the game if he reaches one of the corner squares. The 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.
10. The king also wins if he constructs an "edge fort" (see figure 3), which is constructed so it cannot be captured by the attackers.
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

1. The game is played by two players on a board of 11×11 squares, one player taking control of the king and twelve defenders, the other taking control of twenty-four attackers.
2. The pieces are set out as shown in figure 1. The attackers take the first move.
3. 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.
4. 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.
5. 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 and enemy and one of the marked empty squares.
6. 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.
7. 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.
8. 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.

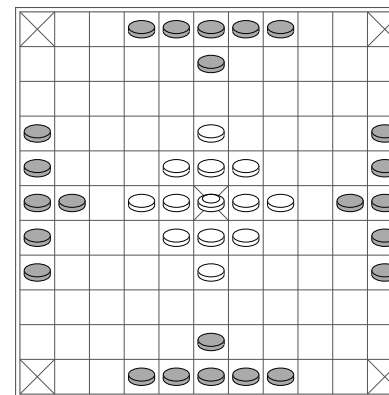


Figure 1: The initial layout of the pieces.

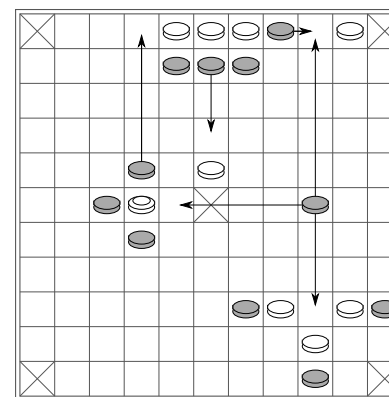


Figure 2: The white pieces may be captured by any of the moves shown. The three white pieces at the bottom right can be captured at once, as per rule 6. The three pieces at the top can be captured at once by the shieldwall capture, explained in rule 7.