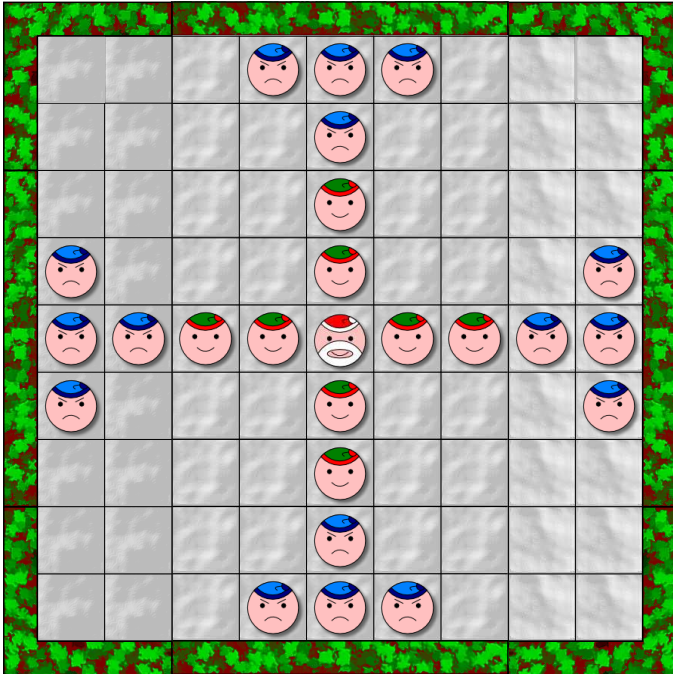


SANTA CLAUS AND THE GANG OF NAUGHTY CHILDREN



Santa Claus is about to set off from the North Pole to deliver presents to all the good children around the world. Imagine the scene: Santa Claus, jolly and fat, being helped into his sleigh by eight faithful Christmas elves.

But wait... what do we see approaching from the snow-covered woods? **Oh no!** It's a gang of sixteen naughty children! The naughty children have arrived, and they have come to capture Santa and steal the presents intended for the good children. Santa must escape from them with the help of his elves.

Though the elves are small, it takes two children to capture one elf, because the naughty children are bullies, and as we all know, bullies are cowards. If they capture an elf they will knock him out, removing him from the game. It takes four children to capture Santa Claus, because he is jolly and fat, and if they do so, this will win them the game.

Two elves may similarly knock over a naughty child. Because naughty children are just big babies, the child will run home crying, also being removed from the game. Santa Claus does not knock over children, even naughty ones, because he is jolly and fat.

This, my friends, is the game of Sea Battle Tafl dressed in Christmas clothes. Tafl, or hnefatafl to give it its full name, was invented by the Vikings who, on the whole, were not jolly and fat. But they must have found time for fun, as this is an excellent and entertaining game. Sea battle tafl is a modern and elegant variant.

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. *Page 2* contains Santa, his elves, and one side of the board. *Page 3* contains the central section of the board. *Page 4* contains the other side of the board, and the naughty children. *Pages 5 and 6* contain the rules leaflet for the game of Sea battle tafl.

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.

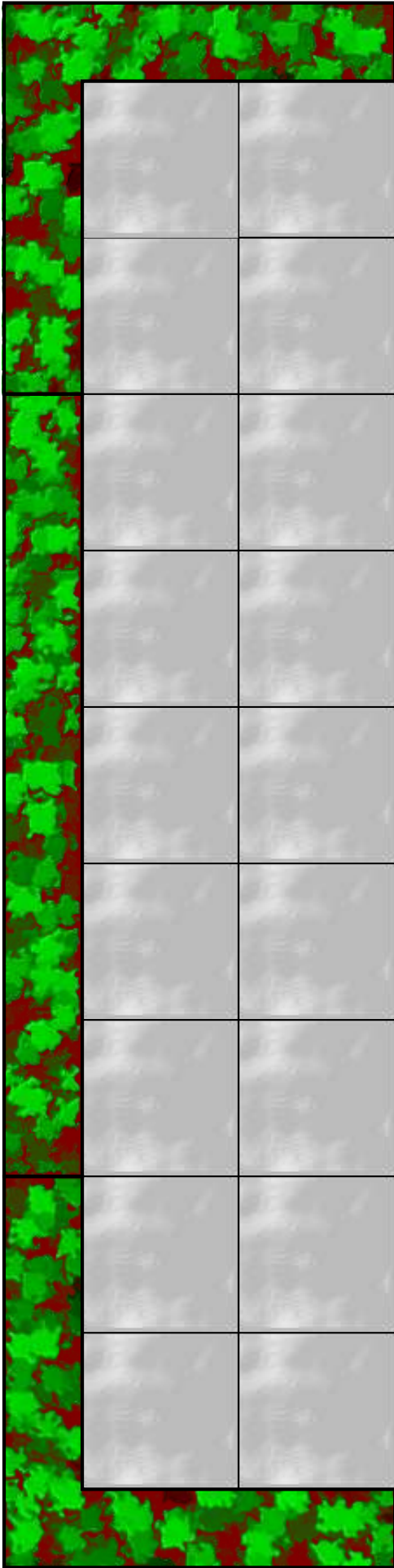
2c. Alternatively, you can print pages 2, 3 and 4 on card as thick as your printer can handle, and cut out the board sections and reminder cards using a craft knife.

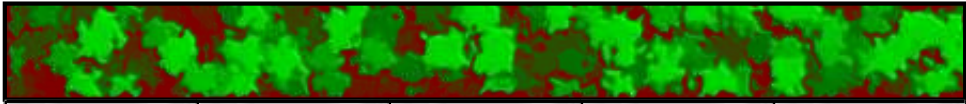
3. It is easiest if the pieces are made in the same way as the board, because you've already printed them in step 2. If you want to make the pieces with a different method, you'll have to print out pages 1 and 3 again, and discard the unused components.

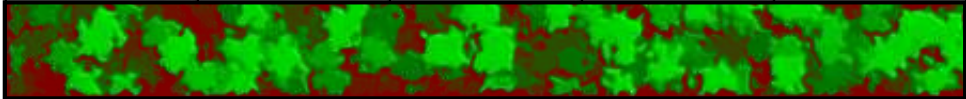
4. Print pages 6 and 7 onto the two sides of a single sheet of A4 paper. Fold this in half to create a 4-page A5 rules leaflet. Be careful when printing the second side; ensure the inside of the booklet isn't upside down after printing!

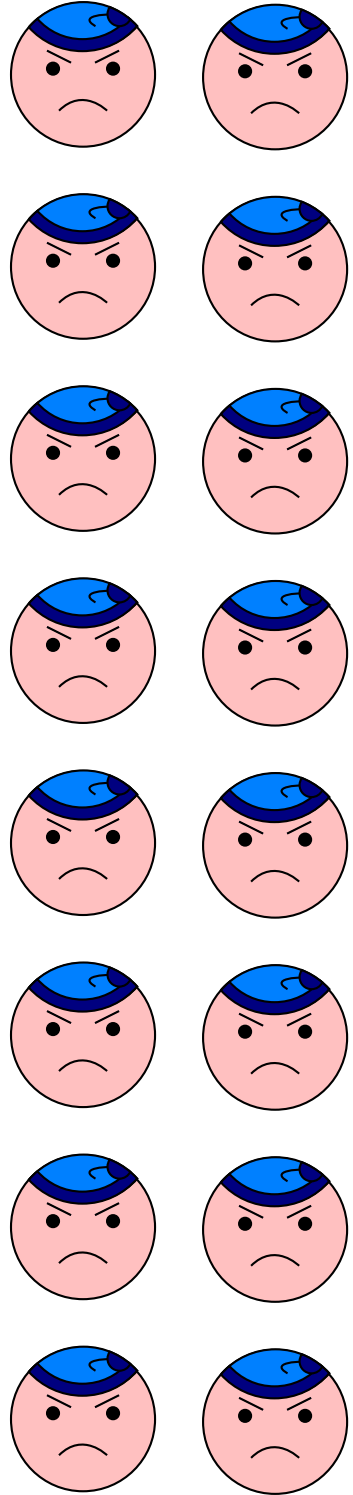
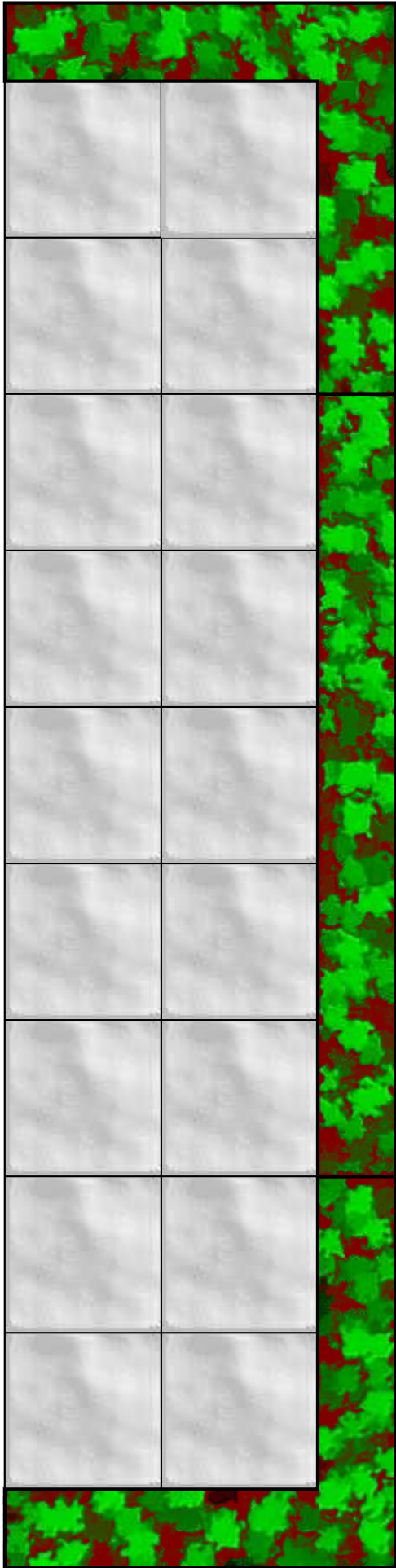
THE WEB SITE

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/>.









SEA BATTLE TAFL

INTRODUCTION & HISTORY

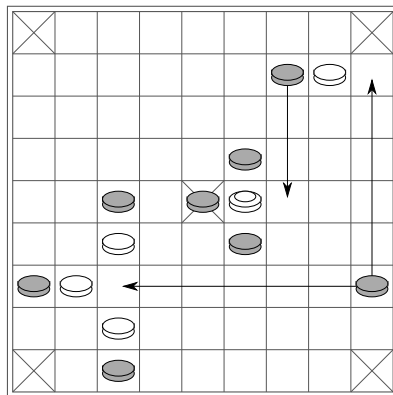


Figure 3: The white pieces may be captured by any of the moves shown. Note that the three white pieces at the bottom left can be captured at once.

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.

Sea Battle Tafl is an elegant modern variant of the game. It re-enacts a battle between a cargo ship and its defending longships, and a larger fleet of piratical longships which are trying to seize its cargo. The cargo ship is difficult to capture, but cannot itself help to capture other ships. It is reasonably well balanced and therefore suitable to tournament play.

HOW TO PLAY

1. The game is played with a cargo ship and a convoy of eight defending warships, against sixteen pirate warships. They start the game laid out as shown in Figure 1.
2. The defending player takes the first turn.
3. In each turn, a player may move a piece as far as desired along a row or column, as shown in Figure 2.
4. Pieces may not jump over each other, nor can one piece land on a square already taken by another.
5. The cargo ship is captured by surrounding it by pirate warships on all four sides along a row and column.
6. Any other piece is captured by surrounding it on two opposite sides along a row or column by two enemies.
7. It is possible to capture two or three enemy pieces at once, if all become surrounded against separate enemies in the same move. These methods of capture are illustrated in Figure 3.
8. A pirate ship is *not* captured when sandwiched between the cargo ship and a defender; the cargo ship may not be used to capture pirates.
9. The defenders win the game when the cargo ship reaches any square on the edge of the board.
10. The pirates win the game when they capture the cargo ship.

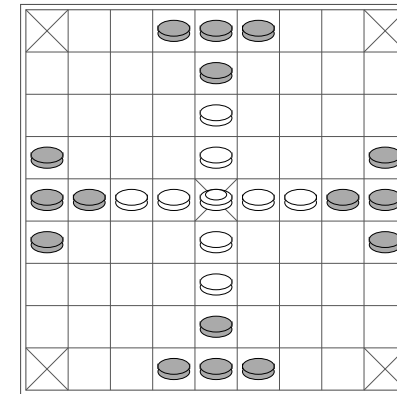


Figure 1: The initial layout for sea battle tafl.

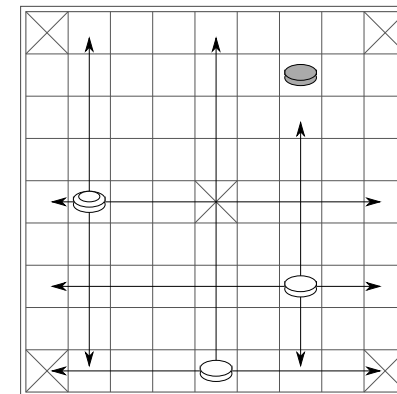


Figure 2: Examples of movement for the king and defenders.