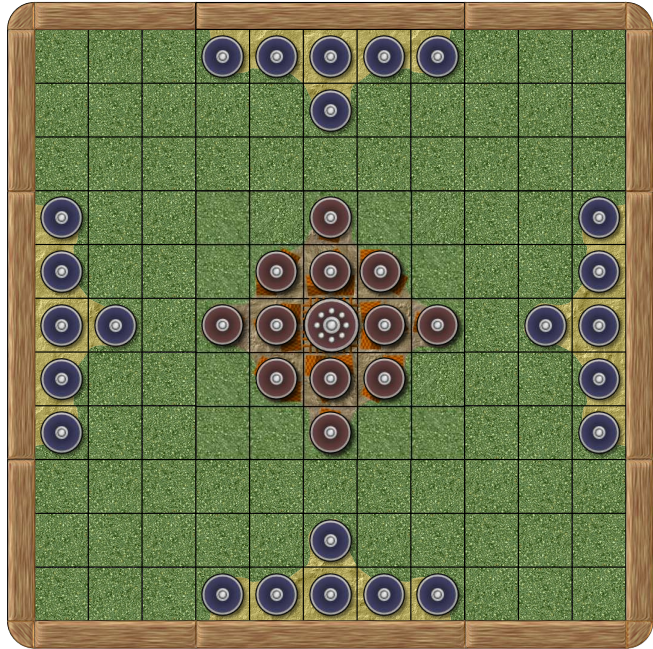


YORK HNEFATAFL PRINT-AND-PLAY



The year is A.D. 954. King Eric Bloodaxe has for the past two years been the Viking ruler of the kingdom of York. Having taken it from King Olaf, he has been occupying the City of York with the help of twelve kinsmen and their stout followers.

But Eric's reign has not been an easy one. It took two attempts to take and hold the kingdom, and Olaf's kinsmen and the Northumbrians are not comfortable with his rule. So they have massed an army to try to drive him out. As the army approaches the city, king Eric's men get ready for their defence.

The Northumbrians outnumber Eric's men two to one. It is clear that the city cannot be defended. Eric's only chance is to escape from the area, in the hope of recruiting reinforcements to secure his return. If the Northumbrians manage to capture him, then his dreams of further rule are gone.

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. It was devised in 1980 and marketed by the York Archaeological Trust, who now run the Jorvik Viking Centre. It is a well balanced and fast-moving 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. *Pages 2 and 3* contain the countryside York, the Northumbrian's positions being sandy soil. *Page 4* is the city itself, with Eric's hall in the middle and built-up areas marking his men's 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 Eric, twelve small red ones for his kinsmen, and 24 blue ones for his attackers. *Pages 6 and 7* contain the rules leaflet for the game of York 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.

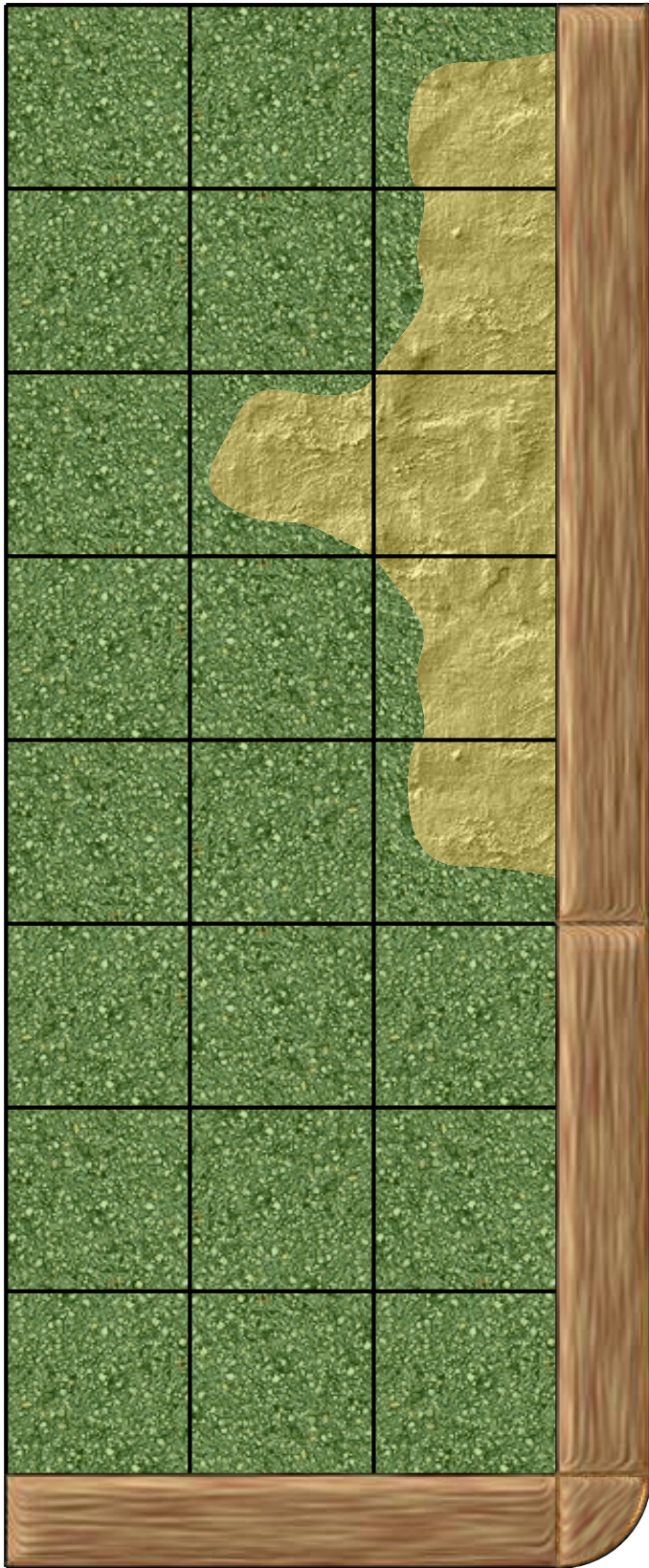
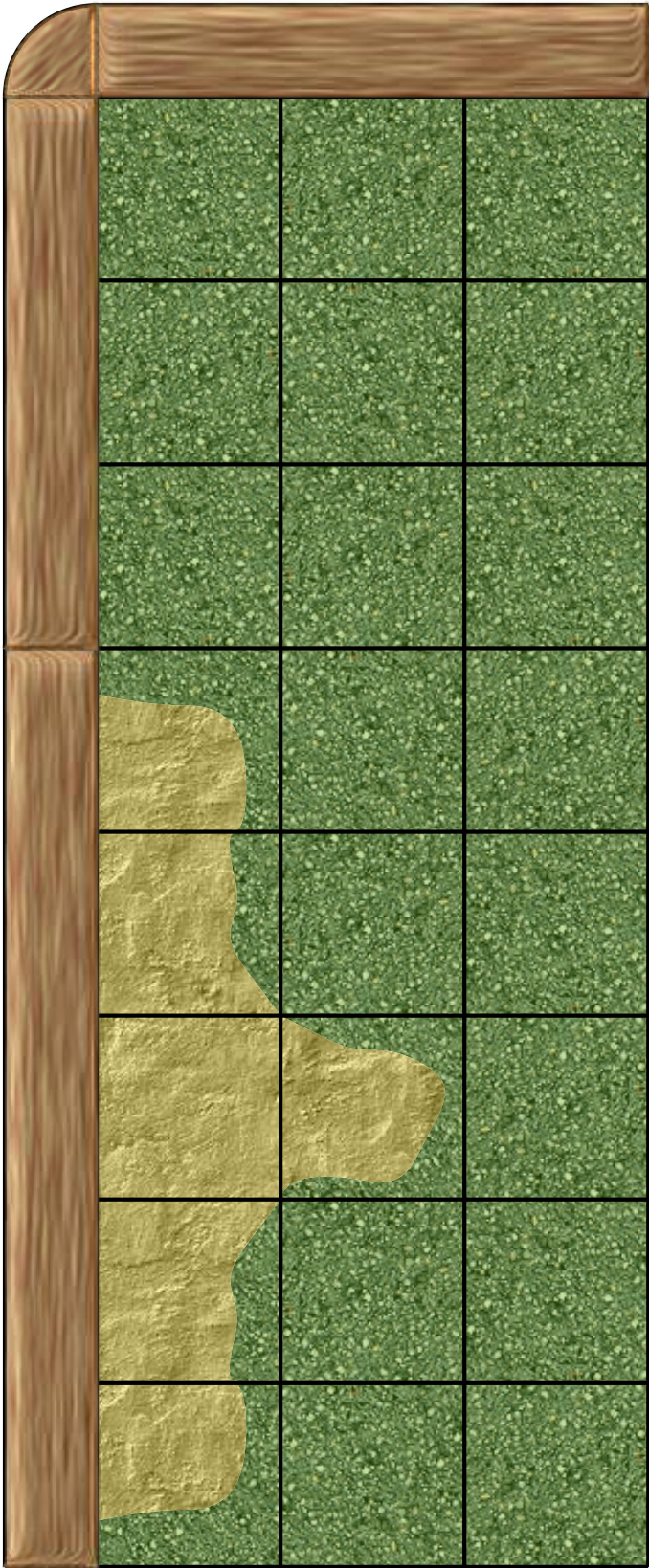
2c. Alternatively, you can print pages 2, 3 and 4 on card as thick as your printer can handle, and cut out the board sections and reminder cards using a craft knife.

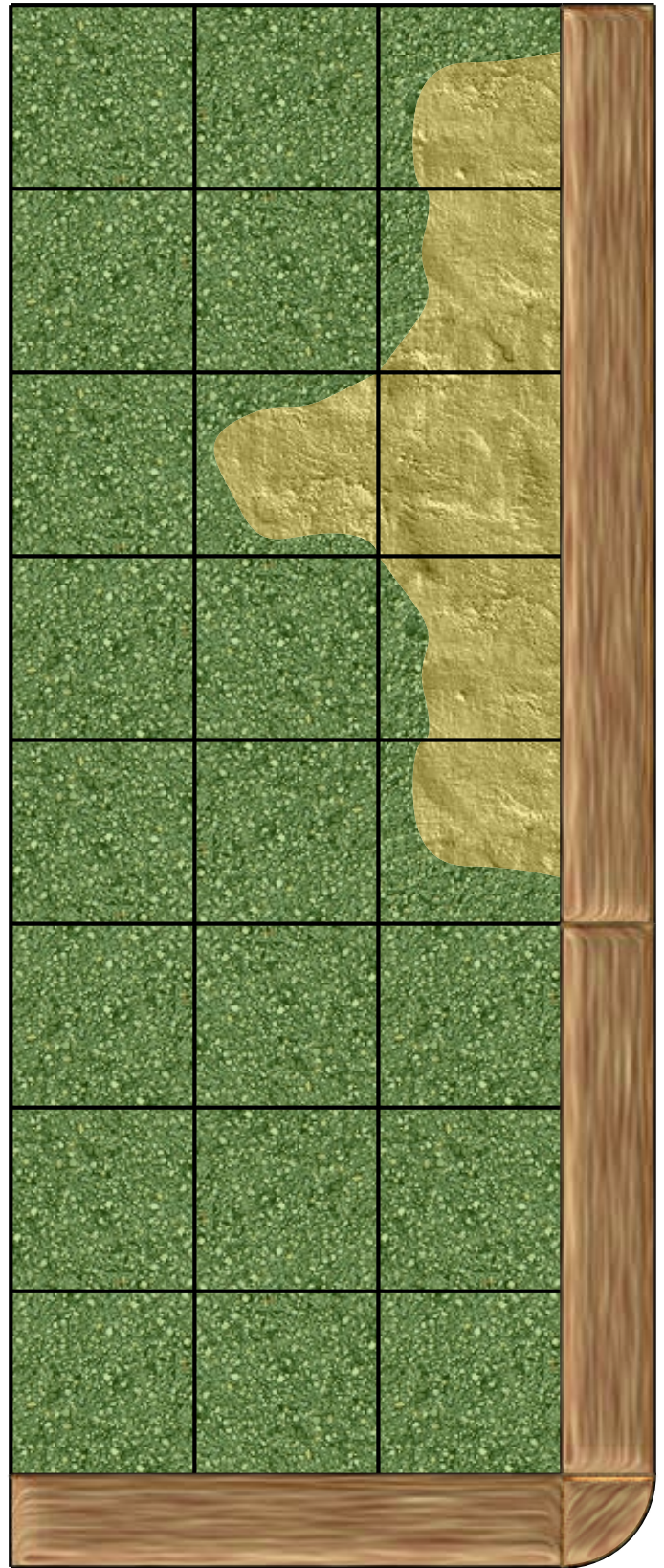
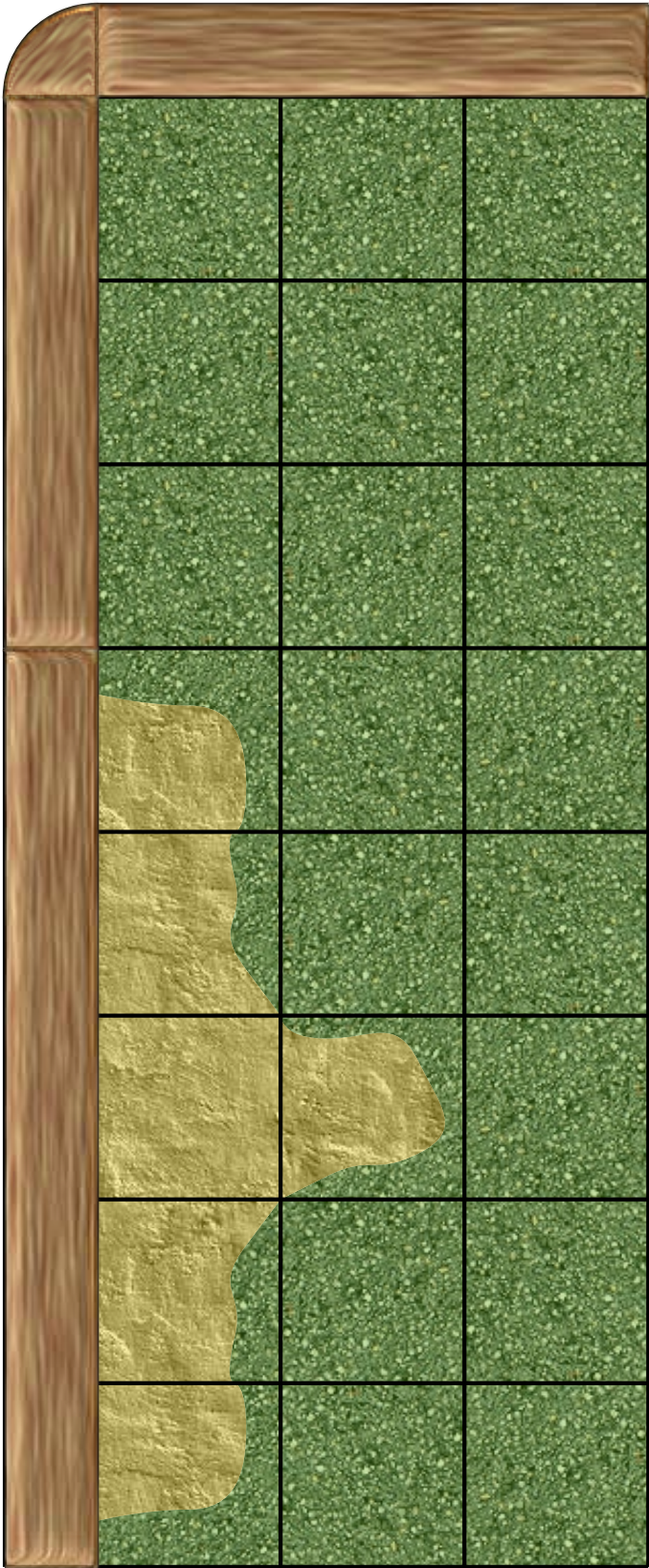
3. You can print out page 5 for the pieces and finish and cut it in the same ways as the board and reminder cards; gluing onto thick backing card is recommended. Alternatively, you can print onto transparency or an A4 sticker sheet, cut the pieces out and fix onto wooden discs of 1 inch (25mm) for King 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.

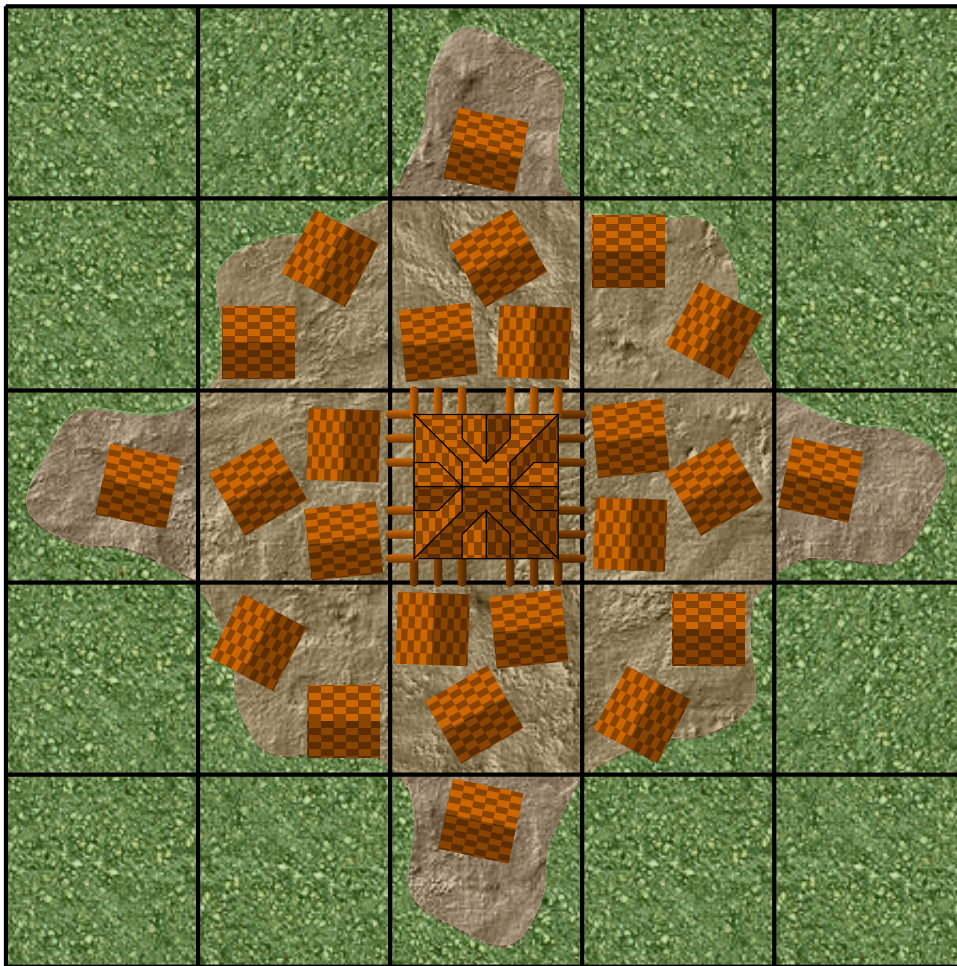
4. Print pages 6 and 7 onto the two sides of a single sheet of A4 paper. Fold this in half to create a 4-page A5 rules leaflet. Be careful when printing the second side; ensure the inside of the booklet isn't upside down after printing!


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/>.



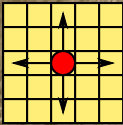




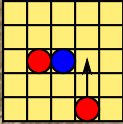


Reminder Card

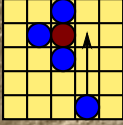
See the rules booklet for full details.



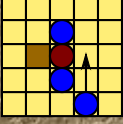
Movement: the attackers move first. All pieces move the same way. Only the king can land on the central square.




Capture: defenders and attackers are captured by surrounding on opposite sides. The king may *not* take part in capturing attackers.



King: the king is captured by surrounding him on four sides by attackers, when he loses. He wins by reaching the board edge.

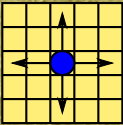


Hall: when the king is beside the central square, he is captured instead by three attackers on his unprotected sides.

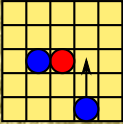


Reminder Card

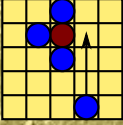
See the rules booklet for full details.



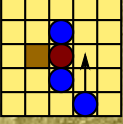
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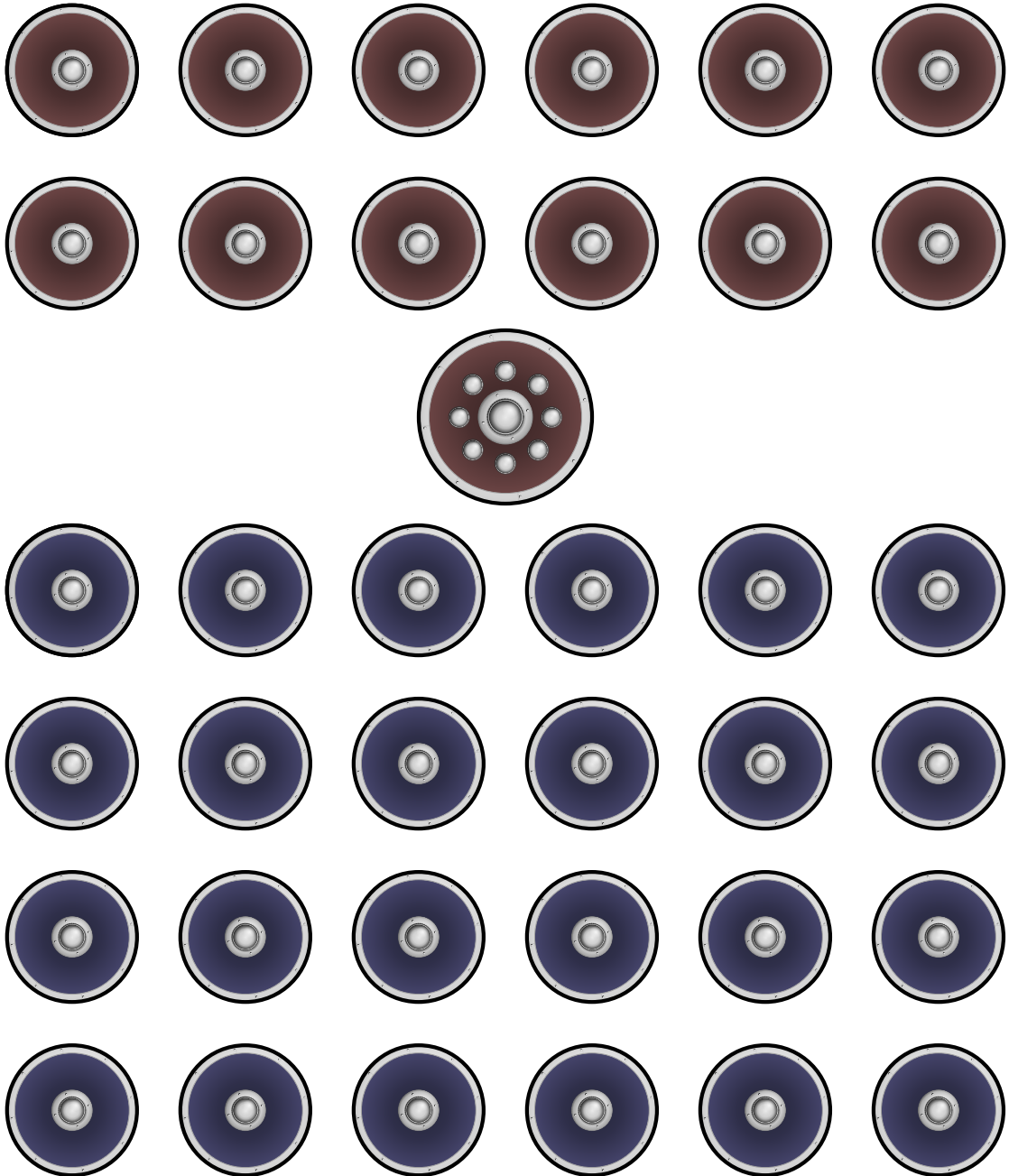
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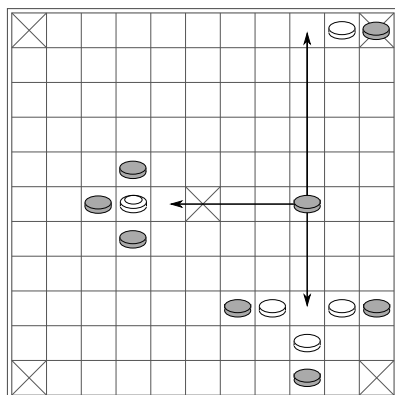


Figure 3: The white pieces may be captured by any of the moves shown. The three white pieces at the bottom right can be captured at once, as per rule 6.

10. Either player will lose the game if unable to move on his or her own turn.
11. Perpetual repetition is ille-

gal. If the board position is repeated three times, the player in control of the situation must find another move.

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YORK 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, hnefatafl 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.

This version of hnefatafl is for the popular 11x11 board. It was designed by David Brown for a game marketed by the York Archaeological Trust. York hnefatafl features a king who is difficult to capture but who cannot take part in captures himself; he must reach the edge of the board to win the game.

HOW TO PLAY

- 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.
- 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. Some examples are shown in figure 2.
- The marked square in the centre of the board is his *castle*, and only the king may land on it. Other pieces may pass over it to land on squares beyond.
- A defender is captured when it is surrounded on two opposite sides along a row or column by attackers. An attacker is captured when it is likewise surrounded by defenders.
- The king cannot take part in capturing attackers.
- 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.
- 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 castle.
- A special situation occurs if the king is in the castle and surrounded by three attackers and one defender. The defender may be captured by sandwiching it between an attacker and the beleaguered king.
- The king wins the game if he reaches the edge of the board. The attackers win if they capture the king.

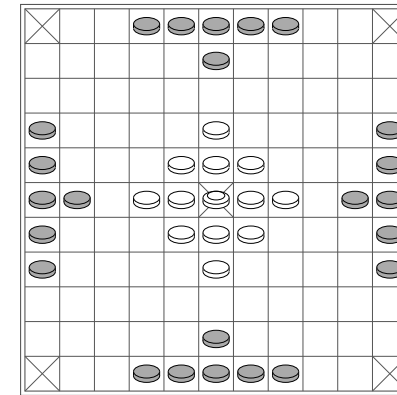


Figure 1: The initial layout of the pieces.

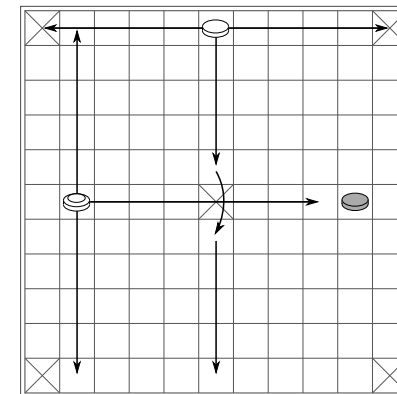


Figure 2: Examples of movement for the king and defenders.