

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

THE GAME & THE TOURNAMENT

Hnefatafl is a game that was invented by the Vikings before A.D. 800. They took the game with them on their journeys of conquest, raiding and settlement. Other peoples gradually adopted the game. It was played all over northern Europe, including in the Hull area where Hnefatafl pieces have been found.

There are many versions of hnefatafl. The version played at the tournament is *Tablut*, which was last recorded in 1732 in Lapland. The rules that the Vikings

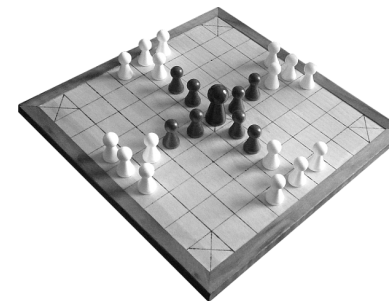
played by have been lost, but this set of rules is probably very close as it was introduced to Lapland from the Vikings' Scandinavian homelands in mediaeval times.

Alongside the tournament there will be exhibits of hnefatafl games, and those who pass by will be invited to play casual games too. There is plenty of fun to be had! If you would like any more information then please get in touch by email.

tafl@cynningstan.com



HNEFATAFL TOURNAMENT



To be held at the

Hull & East Riding Museum

High Street

KINGSTON UPON HULL

On Saturday the

17th June 2017

10:00 a.m. to 5:00 p.m.

Admission Free

<http://tafl.cynningstan.com/>

HOW TO PLAY

1. The game is played with a king and eight defenders against sixteen attackers. They start the game laid out as shown in Figure 1.
2. The attacking 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. No piece may land on the central square, not even the king once he has left it. Any piece may land on the corner squares, however; their markings are decoration only.
6. A piece is captured by surrounding it on two opposite sides along a row or column by two enemies.
7. A piece may also be captured by surrounding it between a single enemy and the empty central square.
8. When the king is on the central square, he must be surrounded on all four sides by attackers in order to be captured.
9. When the king is beside the central square, he must be surrounded by attackers on the remaining three sides. This and some of the above methods of capture are illustrated in Figure 3.
10. It is possible to capture two or three enemy pieces at once, if all become surrounded against separate enemies in the same move.
11. The defenders win the game when the king reaches any square on the edge of the board.
12. The attackers win the game when they capture the king.

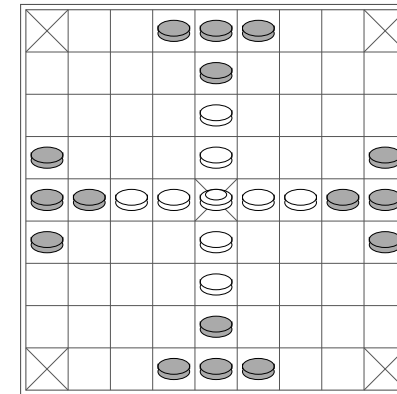


Figure 1: The initial layout for tablut.

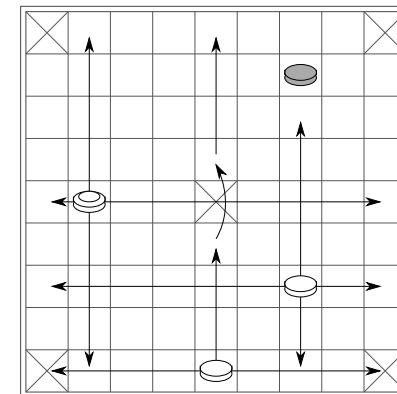


Figure 2: Examples of movement for the king and defenders.