

Figure 5: 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.

sides along a row or column by two enemies. This is illustrated in Figure 5. The king captures and is captured like any other piece.

6. It is possible to capture two or three enemy pieces at once, if all become surrounded against separate

enemies in the same move.

7. The defenders win the game when the king reaches any square on the edge of the board.
8. The attackers win the game when they capture the king.

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TAWLBWRDD

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.

Tawlbwrdd was the version of the game played in Wales, from the initial Viking invasions through to the sixteenth century. The king had twelve defenders, and 24 attackers lay in wait to capture him. Some details are missing from the rules of the game, and have had to be borrowed from other versions of hnefatafl.

HOW TO PLAY

1. The game is played with a king and twelve defenders against 24 attackers. They start the game laid out as shown in Figure 1, or as alternatives, Figure 2 or 3.
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 4.
4. Pieces may not jump over each other, nor can one piece land on a square already taken by another.
5. A piece is captured by surrounding it on two opposite

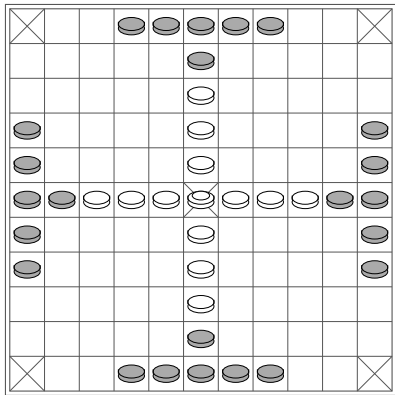


Figure 1: The initial layout for tawlbwrdd (F. R. Lewis, 1940).

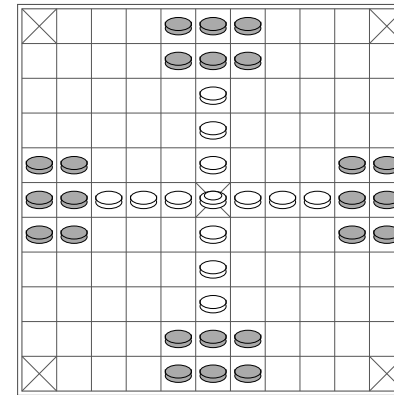


Figure 3: F. R. Lewis' alternative layout for tawlbwrdd.

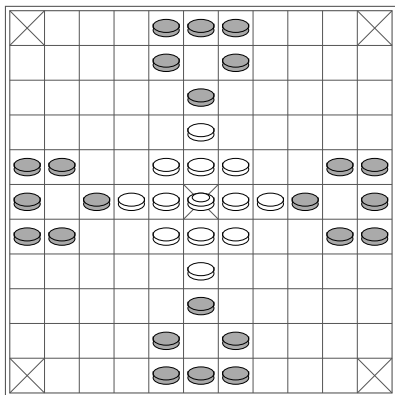


Figure 2: R. C. Bell's layout for tawlbwrdd.

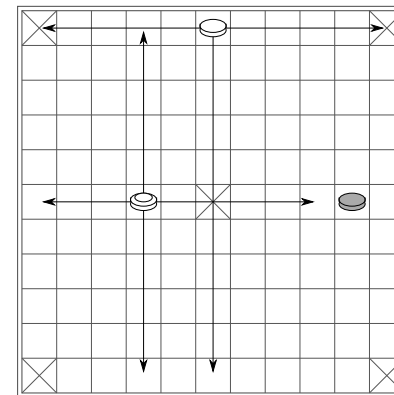


Figure 4: Examples of movement for the king and defenders.