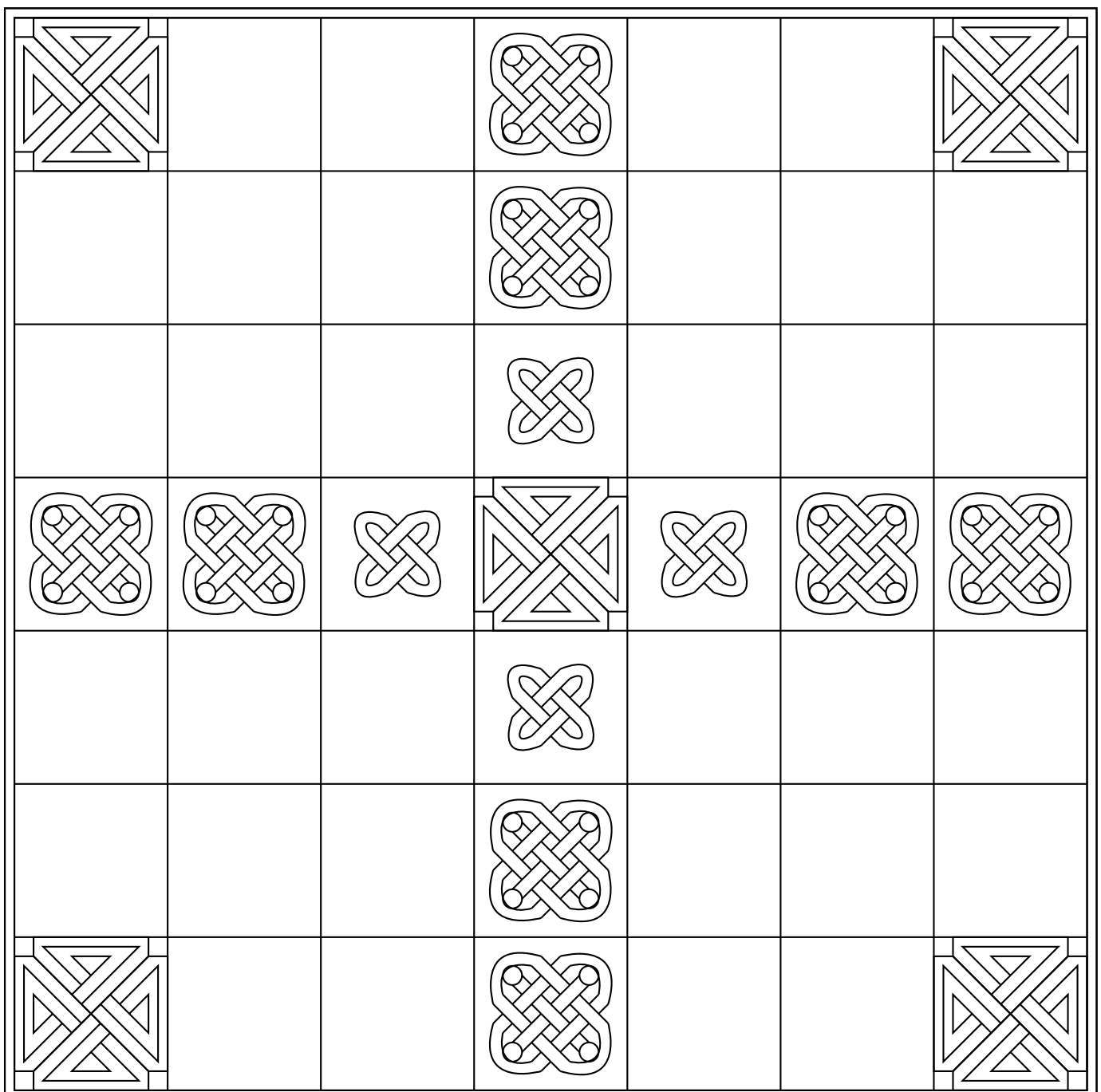
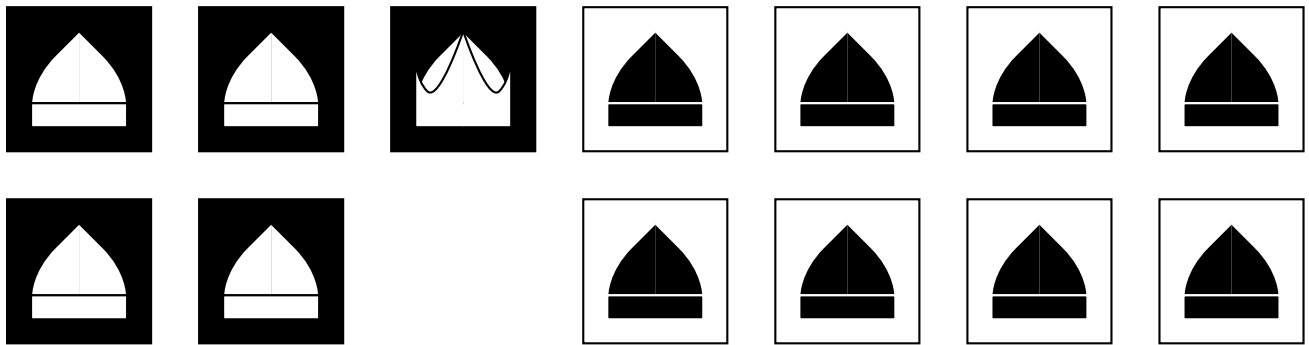


Hnefatafl - print and play



Hnefatafl ~ print and play

ASSEMBLY INSTRUCTIONS

The attached print-and-play sheet is designed for printing in black and white onto A4 paper. To assemble the game, you will need: a black and white or colour printer capable of printing graphics onto A4 paper; a craft knife and ruler, an A4 sheet of thick card, a pair of scissors and some good paper glue.

1. Print out the print-and-play sheet onto A4 paper. If using an inkjet printer, give time for the ink to dry.
2. Glue the printed paper onto the thick card. Ensure that the entire surface of the card is evenly covered with glue, as the board and pieces will be cut out. Leave the glue to dry.

3. Cut out the board and individual pieces. You may want to apply more glue if the paper is coming loose around the edges.

There are alternative methods. If you have only scissors, you can still make the board but the results may be poor; it's probably best to cut the paper and card to fit before gluing in this case.

If you have access to a laminator, the print-and-play sheet could be printed onto thin card before laminating; when cutting out the board and pieces you may want to round-off the corners to prevent scratching.

SUGGESTED RULES

The smallest hnefatafl game is called brandub. It was introduced into Ireland when the Vikings settled there. It uses a board of 7x7, with a king and four defenders against eight attackers.

To begin: put the king on the central square with his defenders around him on the marked squares. The attackers are placed on the other marked squares so as to form a cross.

Movement: the attackers move first. All pieces move along a row or column any number of spaces. A moving piece cannot land on another, nor may pieces jump. No piece but the king may land on the marked central or corner squares.

Capture: a piece is captured by surrounding it on two opposite sides along a row or column with two pieces of your own. The enemy is immediately removed from the board. 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. It is possible for either side to capture enemies against a corner square as if it had one of your pieces sat upon it. The king captures and is captured like other pieces.

To win: the defenders must get the king to one of the marked corner squares. The attackers win if they capture the king before he escapes.