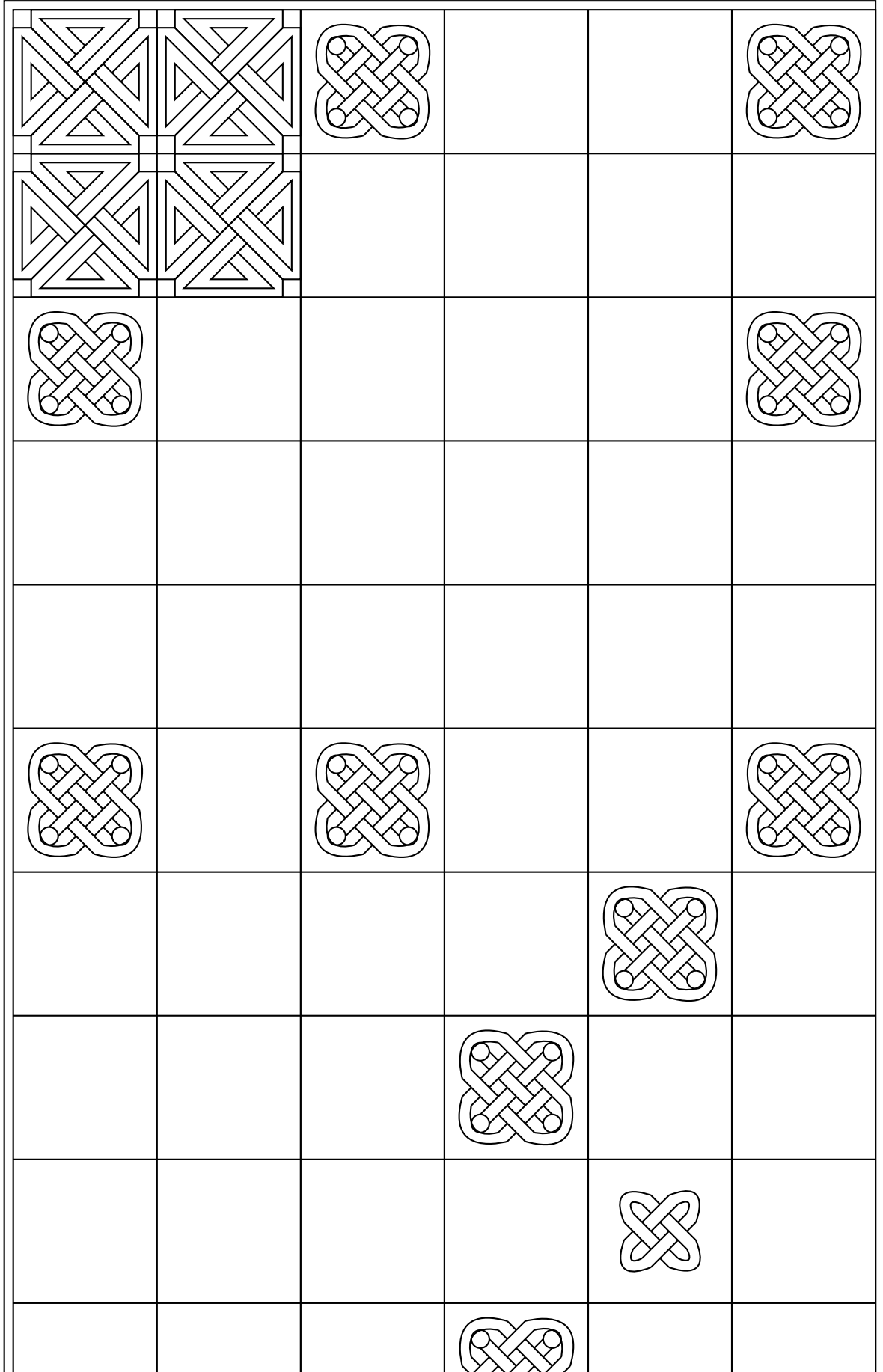
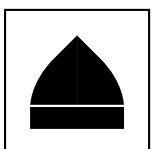
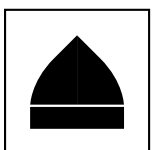
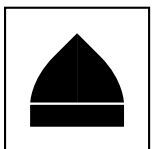
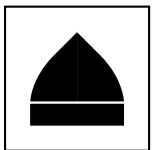
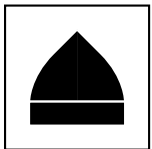
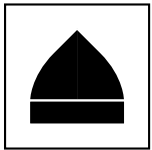
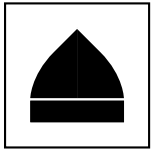
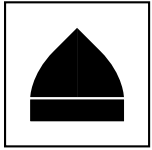
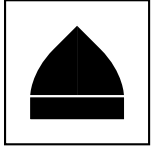
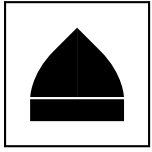
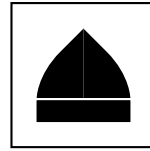
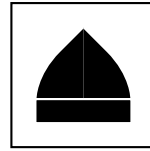
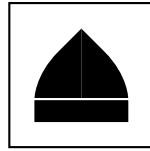
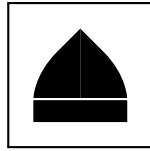
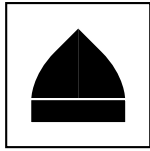
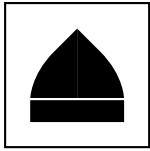
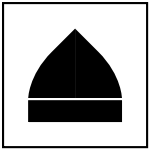
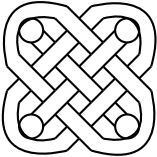
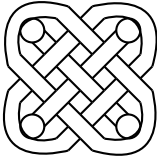
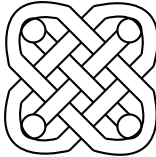
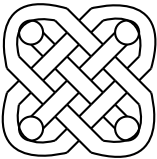


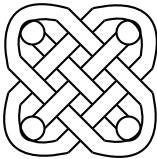











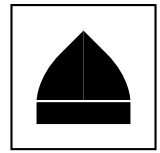
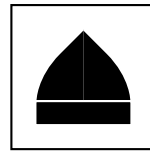
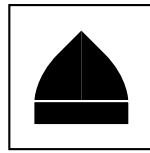
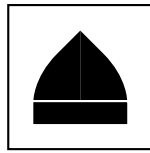
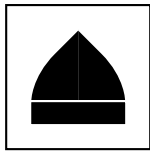
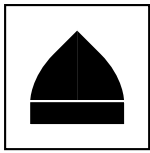


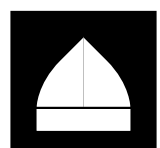
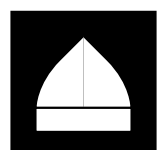
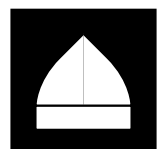
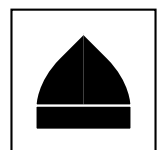
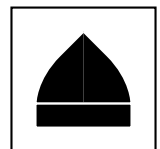
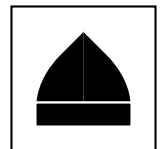
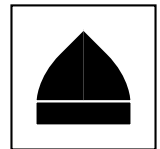
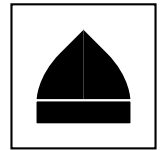
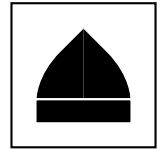
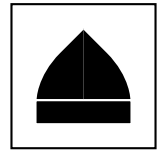
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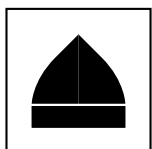
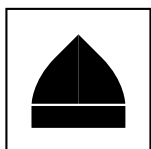
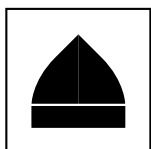
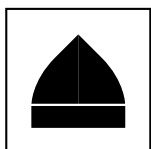
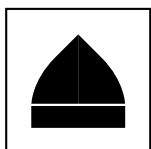
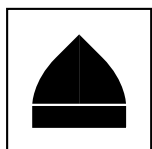
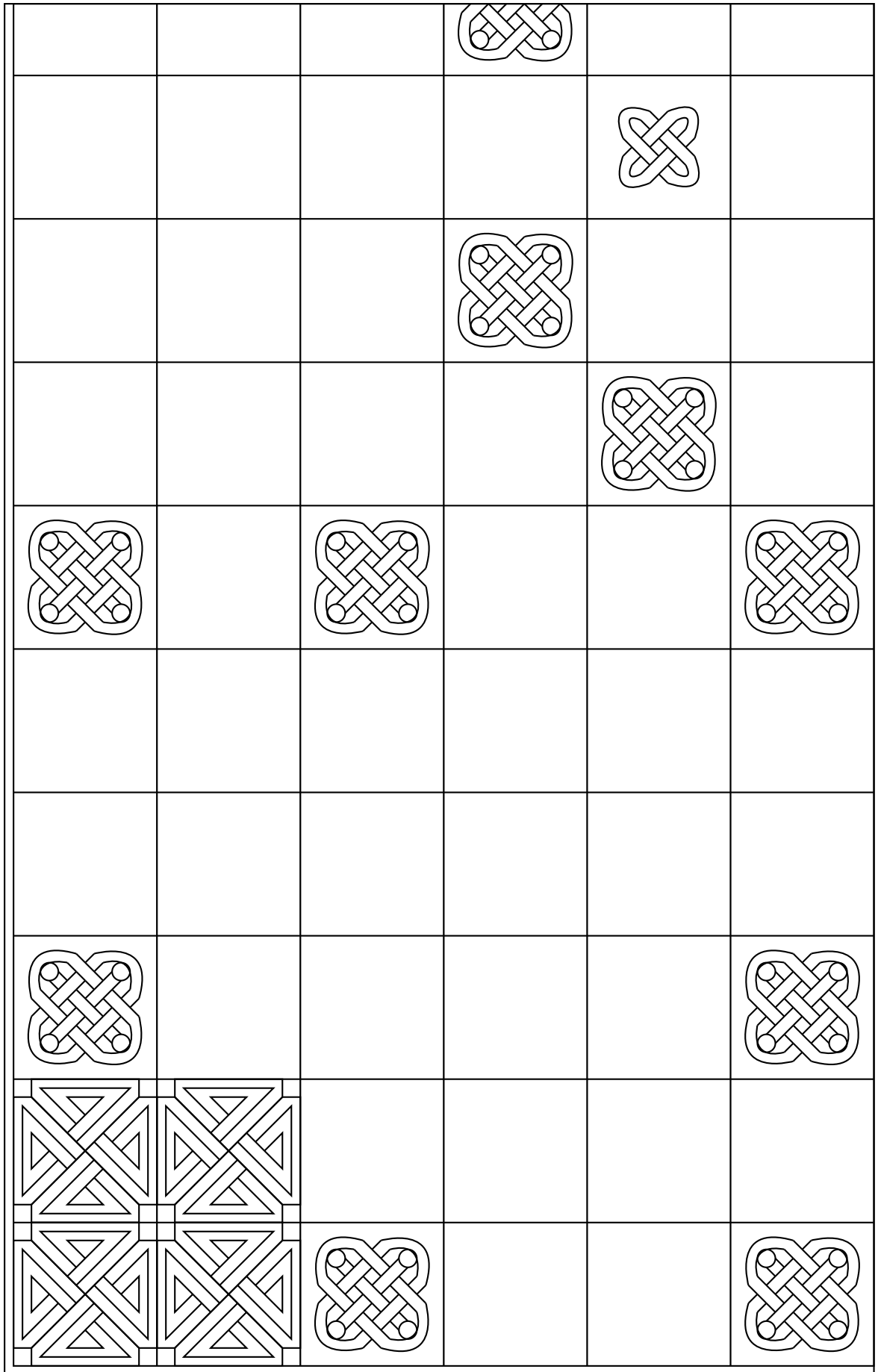
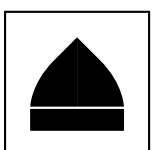
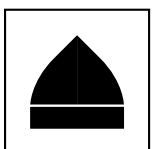
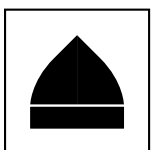
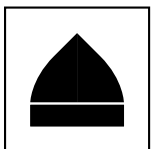
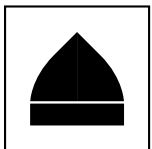
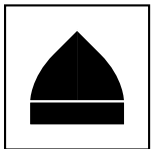
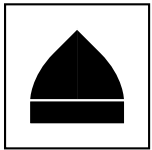
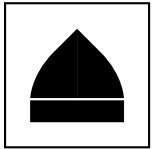
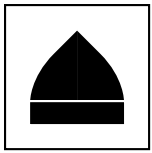


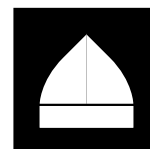
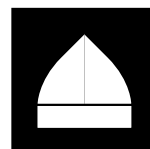
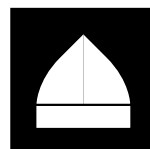
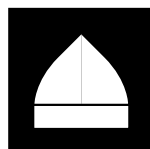
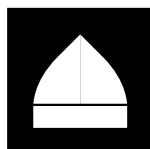
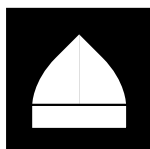
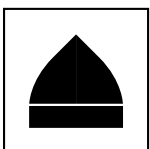
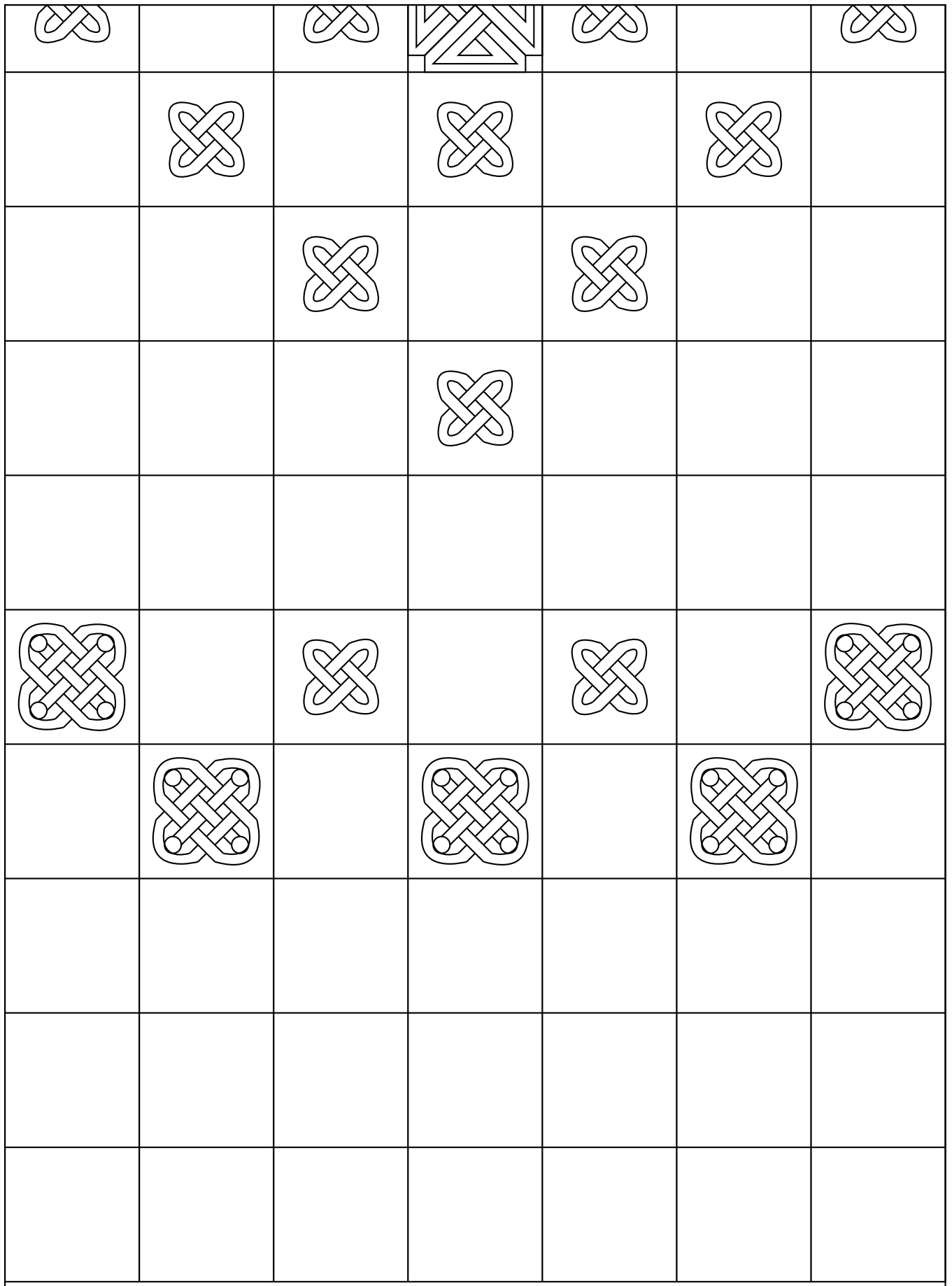


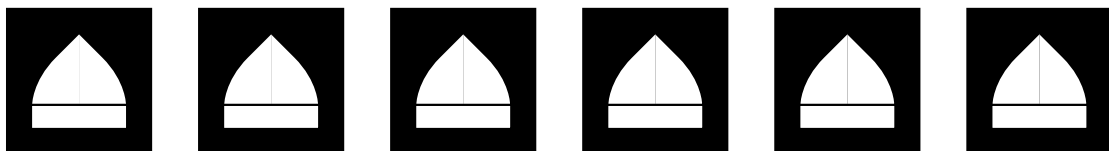
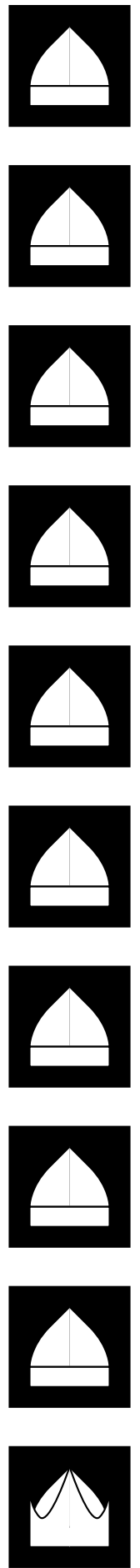
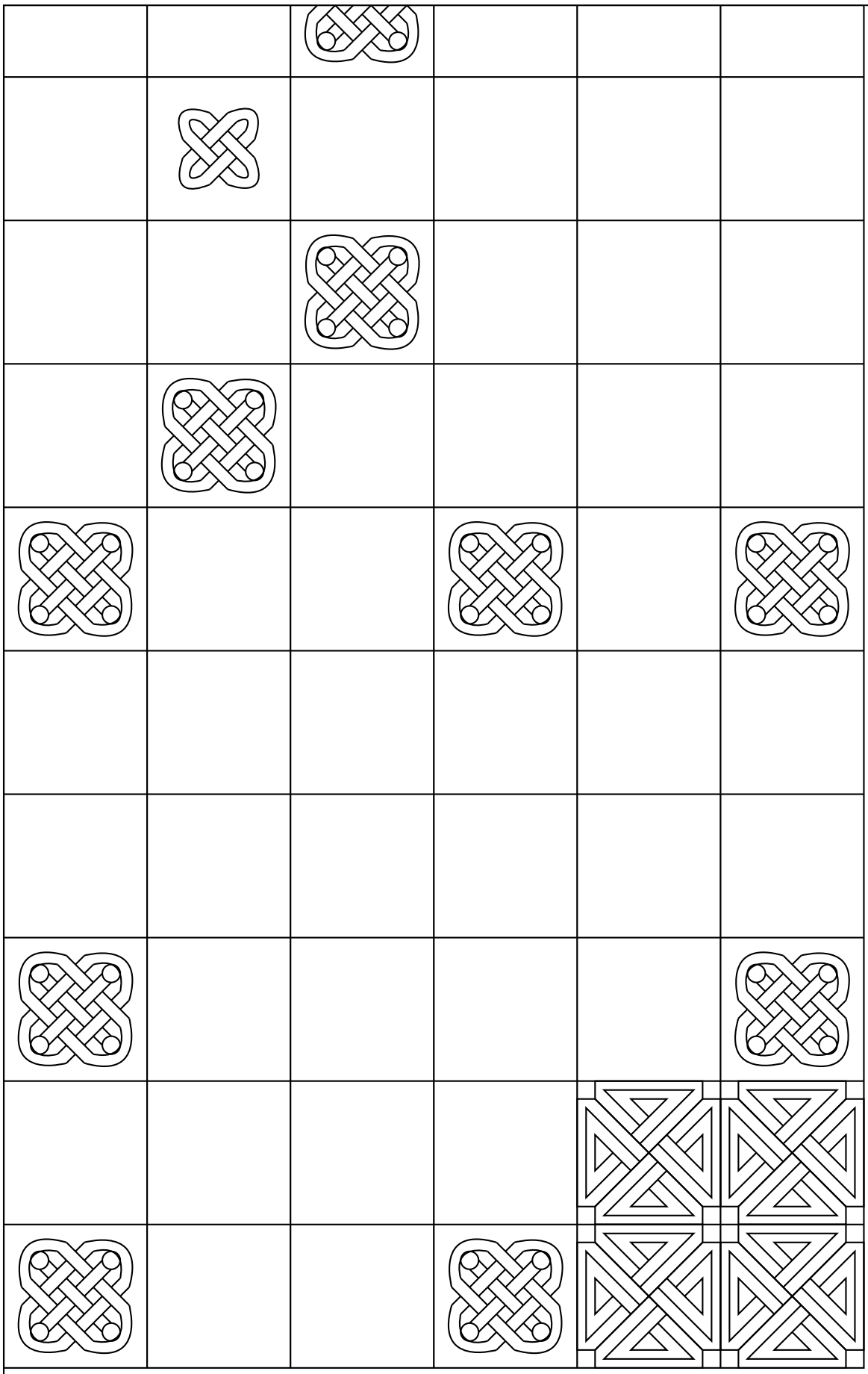
						
						
						
						
						
						











Hnefatafl ~ print and play

ASSEMBLY INSTRUCTIONS

The attached print-and-play sheets are 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, six A4 sheets of thick card, sticky tape 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.
4. Use the sticky tape to fix the six sections of the board together.

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.

SUGGESTED RULES

The largest hnefatafl game was probably just called taefl by the people who played it, but a later scribe gave it the name *alea evangelii* (game of the gospel) and turned it into a religious allegory.

To begin: put the king on the central square with his defenders around him on the squares marked with small knot-work patterns. The attackers are placed on the squares with the larger knot-work patterns nearer the edges.

Movement: the king's side moves first. All pieces move along a row or column any number of spaces. A moving piece cannot land on another, nor may pieces jump. Only the king may land on the marked central square or the sixteen marked 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 the empty central square, or marked corner square, as if the square had one of your pieces sat upon it. The king when in the central space is captured by surrounding him on all four sides by attackers. If he stands beside the central space, three attackers can capture him. Otherwise, he is captured like other pieces. The king captures and is captured like other pieces.

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