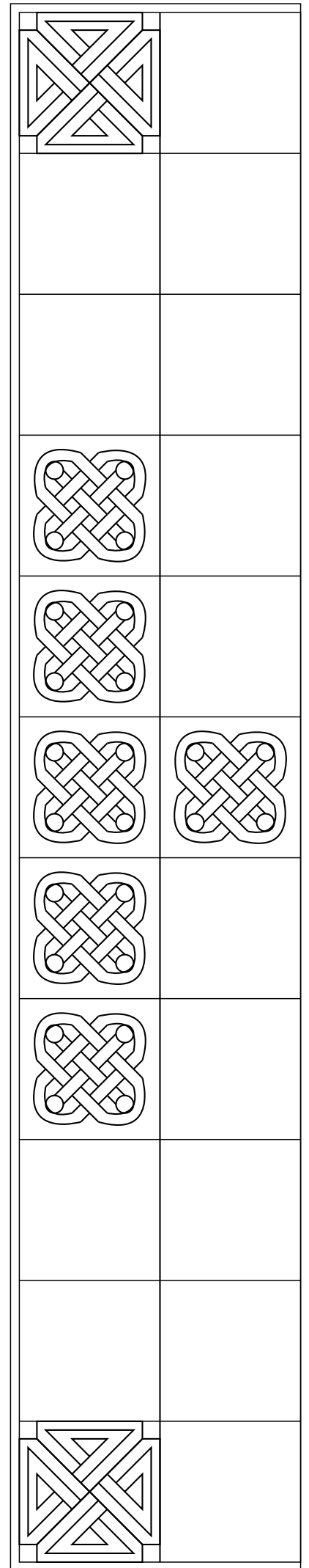
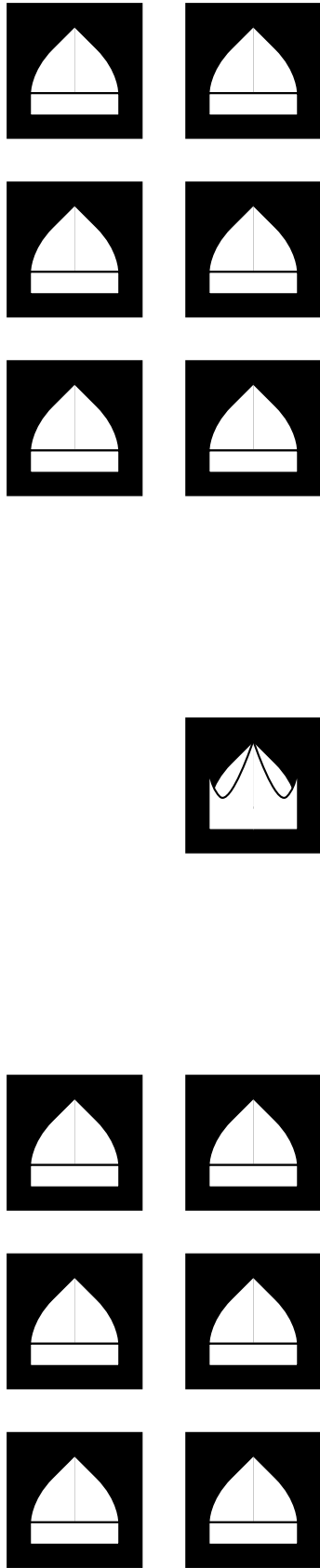
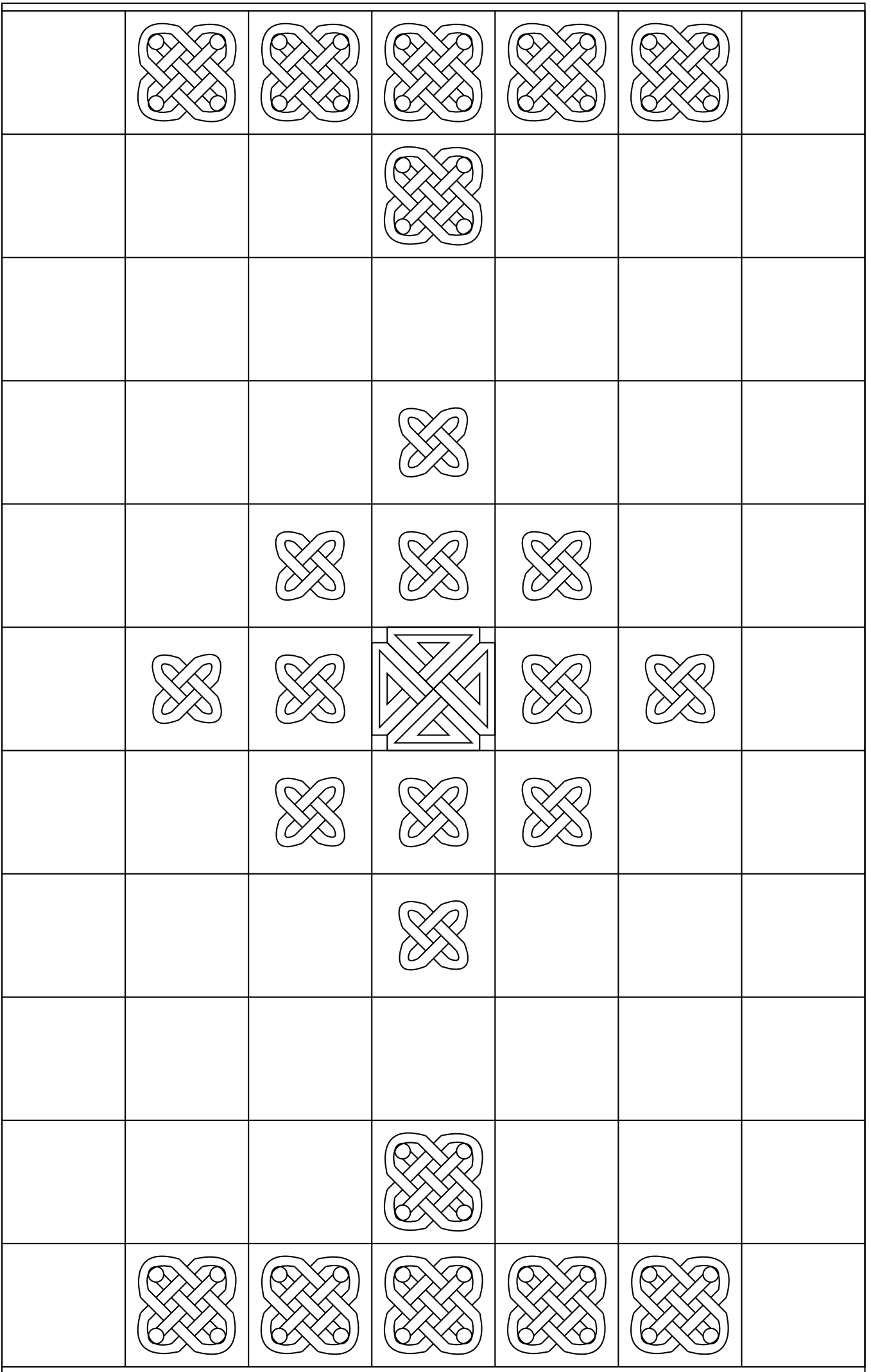
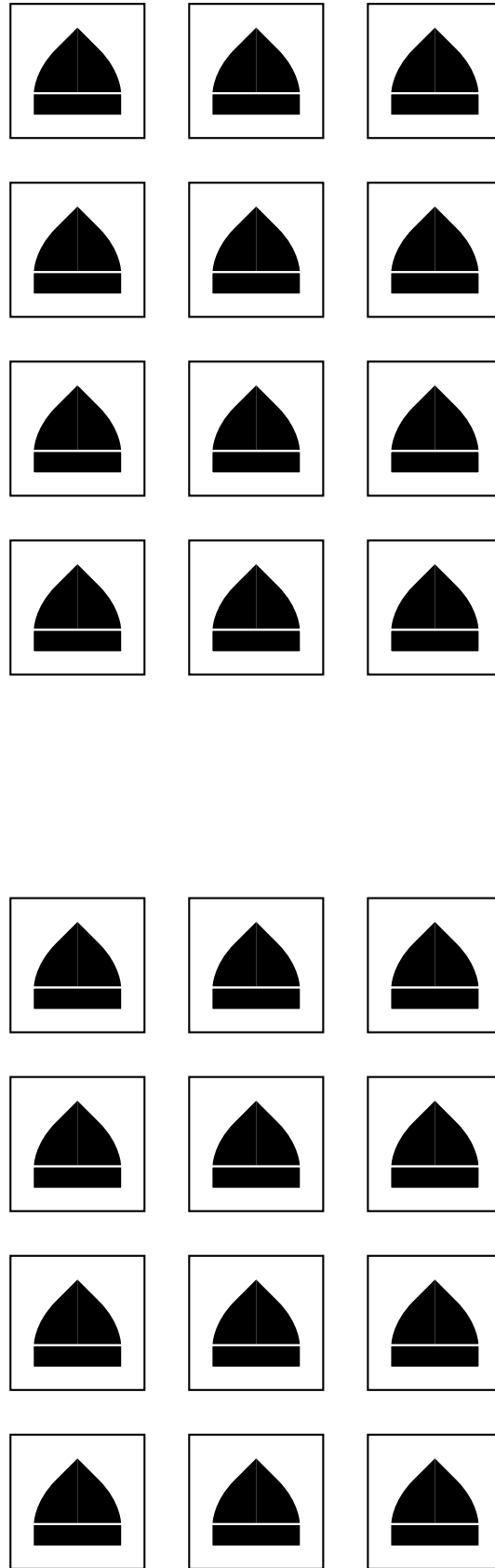
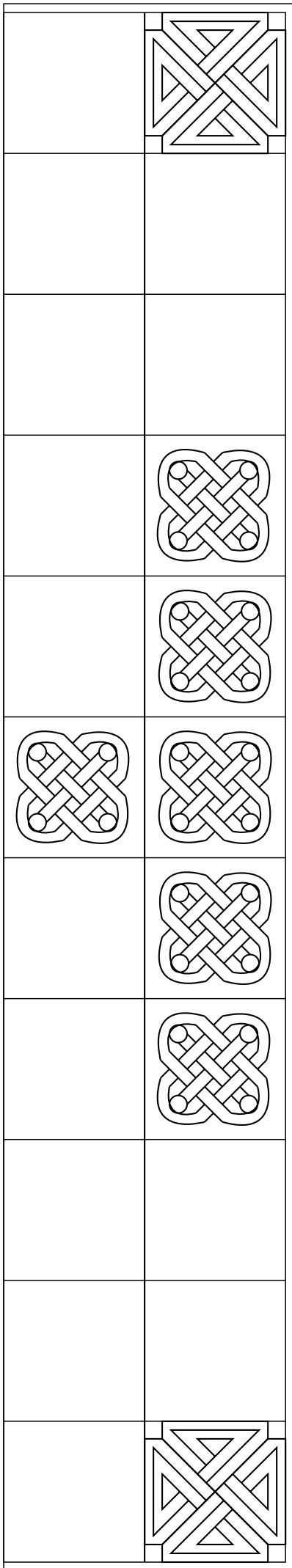


# Hnefatafl ~ print and play







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## 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, three 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 three 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.

If you have access to a laminator, the print-and-play sheets 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

One of the more popular variants today was formulated in Fetlar, in the Shetland Islands, for an annual hnefatafl tournament that has been held since 2008.

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 marked with large knot-work patterns so as to form a symmetrical pattern.

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 can occupy the corner squares or the central square.

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 also possible to capture a piece against the corner squares, or the central square if it is empty, as if one of your pieces were sitting on it. The king can only be captured by surrounding him on all four sides.

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