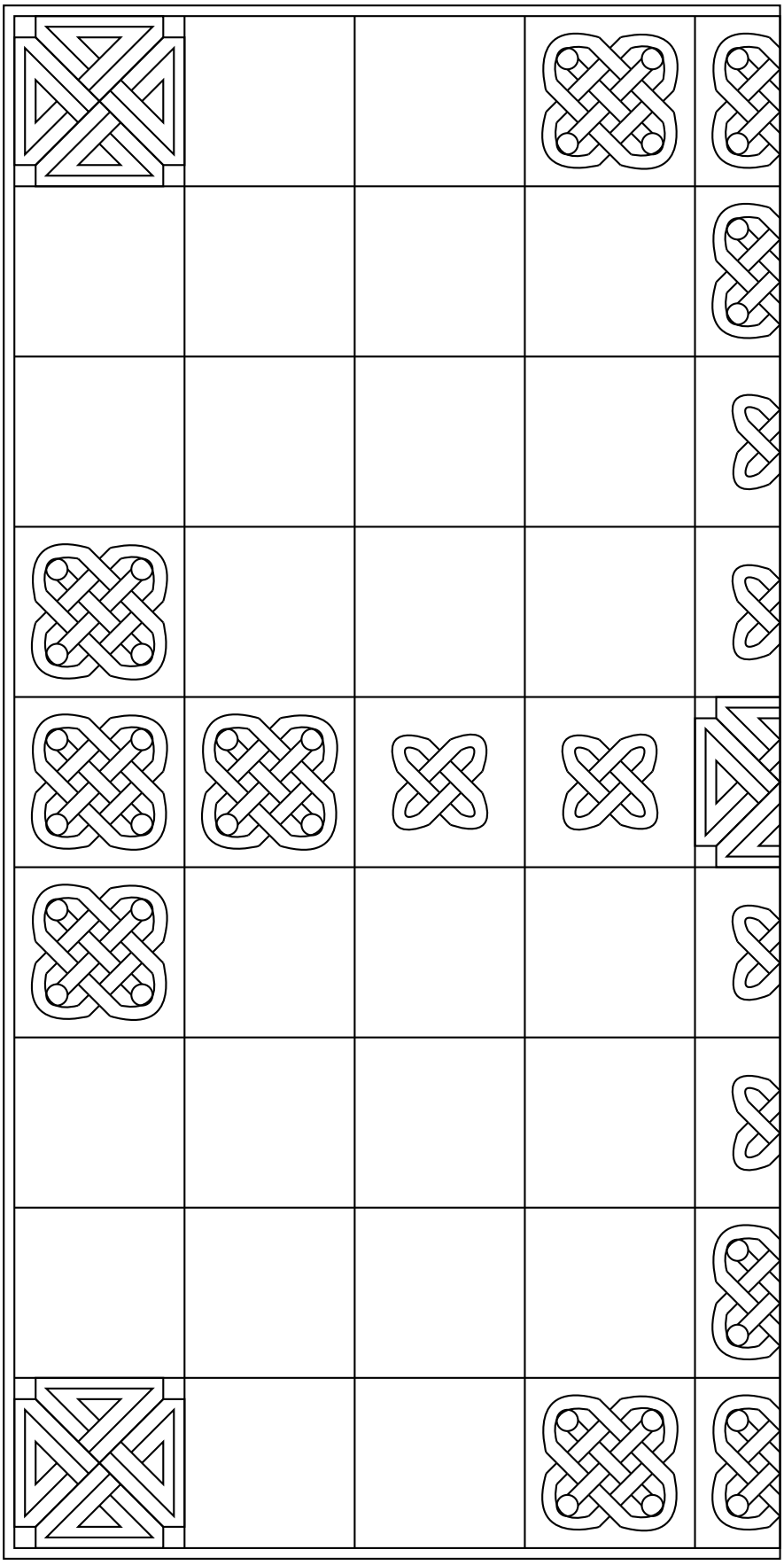
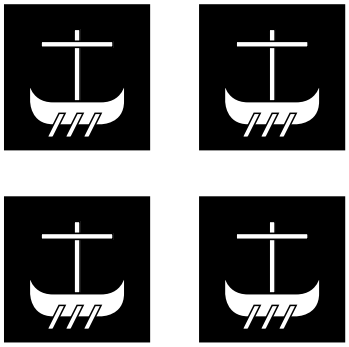
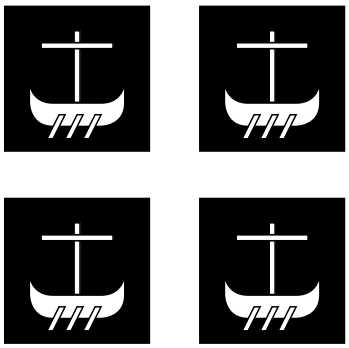
Hnefatafl - print and play







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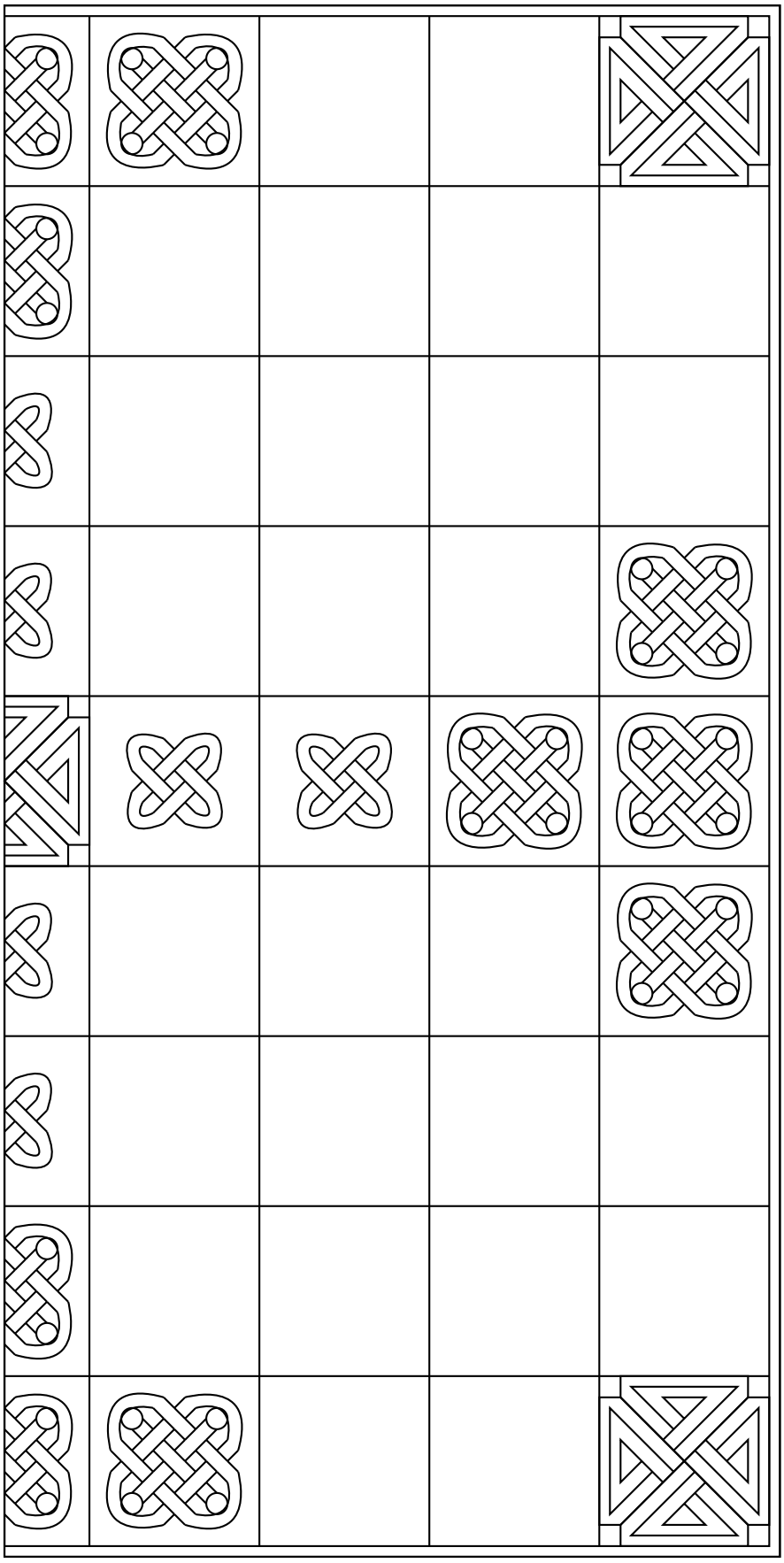

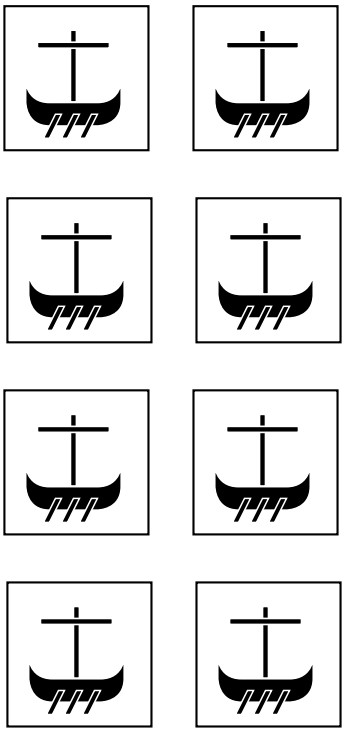

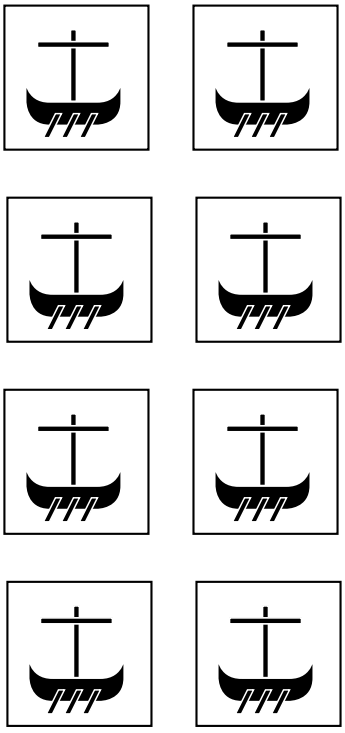

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ASSEMBLY INSTRUCTIONS

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, two A4 sheets of thick card, sticky tape and some good paper glue.

1. Print out the print-and-play sheets 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 two sections of the board together. If you leave a very small gap between the sections, they will more easily fold for storage.

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

Sea battle tafl is a modern variant of the game, but one which uses a relatively conservative rule set. This produces a very simple and elegant game. As its name suggests, it is set in the sea. A precious cargo ship is on its way to a distant destination when pirates strike from all sides! The attackers must capture the cargo ship, while the defenders have to escort it to safety.

To begin: put the cargo ship on the central square with its defenders around it on the squares marked with the small knotwork pattern. The attackers are placed on the squares marked with the large knotwork pattern nearer the edges.

Movement: the defenders 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.

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. The cargo ship must be surrounded on all four sides to be captured. The cargo ship is unarmed, and may **not** take part in capturing attackers.

To win: the defenders must get the cargo ship to the edge of the board. The attackers win if they capture the cargo ship before it escapes.