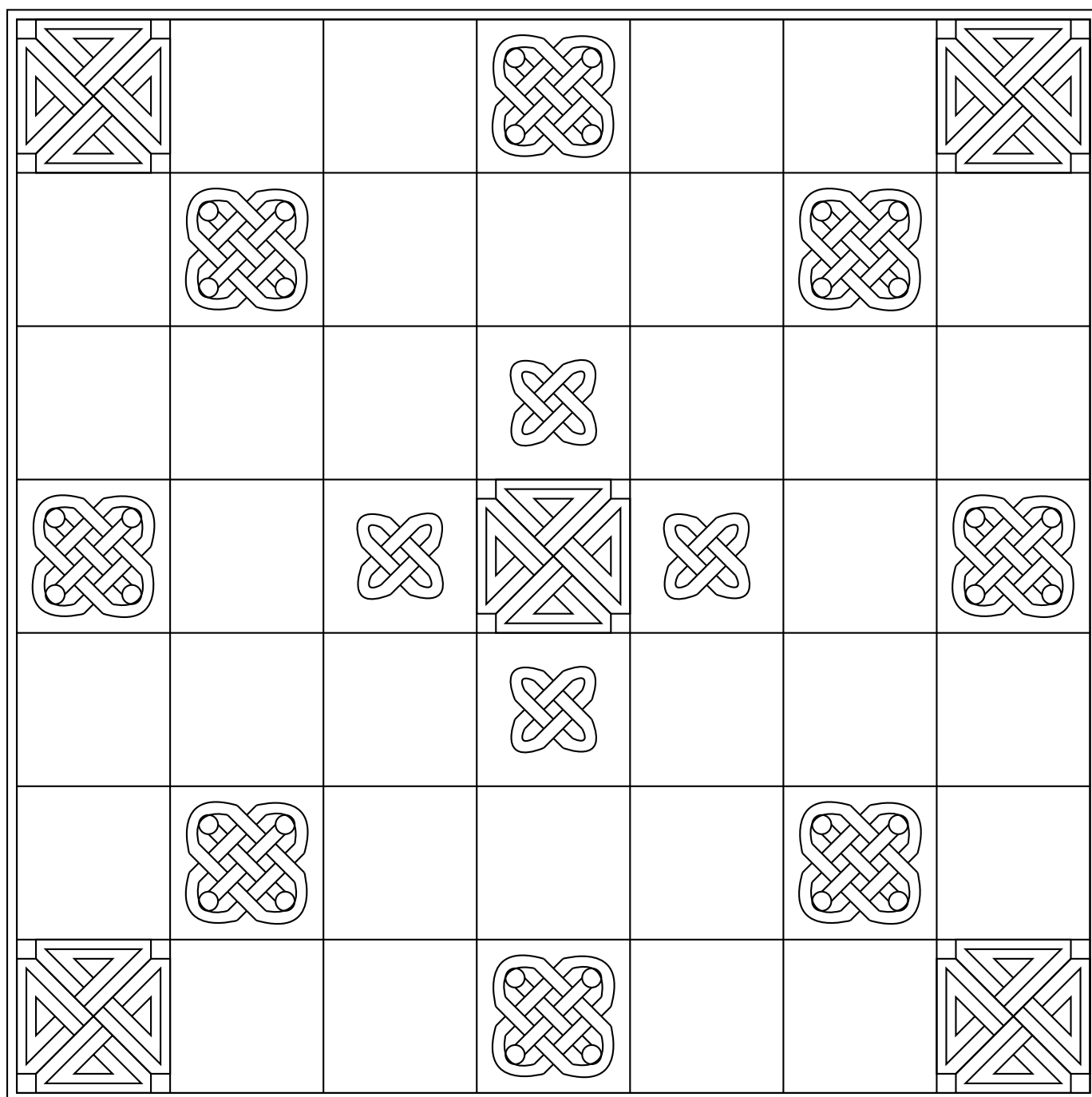
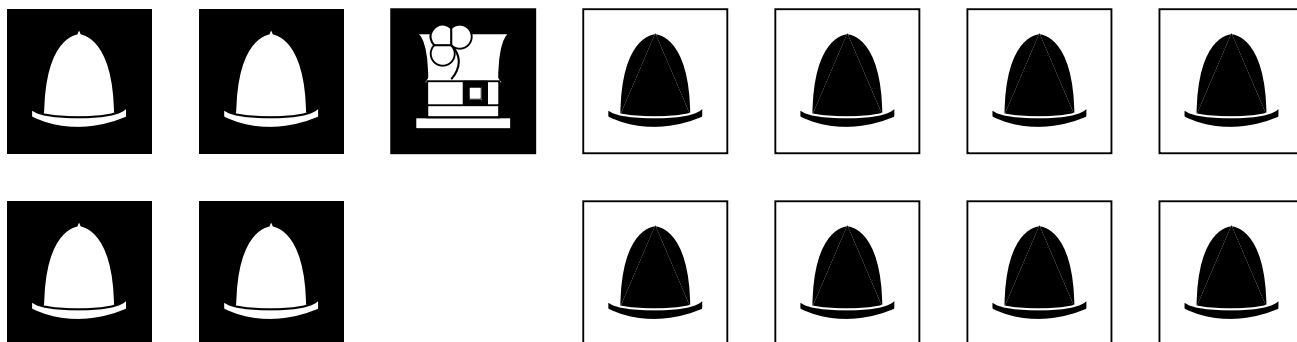


Hnefatafl ~ print and play



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

This is Magpie, a delightful take on the game of brandub, created by Nigel Suckling for his book *The Leprechaun Companion*. A leprechaun has found a sack of gold, and must get it home with the help of four friends, while eight thieves try to steal it. His slow move is explained by the heavy sack of gold that he is carrying.

To begin: put the leprechaun on the central square with his friends around him on the marked squares. The thieves are placed on the other marked squares so as to form a circle around them.

Movement: the thieves move first. Pieces move along a row or column any number of spaces. The leprechaun can move only to adjacent squares, however. A moving piece cannot land on another, nor may pieces jump. No piece but the leprechaun 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 an empty marked centre or corner square as if it had one of your pieces sat upon it. The leprechaun must be surrounded on all four sides by thieves to be captured.

To win: the friends must get the leprechaun and his gold to one of the marked corner squares. The thieves win if they capture the leprechaun before he escapes.