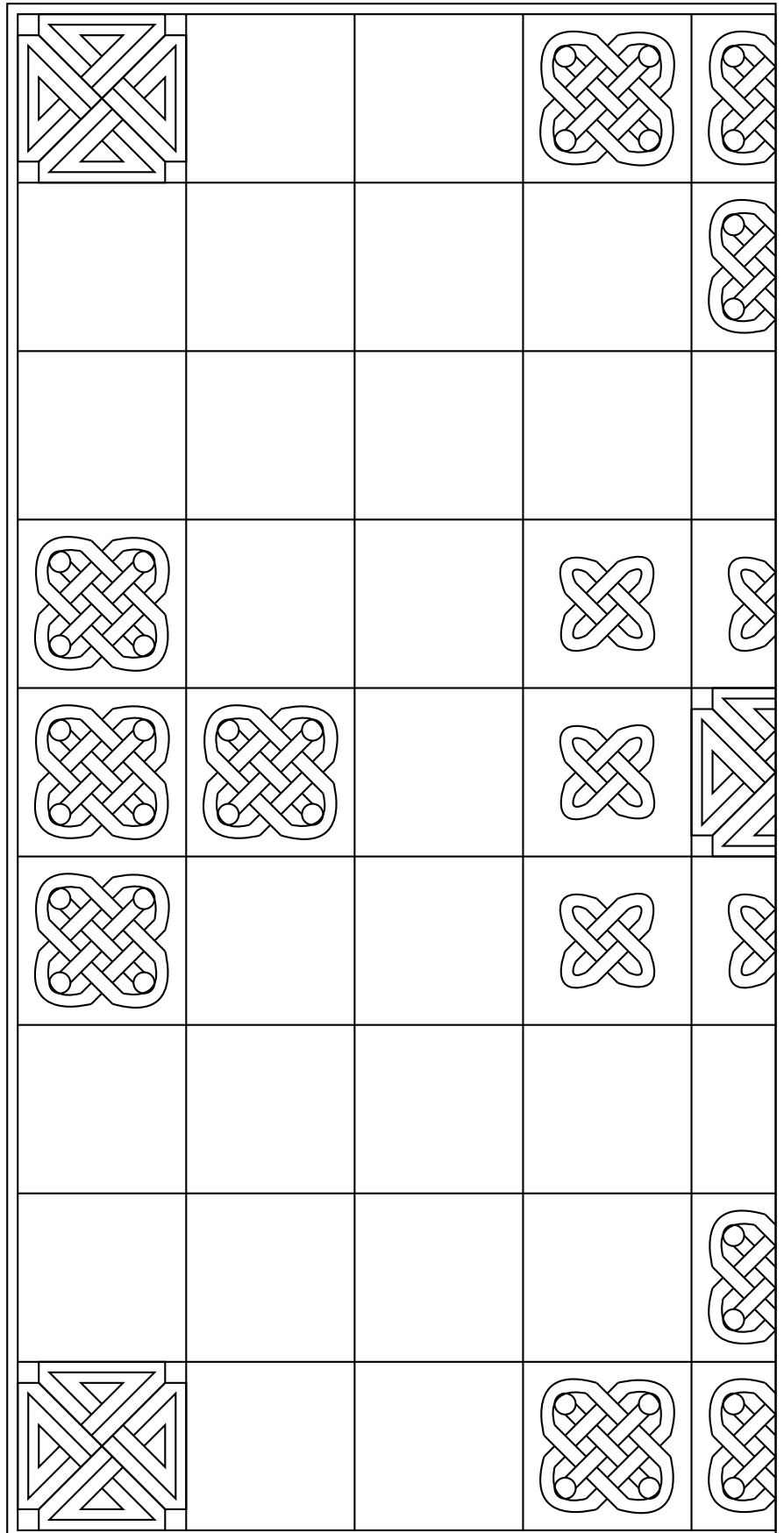
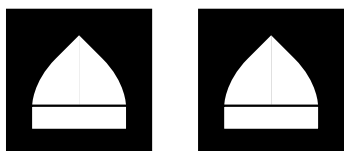
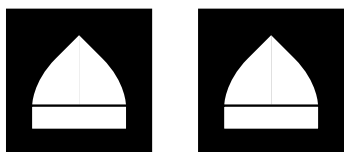
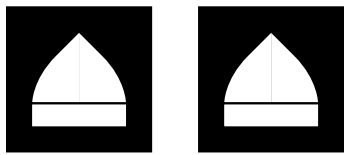
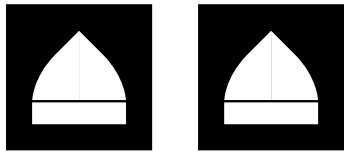
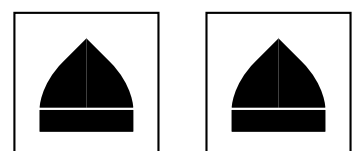
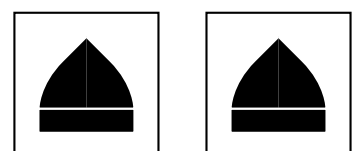
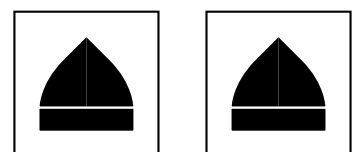
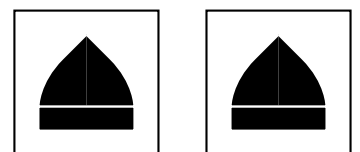
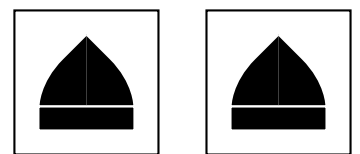
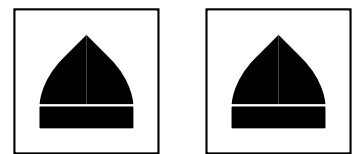
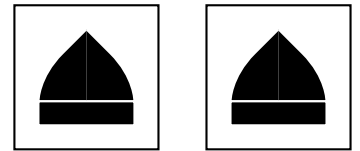
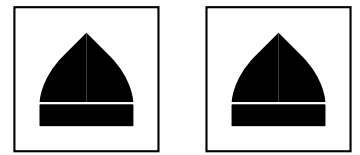
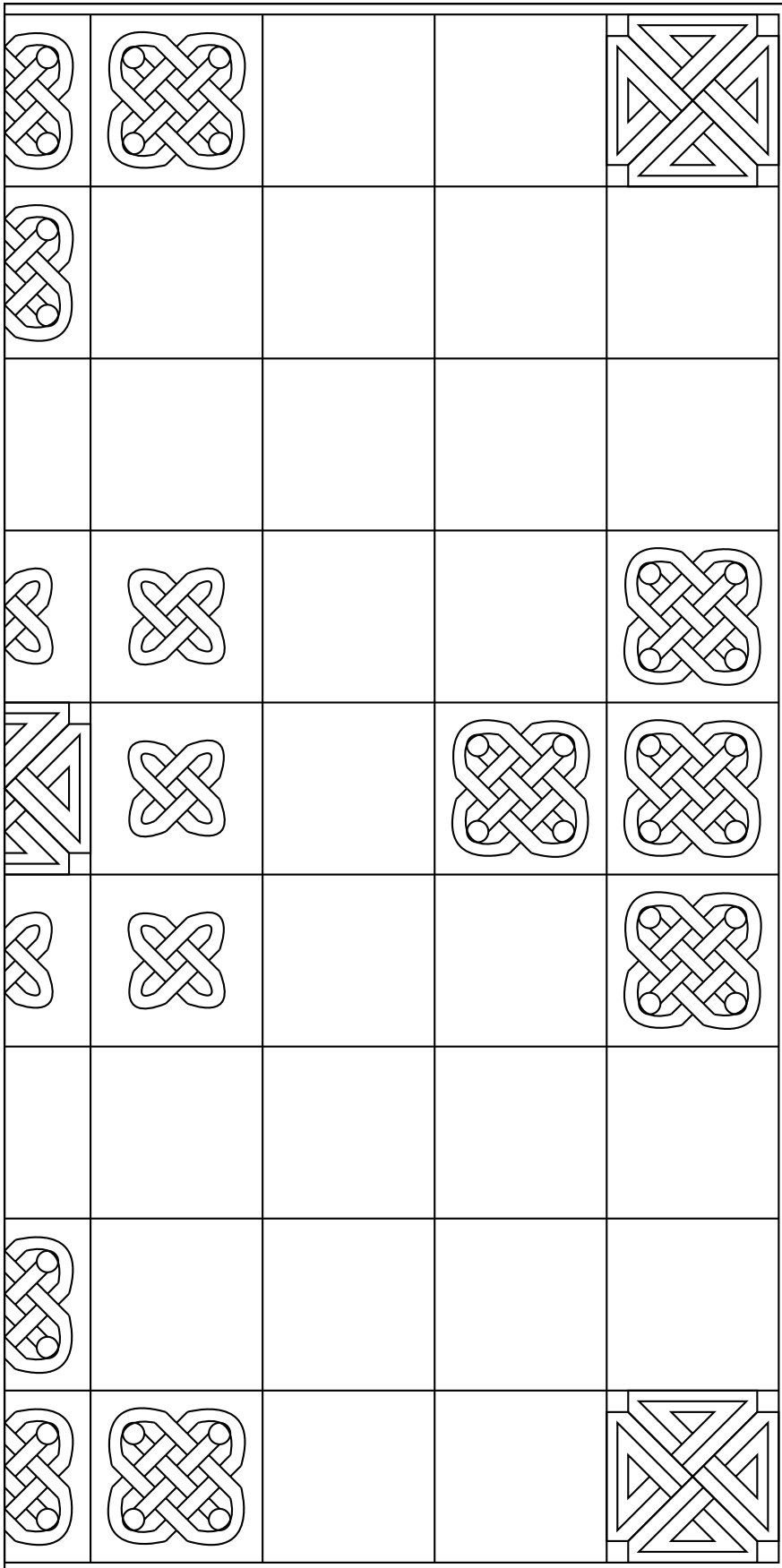


Hnefatafl ~ print and play



Hnefatafl - print and play



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, 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

The Ealdfaeder re-enactment group bring to life the times of Anglo-Saxon England. One of their activities in hnefatafl, or tæfl as the Anglo-Saxons called it. They have formulated their own set of rules for the game, as presented here.

To begin: put the king on the central square with his defenders around him 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 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 square 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. The king must be captured by surrounding him on all four sides with attackers. If he is beside the edge of the board or the central square, he may be captured by surrounding him on the other three sides. The king may take part in capturing attackers.

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