

# Hnefatafl (11x11 Tafl)

Overview: Strong, armed king, captured on 4 sides. Shieldwall. Escape on corner. Copenhagen tournament ruleset.

The game is played between two players. One is playing the king and his 12 defenders. The other is playing the 24 attackers.

The game is played on a board of 11x11 squares. The starting layout can be seen to the right.

The central field (throne) and the four corners of the board are restricted and can only be occupied by the king. When the king is not on the throne all pieces can pass through it, but never stop there.

In some cases the throne is hostile, which means that it can replace one of the two pieces involved in a capture. The throne is always hostile to the attackers, and only hostile to the defenders, including the king, when the king is not occupying it.

The four corners of the board are always hostile to both sides, including the king.

The attackers move first, then the turns alternate.

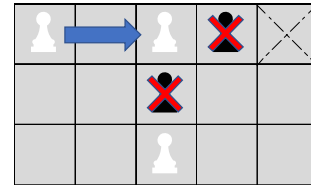
All pieces may move any number of empty squares, vertically or horizontally, like a rook in chess. Pieces cannot be jumped over.

All pieces (except the king) are captured by pinning them vertically or horizontally between two enemy pieces or an enemy piece and a hostile square.

It is possible to capture multiple pieces (up to three) in one move.

Every piece, including the king, can be used to capture an enemy.

A piece is captured only if the pincers are closed by a move of the opponent. It is thus allowed to move between two enemy pieces (or a piece and a hostile square).



Shieldwall: A group of pieces on the board edge is captured when they are enclosed by enemy pieces. The corner squares may be used for this as well. The king can partake in a shieldwall. The king may be enclosed in an enemy shieldwall but will not be captured by it.

The goal for the defenders is to bring the king to one of the corners to escape.

The attackers win if they manage to capture the king before he escapes.

The king is captured by surrounding him on all four sides. On the board's edge the king cannot be captured.

The attackers will also win if they encircle the king and all his remaining defenders (without using the edges of the board) because they have prevented the king from escaping.

Perpetual repetitions are forbidden. If a repetition can't be broken the defenders side will lose.

If a player can no longer move in his turn the game is drawn.

A full game is played in two sets. In the second set, players must change sides. The winner is the one who has two wins or the one who has won his set with fewer moves.

