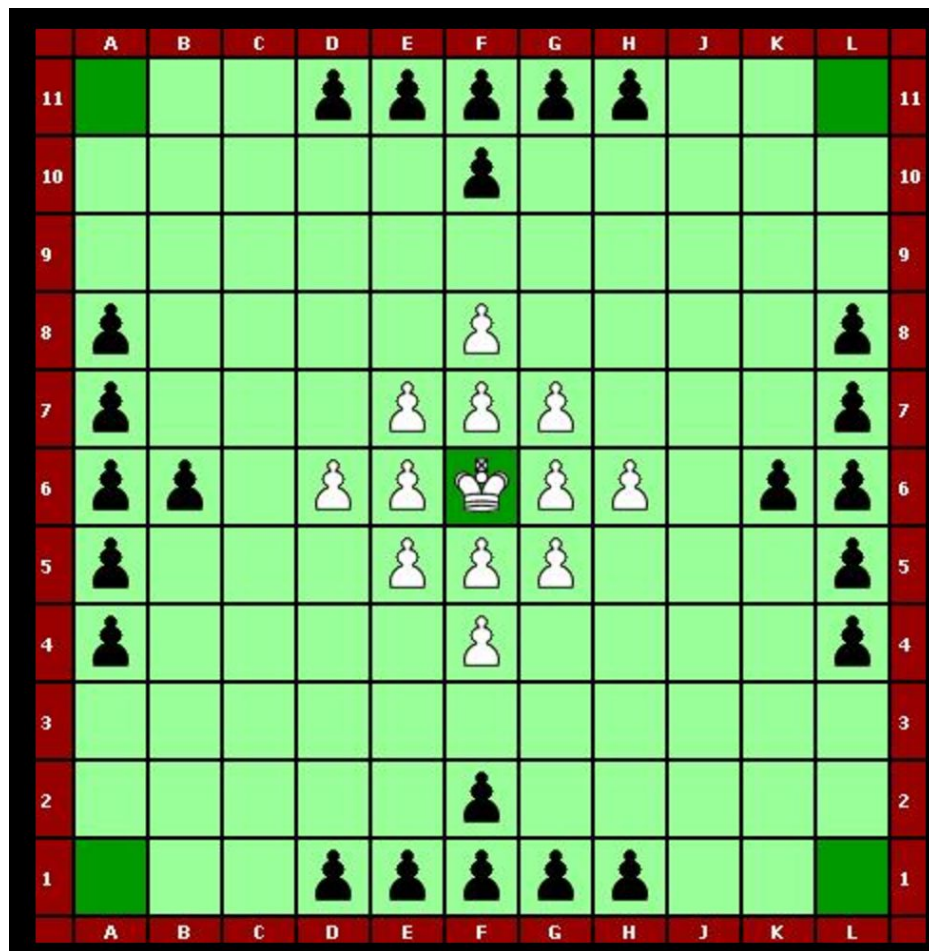


CAACC: Glossary of Hnefatafl

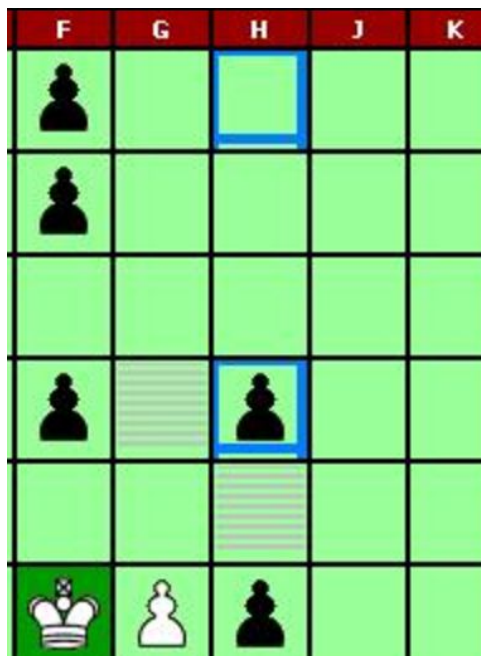
Starting Board Format:

- The game of Hnefatafl is set-up as pictured below:



Rules

- Objective:
 - **White:** White wins by moving the king to one of the four corner squares.
 - **Black:** Black wins by capturing the white king.
- Movement:
 - All pieces move like a rook in chess. That is, each piece (including the king) may move any number of pieces horizontally or vertically. Pieces may not move into or over a tile occupied by another piece, friendly or hostile.
- Capturing:
 - An enemy rook is captured by “sandwiching” between two friendly rooks. Thus in the picture below, a move by black from the upper to lower blue square would result in the capture of any white rooks on the shaded squares.



- Capture of the white king is special; the king must be captured through enclosure on all four sides.

Terms

- **Attackers:** The black pieces. Their objective is to capture the white king.
- **Defenders:** The white pieces. Their objective is to move the king to one of the four corner squares.
- **King:** The white piece that starts on the throne. White's goal is to move it to one of the corners, while black's goal is to capture it. The king has the same movement as a rook
- **Rook:** All pieces that are not the king. They may move any number of spaces vertically or horizontally, but not onto or past a tile where another piece sits.
- **Throne:** The centermost square where the white king starts.