Hnefatafl

Arian Djahed

Historical Background

Historical Reconstruction of the Game Setup


The Mediæval Viking World

Rules of the Game

- Two armies: black army and white army.
- At the start, the white army occupies the middle of the board while the black army occupies the edges, surrounding the white army.
- Two kinds of pieces: soldier and king.
  - Only the white army has a king.
- All pieces move like rooks in chess. Soldiers cannot occupy "king squares" – corner squares and middle square. Soldiers CAN pass over "king squares".
- To capture a regular piece, surround it on two opposite sides.
- To capture king, surround it on four sides.
- The objective of white team is to get occupy the corner squares. The objective of black team to capture the white king.
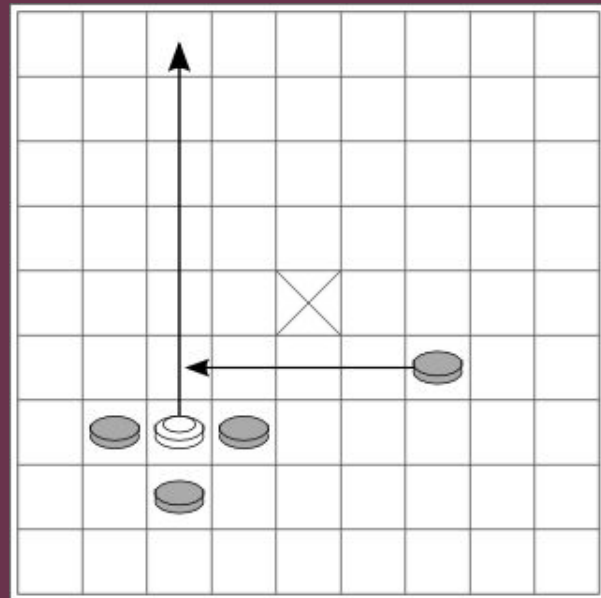
Rules of the Game
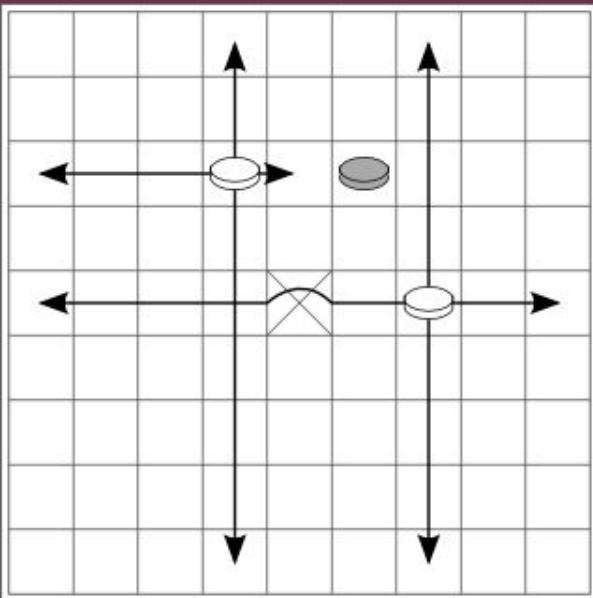
Movement
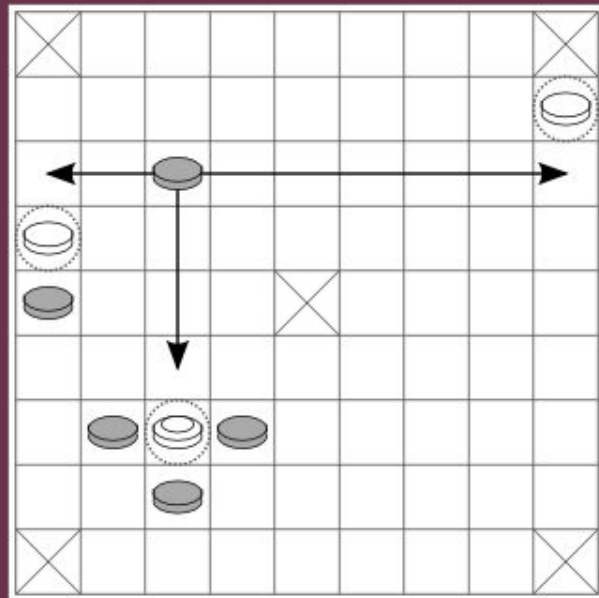
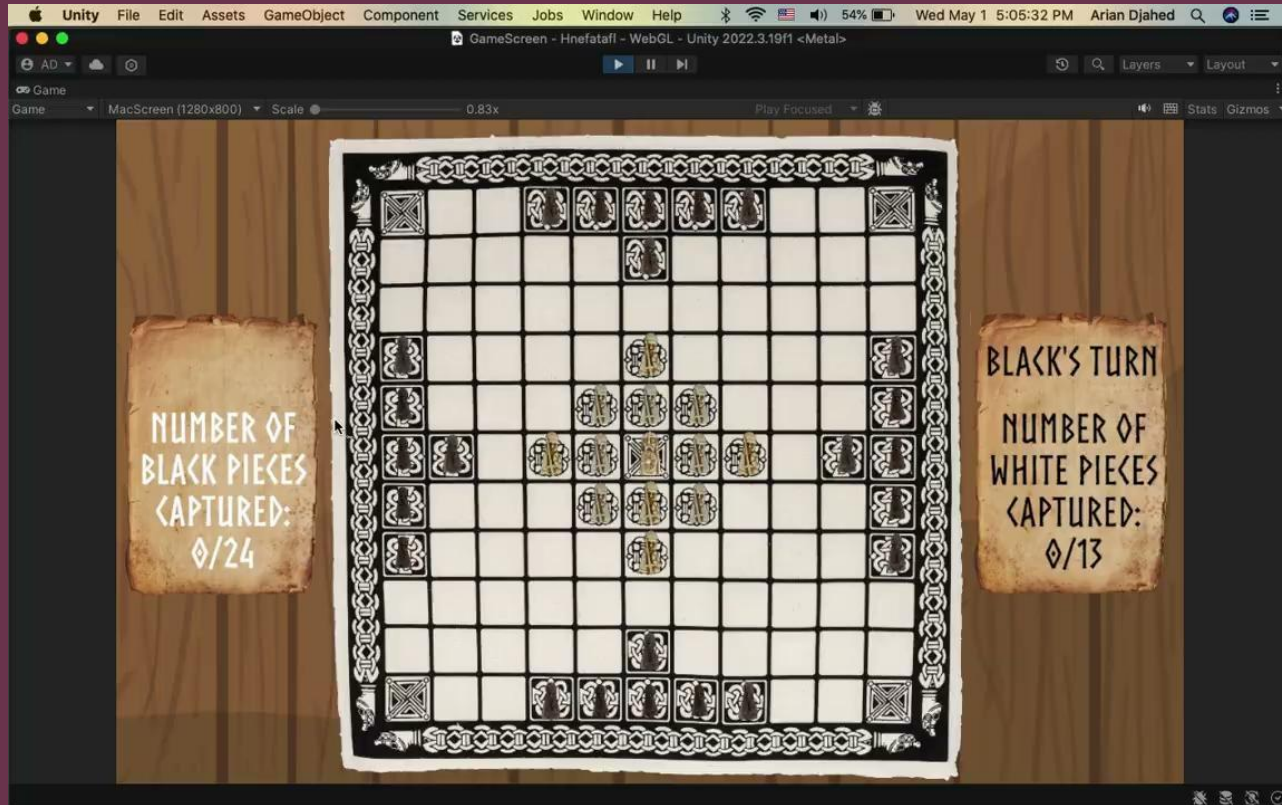Capture

Victory

Creation Process

Lightbox

Finished Piece Assets

Creation Process - Continued

Demonstration Time

Asset Credits

- The piece and board sprites (along with the title screen backdrop) were photographed and edited by me, but credit for the physical objects goes to History Craft Ltd, Cirencester, England
- The text font used throughout the game is credit of Joel Carrouche on fontspace.com
- Credit for the instrumental arrangement of Herr Mannelig goes to Eucholy on YouTube (itself a cover of Haggard's arrangement of the original folk song)
- Credit for the anvil sound goes to Benboncan on freesound.org
- Credit for the ambient bird sounds goes to videoplasty.com (Free Sound Effects by VideoPlasty)
- Credit for the horn sound goes to aswer on YouTube

Asset Credits - Continued

- Credit for the shield sprites goes to Caelestis on rolimons.com
- Credit for the game background sprite and the wooden board sprite goes to vecteezy.com
- Credit to the paper sprite goes to ftourini on DeviantArt

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