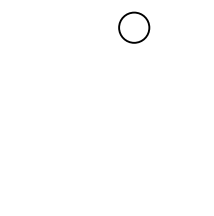
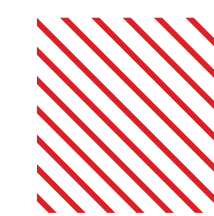
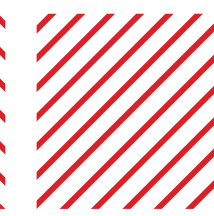
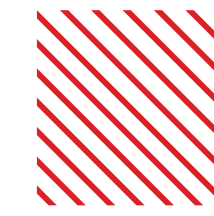
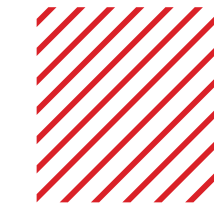
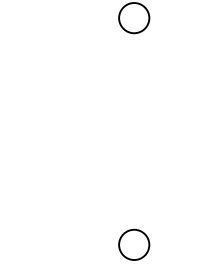
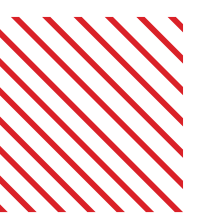
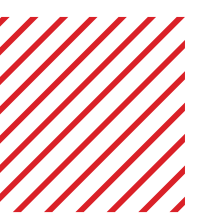
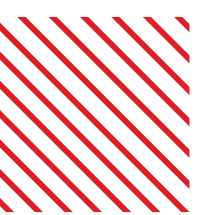
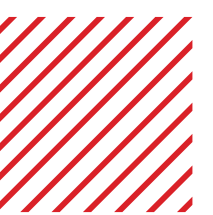
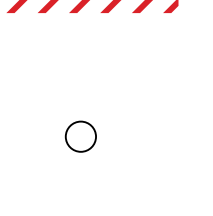
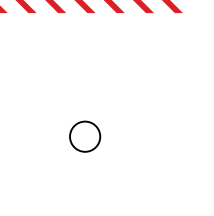
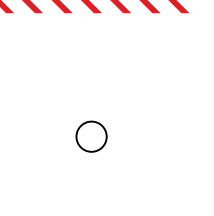
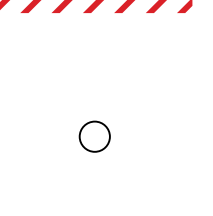
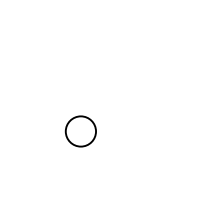
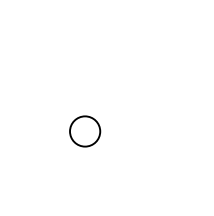
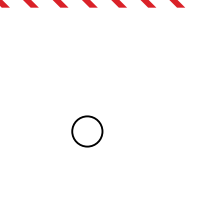
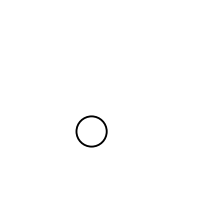
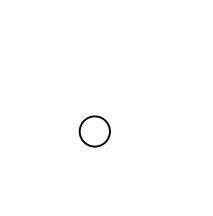
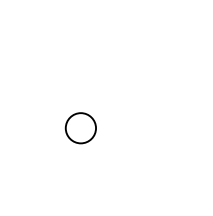
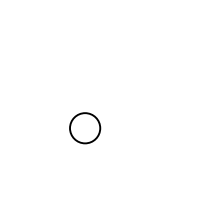
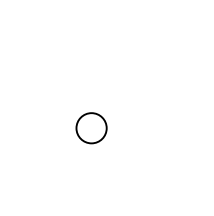
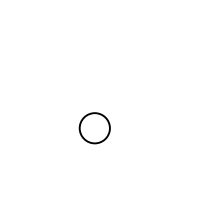
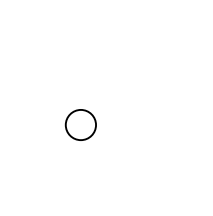
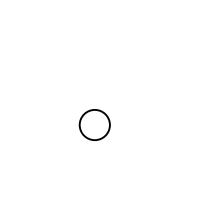
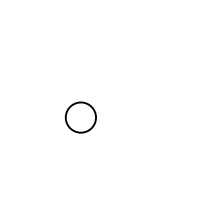
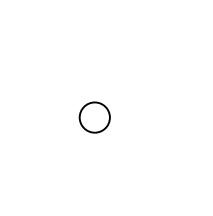
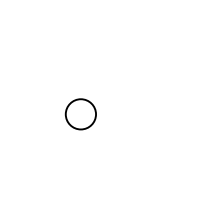
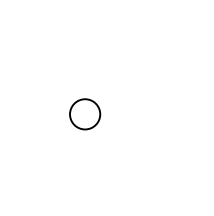
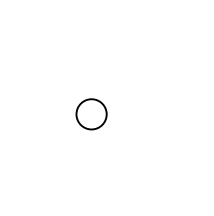
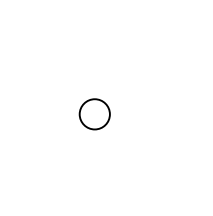
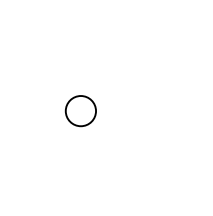
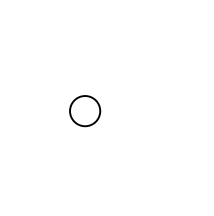
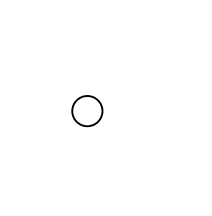
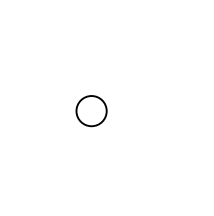
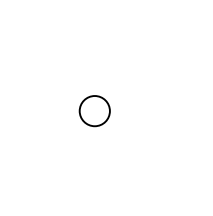
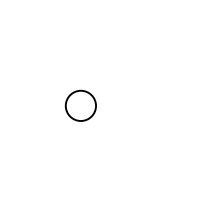
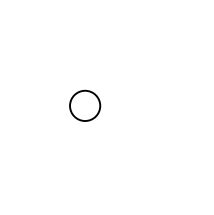
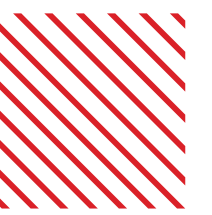
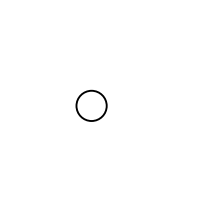
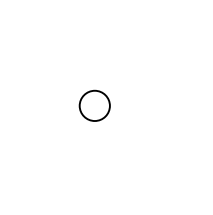
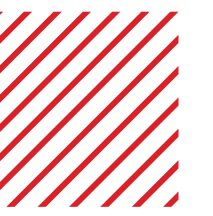
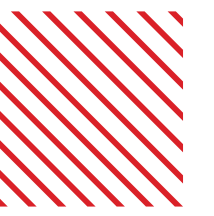
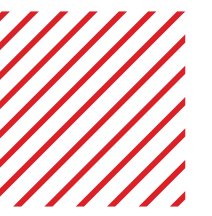
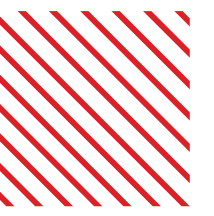
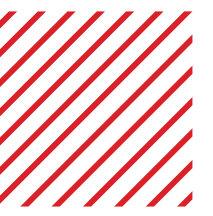
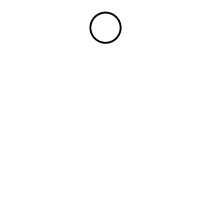
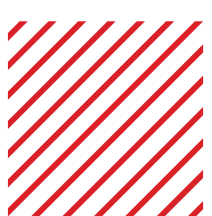
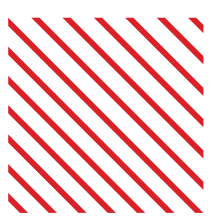
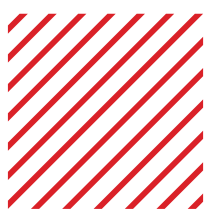
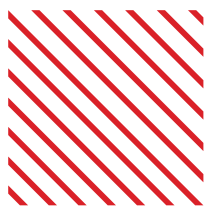
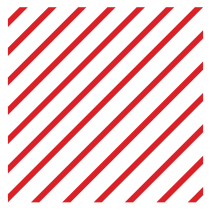
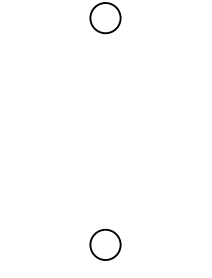


hnefatafl

The Throne (center square) and the castles (four corner squares) may only be occupied by the King. The King can re-enter the Throne, once he leaves it, and all men may pass over the Throne when it is empty. A castle or an empty Throne is hostile to all men.

The objective for the King is to escape to a castle. The objective for the enemy is to kill the King.

The enemy moves first, and then players take alternate turns moving a single man. All men may move any number of vacant squares along a row or a column, like a rook. Men are killed if they are sandwiched between two opposing men, or between an opposing man and a castle or empty Throne, along a column or a row. A man is only killed if the trap is closed by a move of the opponent. A killed man is removed from the board. The King may take part in kills. The King is killed when the enemy surrounds him in all four directions. The game is a draw if neither side can accomplish its objective.



hnefatafl

Tronen (mittrutan) och slotten (fyra hörnrutorna) får bara vara upptagna av Kungen. Kungen kan komma tillbaka på tronen när han lämnat den och alla män får passera över tronen när den är tom. Slott och den tomma tronen är fientliga mot alla män.

Kungens mål är att rymma till ett slott.
Fiendens mål är att döda kungen.

Fienden drar först, och sedan turas spelarna om att flytta en enda man. Alla män kan flytta i rak linje så långt som det går genom tomma rutor. Men dödas när de omges av två motståndare, eller mellan en motståndare och ett slott eller den tomma tronen, på två motsatta sidor längs en kolumn eller rad. En man dödas bara om fällan stängs av en motståndares drag. En dödad man avlägsnas från brädet. Kungen kan döda. Kungen dödas när fienden omge honom i alla fyra riktningar. Spelet är oavgjort om ingen kan genom föra sitt mål.