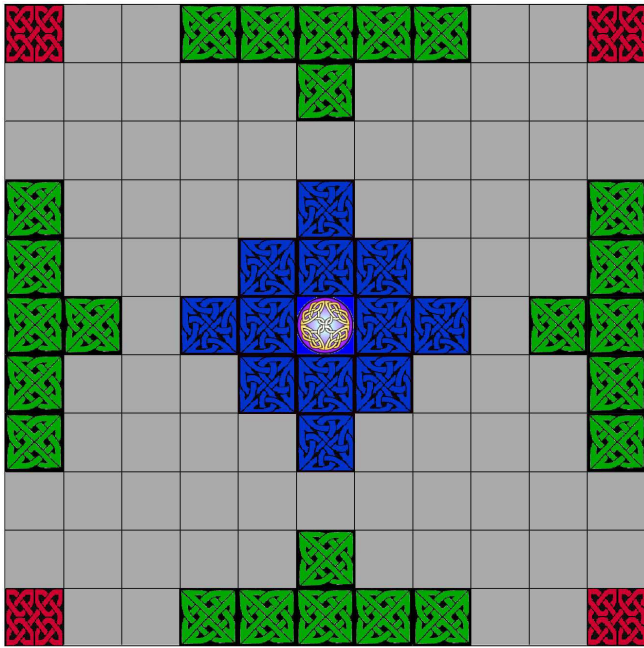


Hneftafl



See above for the starting position of Hneftafl.

Hneftafl is comprised of two teams: the Attackers (Green Squares) and the Defenders (Blue Squares) with their King (Yellow Circle). The attackers are attempting to lay siege to the king, while the defenders are attempting to help the king escape.

In order for the attackers to win, they must surround the king on all four sides. The defenders must help the king escape to any one of the corners (Red Squares) of the board in order to win.

Attackers move first (or may draw lots to decide). Then players take turns, each moving one piece per turn.

All pieces move as far as they choose along any straight line (like a rook in chess). Any piece may pass through the throne (Yellow Circle) on a move. No piece except the King, however, may stop on the throne (Yellow Circle) or the corners (Red Squares).

Pieces are captured by flanking them on two sides. If a piece moves between two pieces of the opposing team, that piece is not captured; the capturing party must actively capture a piece of the opposing team. See Diagram 1.

The King is captured by surrounding him on all four sides. See Diagram 2. If the King is on one of the spaces immediately next to the throne (Yellow Circle) or on the edge of the board, it takes only three Attackers to capture him. See Diagram 3.

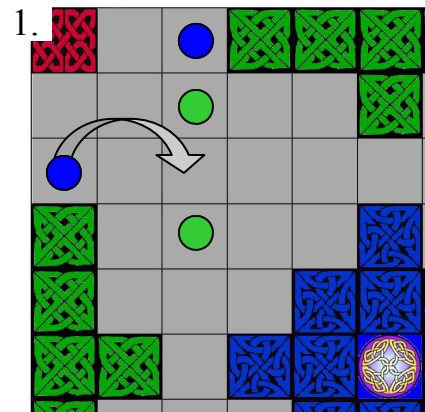
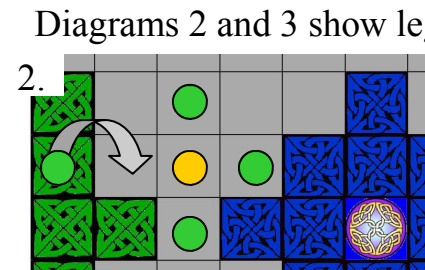


Diagram 1 shows a legal move on the Defenders part to capture a Attacker. The piece about to move will not be captured by making this move.



Diagrams 2 and 3 show legal moves to capture the king.

