

S			A	A	A			S
				A				
				D				
A				D				A
A	A	D	D	K	D	D	A	A
A				D				A
				D				
				A				
S			A	A	A			S

Here is one version of Hnefatafl (pronounced ?), a battle game that Vikings played to sharpen their minds. The game is more like chess than checkers, so you'll need to play many times to gain skill.

Needed to play: 2 players, 1 game board (9 squares by 9 squares), 1 king [K] piece (a nickel), 8 defender [D] pieces (dimes); 16 attacker [A] pieces (pennies).

Goal: To capture the opponent's pieces before the king escapes his throne to safety in one of the four corner squares [S] (See diagram).

The game ends when the king reaches safety or is captured by attackers. One piece must be on each side of an opponent (or king) to capture it. Example: [A] [K] [A] BUT, the king may not capture any piece. Captured pieces are removed from play. Defender Hint: Don't let your king be captured on the throne!

Play: Place the king on the center square [K]. Place the defender pieces [D] and attacker pieces [A] as shown (See diagram). Attackers start. Players move one piece per turn. Attackers [A] and defenders [D] may move any number of open spaces vertically (|) or horizontally (--). No diagonal (/) moves or jumps are allowed. The king [K] may move any direction, but no more than 3 spaces per turn. NOTE: The rules favor attackers, so take turns being attackers and defenders.