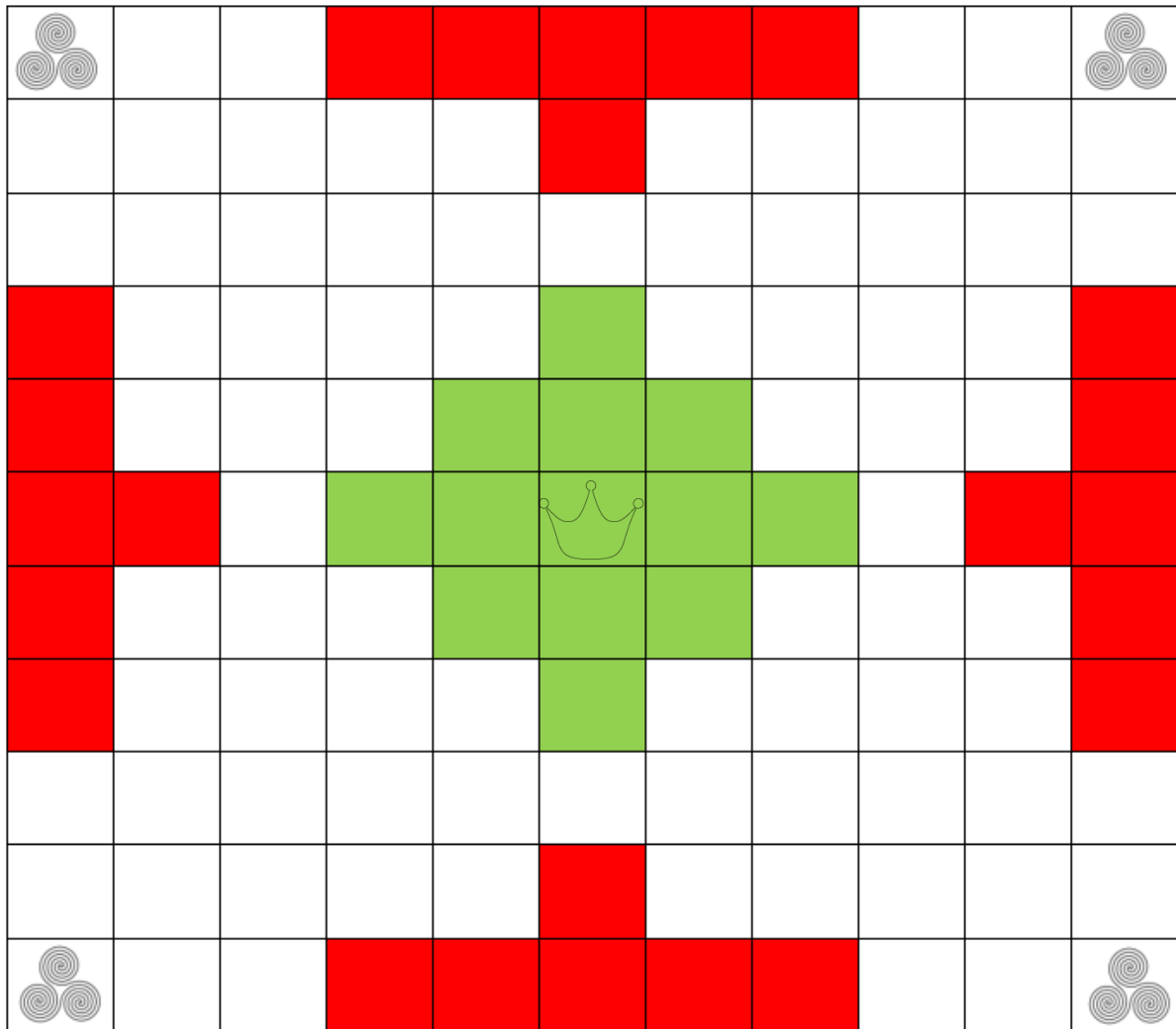


The Chieftain's Home - Hnefataf

How to play:

- First, set up the game board. You will need to print out an A3 copy of the game board below and colour the squares as show below:



- Place a red counter on each red square. Place a green counter on each green squares. A special yellow piece goes on the centre square. This is the King.
- The red attackers win if they capture the king.
- The green defenders in if they can get their king to a corner square.

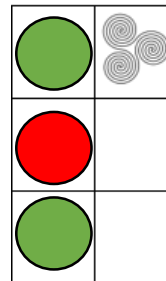
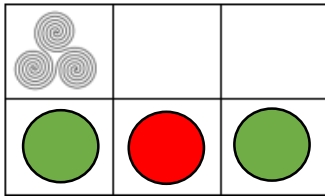
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Movement

- Pieces can move horizontally or vertically in straight line. They can move any number of squares as long as they are unobstructed.
- Pieces cannot jump over other pieces.
- Only one piece can be moved per turn.

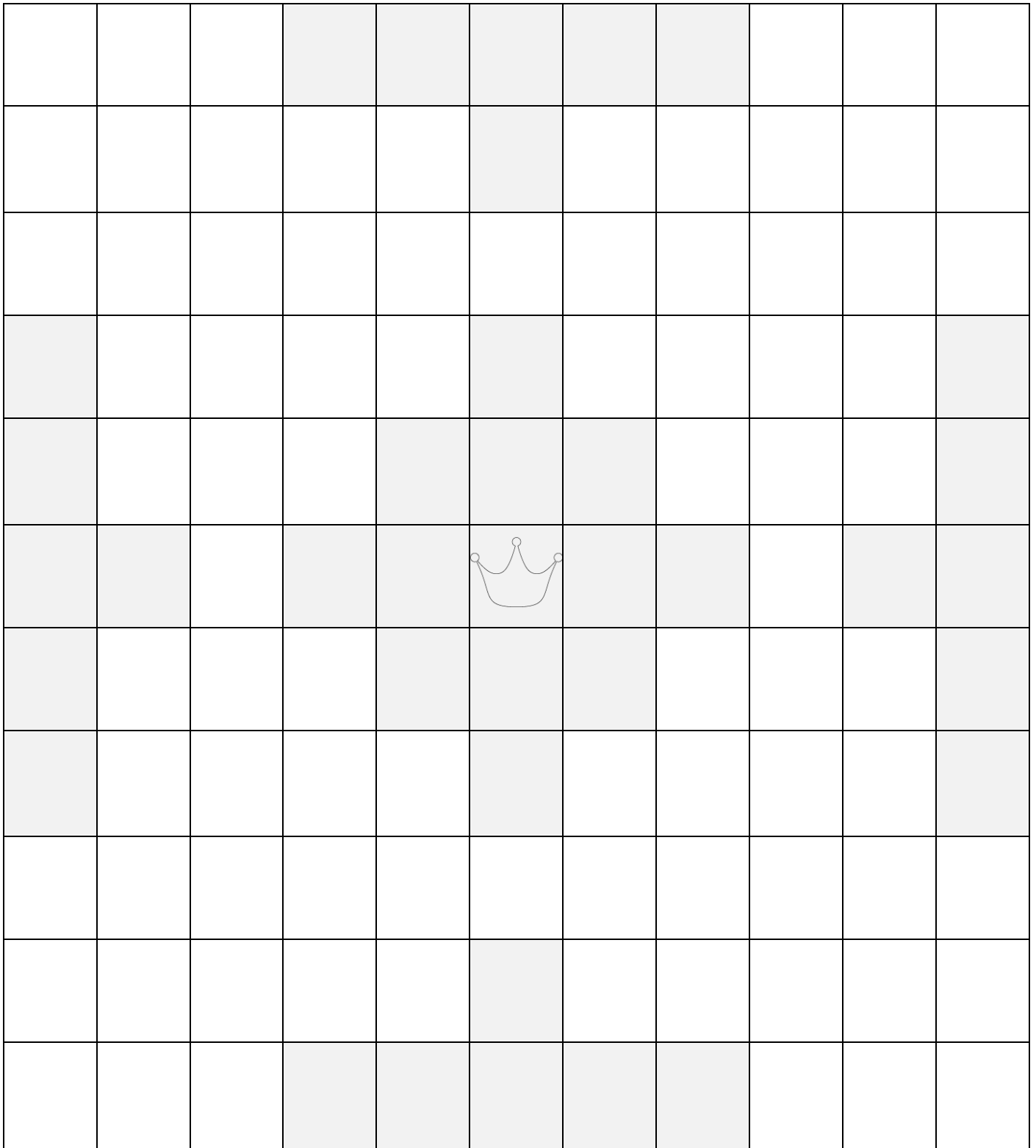
Capturing

- A piece is captured if it is 'sandwiched' between two pieces of the opposite colour.



- If this happens, the captured piece is removed from the game.
- To capture the king, he must be surrounded on ALL four sides by red attackers.

The Chieftain's Home - Hnefatale



Rules:

- Reds must try capture the king. Greens have to try get their king to a corner.
- You can move one piece any amount of squares in a straight line on your turn.
- To capture a piece, you need to sandwich it between two of your pieces.