



NORSE
TRADESMAN

HNEFATAFL


SET





ABOUT NORSE TRADESMAN

As a leader in Viking inspired handcrafts, Norse Tradesman is dedicated to revitalizing the rich cultural heritage and mythology of the people from the North. We provide high quality Viking goods that would stand out even in the glorious halls of Valhalla. From exquisitely carved mead horns, to fully functional battle axes, Norse Tradesman works proudly to satisfy all your Viking needs.

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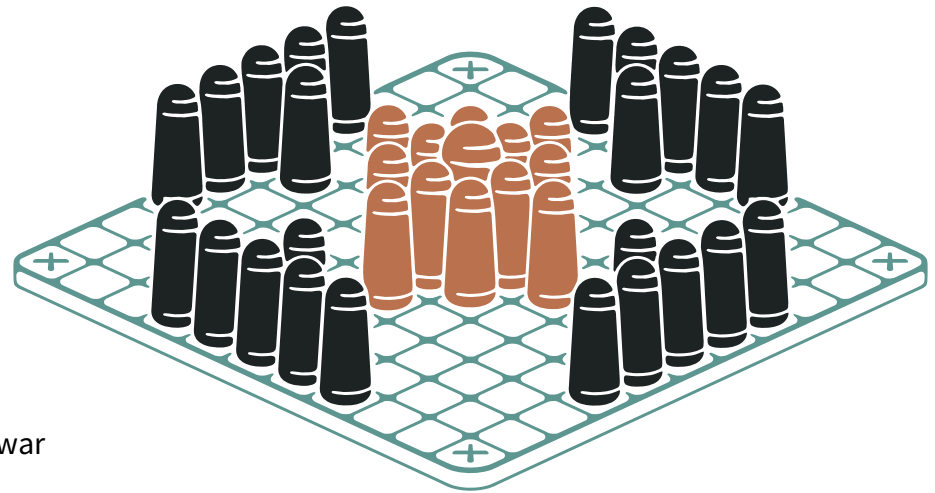


HNEFATAFL (KING'S BOARD)

Pronounced [nefə-tʰapl] or “neffa-topple”, Hnefatafl is literally translates to ‘board of the fist’ which is likely a hint at its warlike nature as a strategy game. The figurative meaning though is more closely related to something like “King’s board” which is believed to be the inspiration for modern day board games like *Chess* and *Backgammon*.

Though there are *tafl* (table) games which are played on boards as small as 9x9 or as large as 16x16, this ancient Hnefatafl set is played in the traditional way, on its 11x11 game board and requires 2 players. Unlike most games you’ve played in the past, the 37 Hnefatafl pieces are **not** divided equally, as life and war are not often fair.

The attacker plays with 24 (dark) warrior pieces while the defender plays with only 12 (light) warriors and 1 king piece. To start the game, the attacking and defending pieces should be arranged as they are shown here.

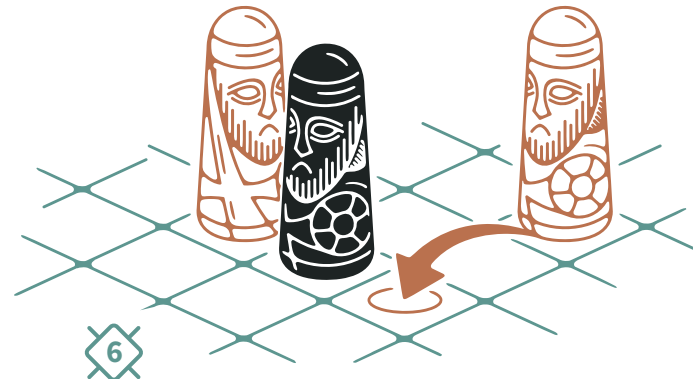
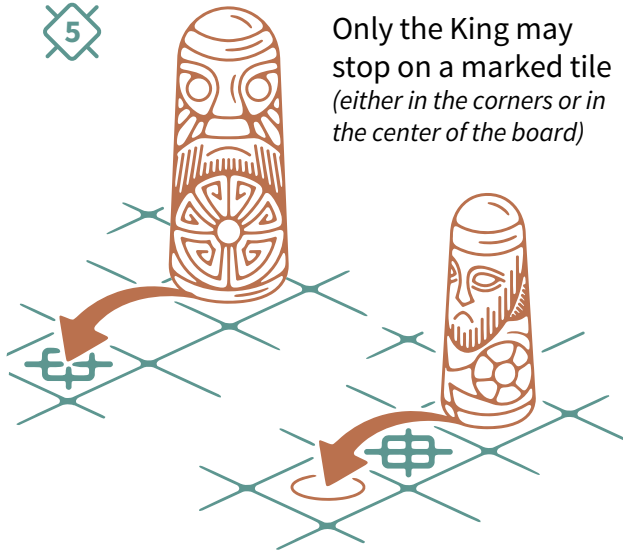


HOW TO PLAY

Playing Hnefatafl is quite simple, but don't be fooled. For it is when you underestimate the challenge of the coming battle that you certain to lose!

- 1 The attacker always moves first!
- 2 Players will alternate their turns, moving only one piece per turn.
- 3 Any piece may be moved any number of spaces, but only in a straight line. No diagonals.
- 4 Pieces may not be jumped or passed.

- 5 Only the King may stop on a marked tile (either in the corners or in the center of the board)



- 6 Pieces are 'captured' if they have been surrounded by the enemy on 2 opposing sides.

Warriors may also be captured if they are backed against a marked tile.



- 8 No move may be repeated more than 3 turns in a row.

- 9 The Attacker wins if they surround the enemy King on 2 opposing sides.



- 10 The Defender wins if the King reaches any marked tiles at the corner of the board.



Hnefatafl is a game of strategy and skill. Do not take your opponent lightly. Whether you outnumber your opponent 2-1, or you are outnumbered by the same odds, don't give up! Strategy conquers strength every time! So, use your head before you lose it!



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