

# Historical Hnefatafl

## Objective:

The dark pieces lay seige, their goal, capture the king. the light peices must break through the seige and bring their king to safety.

## Play:

Two players, king's side vs attackers. there are twice as many attackers as defenders.

The attackers' side moves first, the players then take turns.

All pieces move any number of vacant squares orthogonally, just like a rook in chess.

## Capture:

All peices except the king are captured if sandwiched between two enemy pieces, or between an enemy piece and a restricted square. the two enemy pieces should be above and below or on the left and right of the attacked piece, i.e. not diagonally.

A piece is only captured if the trap is closed by the agressor's move, it is therefore permitted to move in between two enemy pieces.

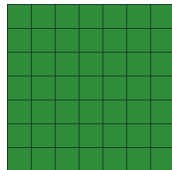
## Restricted Squares:

Restricted squares may only be occupied by the king. the central restricted square is called the throne. It is allowed for the king to re-enter the throne, and all pieces may pass through the throne when it is empty.

Restricted squares are hostile, which meany they can replace one of the two pieces taking part in a capture. the throne is always hostile to the attackers, but only hostile to the defenders when it is empty. The board edge is **NOT** hostile.

### On the 7x7 board:

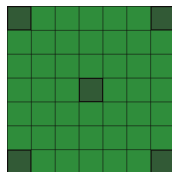
Ard Ri: No throne square, i.e. there are no restricted squares on the board.



Ard Ri

The king's side wins if the king reaches the edge of the board.

Branubh: The four corner squares are also restricted and hostile, just like the throne.



Brandubh

The king's side wins if the king reaches any corner square.

## Attackers Win:

### Condition one:

The attackers win if they capture the king. The king is captured like any other piece, except when he is on or next to the throne. On the throne, the attackers must surround him on all four cardinal points. If on a square next to the throne, the attackers must occupy the three remaining squares around him.

### Condition two:

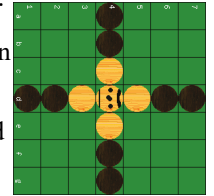
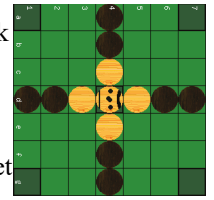
If the attackers surround the king and ALL remaining defenders, then they win, as they have prevented the king from escaping

## Perpetual repetitions:

perpetual repetitions are forbidden. A player who aggressively maintain a board repetition must find another move to break the repetition, or lose the game.

e.g. A player attacks by continually side stepping with a piece in order to find an open path to break through. The opponenet continually brings his piece in line with the aggressive piece to block the open path. The "agressive player" is the one who has some choice in wether to repeat the pattern or not.

If the board position is repeated for a third time, "the aggressive player" lost the game.



## Alt lose condition:

If any player cannot nott make a move on his turn, he loses the game.

