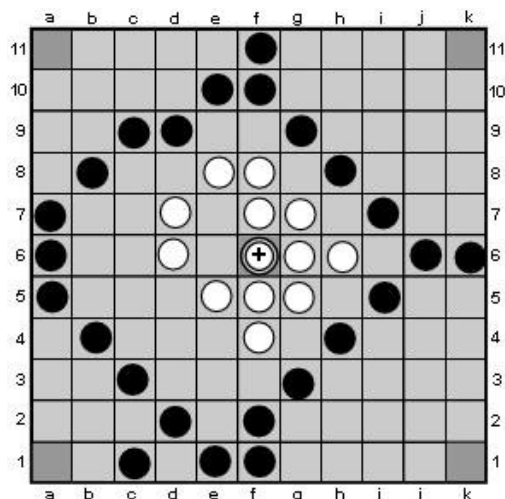


## The Copenhagen Rules.

The Copenhagen Rules are an extension of Fetlar Rules, in other words, Copenhagen Hnefatafl is basically the same as Fetlar Hnefatafl, but with the addition of three extra rules, to deal with specific situations in the game.

### Copenhagen Rule #1:

The black (attacker) player wins, if the black pieces surround and enclose all the white pieces, so that the enclosure is complete, with no gaps, like this:



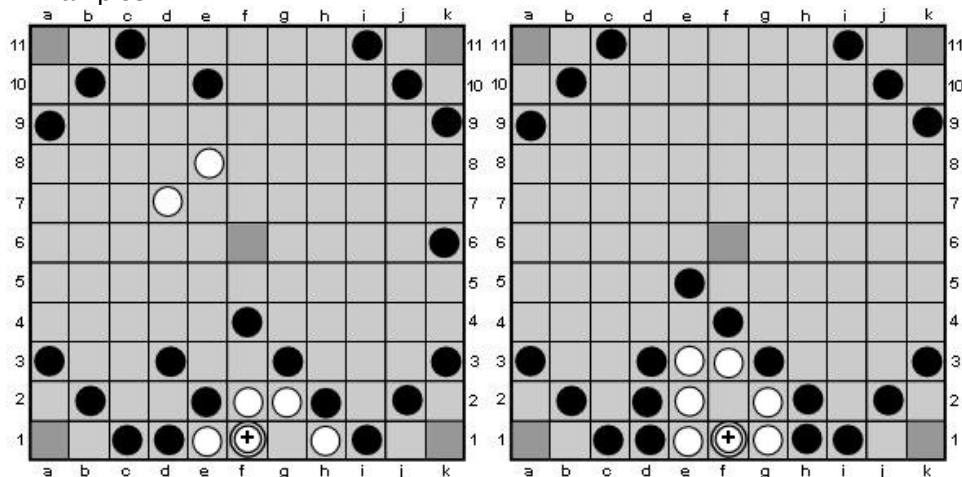
*The reason for this rule:* this prevents white (defenders) from gaining an easy draw early in the game – in the position illustrated, white has created a draw position with only two moves. With this new Copenhagen rule, the “centre fort” illustrated here will no longer guarantee a draw for white.

### Copenhagen Rule #2:

The white (defender) player wins, if the white pieces create an “edge fort” which fulfils the following three conditions:

- a. The king must be on an edge square within the structure
- b. The king must be able to move (he must have a free space to move into)
- c. The fort must be impregnable to attack

Examples:



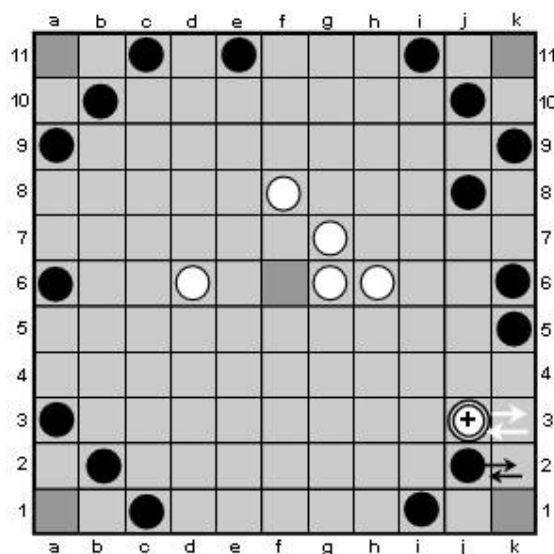
All other forts, which are impregnable to attack, but do not fulfil the other conditions, are draws.

*The reason for this rule:* This gives white (defenders) another chance at a win later on in the game, especially useful if black (attackers) has managed to block off all four corners, at the cost of leaving the edge squares unguarded.

### **Copenhagen Rule #3:**

In cases of repeating moves or perpetual check, where the same board position is obtained three times, the threatening player (not the blocking player) must break off the attack and make an alternative move, or lose the game.

Example:



*The reason for this rule:* This is to prevent repetitive move sequences such as perpetual check from leading to a draw. In the example above, it is **White** which is the threatening player. As long as White repeats these moves, Black has no choice but to counter them with the same blocking moves, so White must break off the attack and make an alternative move.

### **Comments on the Copenhagen Rules:**

In Fetlar Hnefatafl, it has been found that the white player has a disproportionate ability to force a draw. These new rules do not make draws impossible, but they make them less likely, increasing the chances that the game will end in a win for one player or the other. The Copenhagen rules #1 and #3 limit the ability of the white player to create a draw result, and Copenhagen rule #2 compensates the white player for the loss of this leverage by allowing another way of winning, thus preserving the balance of power between the two players.

(More details may be found in the <http://aagenielsen.dk> structured forum under "About the draw concept") at <http://aagenielsen.dk/hnefataflforum/viewtopic.php?f=4&t=44&start=10>

Tim Millar.  
[www.tim-millar.co.uk](http://www.tim-millar.co.uk)