

Hnefatafl.

1. Two players. One player is White (the king and his defenders), the other player is Black (the attackers).

2. White moves first, after which the players take turns moving.

3. All pieces may move horizontally or vertically as far as the path is clear.

4. A piece is captured if it is trapped between two enemy pieces horizontally or vertically. However, a piece is only captured if the trap is closed by the opponent's move. A player may therefore move a piece between two enemy pieces without it being captured. A captured piece is removed from the board and takes no further part in the game.

5. The goal of the king's side is to move the king to an edge square. The king then escapes and wins.

6. The attackers win if they capture the king before he escapes.

(See more at aagenielsen.dk)

