

Hnefatafl



What we know:

- Board geometry: 7x7 up to 15x15 (you have been given 13x13)
- Marked in the center and in the corners
- Each player has multiple pieces; one with more pieces of all one type, the other with fewer pieces, one of which is different from the others, called the “king”.

What you need to decide:

- Where do the pieces start?
 - If on the board, in what configuration?
 - If off the board, how are they placed on the board?
- How do the pieces move on the board?
 - In what direction (diagonally, vertically, horizontally, like a Chess knight? A combination?)
 - Over what distance (one space, many spaces, any distance?)
- What role do the marked spaces play in the game?
 - Places where pieces are safe from capture?
 - Places where something happens when a piece reaches it?
- Can pieces be captured?
 - If yes, how?
 - Hopping over an enemy piece?
 - Surrounding an enemy piece on two or more sides?
 - Moving to the place the enemy piece occupies?
- What is the goal of the game?
 - Is the goal the same for both players?
 - To capture the enemy's pieces?
 - To capture the king?
 - For the king to reach a certain place on the board?
- What is special about the one piece which is different?
 - Is it the target of the opposing team?
 - Does it play an important part for the player controlling it to win?

