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## TAFI

An Ancient Viking Siege Game dating back to before 400 AD It was played throughout Scandinavia, Iceland, Germany, England, Wales and Ireland. The game was also sometimes called hnefatafi, meaning king's table. Historical tafi boards could have anywhere from 49 (7X7) to 324 (18X18) cells or squares.

### The Rules

The following rules have been played a lot and seem to work pretty well. However, tafi is an ancient game that had many variations, so feel free to make any changes you feel might make the game fairer or more interesting.

### Board Layout

The king is placed in the center. His men (the 8 dark pieces) are arranged around him in a cross (or a square if you prefer). The opposing men (the 16 light pieces) are arranged in four 'T' shapes in the middle of each of the four edges of the board.

### Moves

All pieces move like the rook in chess - in straight vertical or horizontal lines. Pieces cannot jump each other, or take over another's space. Only the King may occupy the center square and the four outside corners, although others may pass through the center.

### Captures

A piece is captured and removed when it is surrounded by two opposing men on opposite adjacent squares. This must be done by the opponent - moving a man between two opposing pieces does not result in a capture. The king may participate in captures, but can only be captured when he is surrounded on four sides.

### Winning

The king's side wins if the king reaches any one of the corner squares (some rules say any edge square, but most people find this too easy). The opposing side wins if it captures the king by surrounding him on four sides, or on three sides against the edge, rendering him unable to move.

### Optional rules:

- 1) Pieces may be captured by a single man against the board edge.
- 2) The corner squares of the board may be treated as brown (king's) pieces, and like the center square, no one would be allowed to occupy them except the king. An opposing piece could also be captured against a corner by a single man.