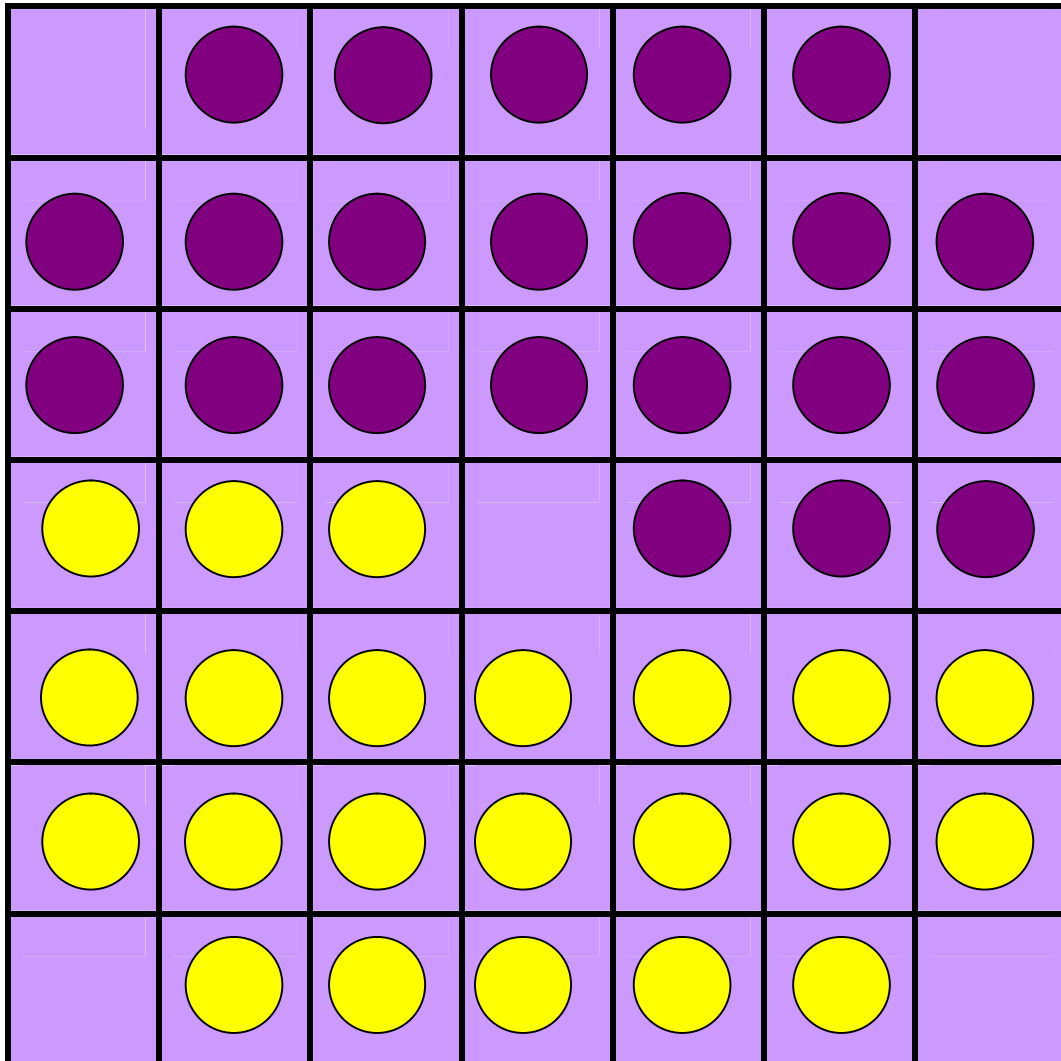


Halatafl



NUMBER OF PLAYERS: Two

Object: In Halatafl the object for both parties is to reach any of the two corners of the board located behind the enemy forces

Equipment: Twenty Two counters (12 of each of different colours)

HOW TO PLAY: The pieces move one step orthogonally, i.e. forwards and sideways, but not backwards. However, capturing backwards is allowed.

Only orthogonal capture is allowed. If an adjacent square is occupied by an enemy piece and the square directly behind is vacant, then the piece must jump over it and capture it, as in Checkers. Several pieces may be captured like this in a single turn. Should a player put a piece in his own corner, then he loses.