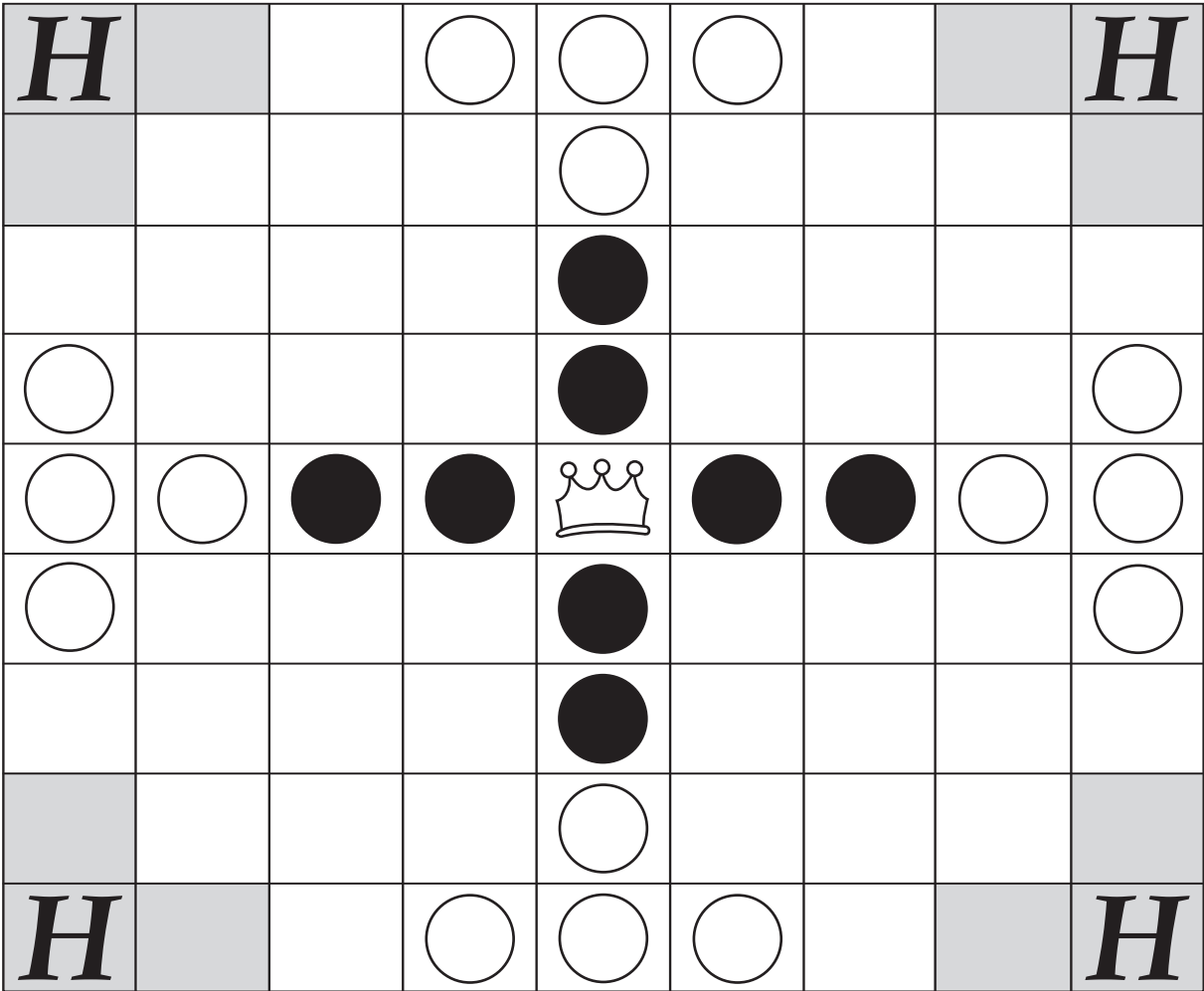


Taeftl

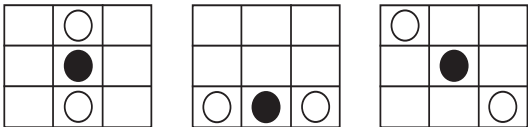
An Anglo-Saxon board game

Board games were a popular Anglo-Saxon pastime. The diagram below shows the board layout for a two-player game called taeftl.



How to play

- 1. Set the white counters, black counters and the king on the taeftl board as indicated. The king is the main black counter. (You could use a chess piece for the king.)
- 2. Players should take it in turns to move one of their pieces backwards, forwards or sideways. Counters cannot be moved diagonally. A piece can be moved any number of squares but it has to stop if another counter blocks the way.
- 3. Opponent's counters may be removed if they become surrounded by your own counters, eg:



- 4. Black wins the game if the king reaches Home ('H' squares in the four corners). White wins the game by taking the king, surrounding the black counters or by blocking the way to all four Home corners. White is NOT ALLOWED in the shaded squares.