

# Kōnane

## **History behind the game**

Kōnane (*ko-nah-nay*), similar to the game of checkers, taught strategy and patience. It is very popular to play during the Makahiki season. Kamehameha the great was said to be a masterful player. His skill was so great that his chiefs and queens were no match for him.

## **Prepare to Play**

Fill all the holes alternately with light and dark pebbles, 2 different colored dried beans, or buttons and dried beans. Leave the black circles empty. To check readiness for play, look across the board from one corner to the opposite. Each diagonal row should be the same color.

## **How to Play**

Sit across from each other. One player puts a pebble in each hand, one dark and one light, then puts both hands behind their back. Present closed hands to your opponent, who selects a hand, thereby selecting the color of pebble they will be playing with. The player with the dark pebbles goes first.

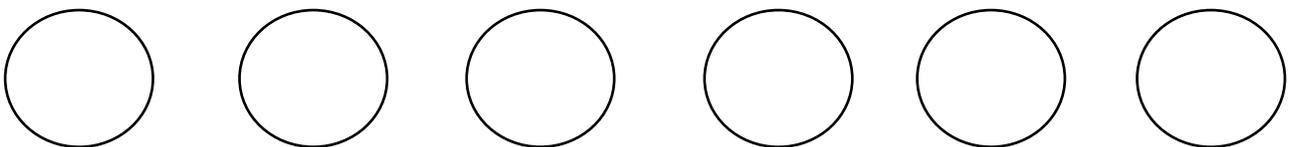
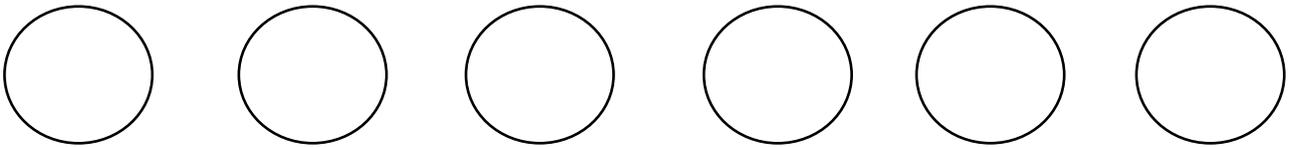
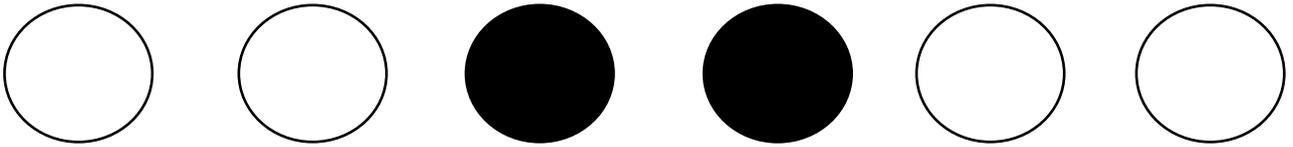
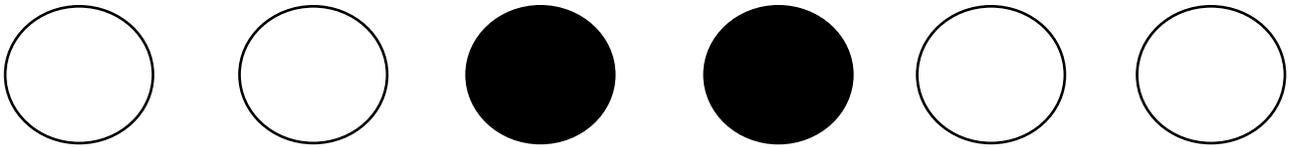
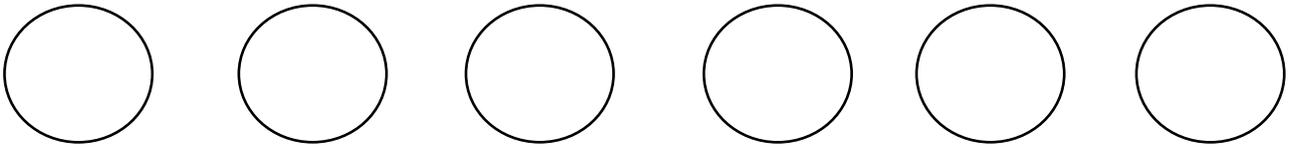
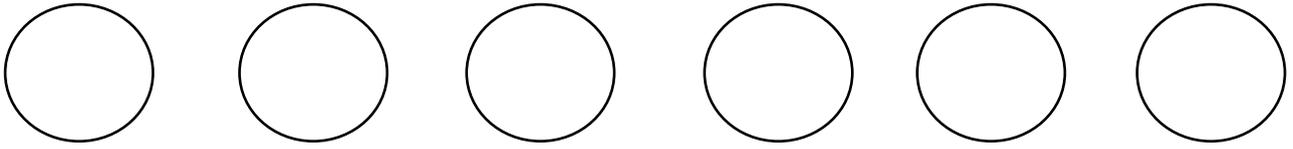
"Black" removes a black stone from anywhere on the board. "White" removes a white stone from anywhere on the board.

"Black" jumps one of the light pieces and removes it. "White" jumps one of the dark pieces and removes it; players continue to take turns.

In any move, a player moves only one pebble, jumping any direction but diagonally. You cannot move in more than one direction in a turn; you may choose to make multiple jumps but you don't have to.

As the game continues, there will be fewer pebbles on the board, thus fewer chances to jump. The player who makes the last jump wins.

Player 1 (Mea Pā'ani 'Ekahi)



Player 2 (Mea Pā'ani 'Elua)