



Got a QR reader on your phone? Scan, watch & play 😊



2-2012

Kōnane Players Association's "Rules of Kōnane"

The Objective of the game is to be the player to make the last move.

In the game of Kōnane, players jump over and remove their opponent's pieces. But the winner is not the player who has the most pieces; it's the player who is able to make the last move.

Setting up the Kōnane board:

A white piece is always on the right hand corner of the board. From there, pieces alternate in color from white to black until the entire board is covered.

(Easy way to remember is "white on the right, black go first")

Choosing Colors:

Two adjoining game pieces of each color are removed from the middle of the board (Piko). One player mixes pieces, hidden from view, and places one piece in each hand for opponent to chose. Black begins on the first match. White begins on the second match.

(The same colors are kept to prevent confusion)



The Pono system is a handicapping structure that is designed to bring balance between players with different skill levels. It is an exciting way to challenge the most skilled player yet allows a newer player to compete.

For more information on the Pono System rules log on to hawaiiancheckers.com

Jumping Explained:

- To move, a player's piece must jump over an opponent's piece into an unoccupied space.
- You **CANNOT** jump over yourself.
- A player can only jump in one direction during each move.
- Moves that change direction are **NOT** allowed (like a "7" or an "L")
- A player cannot jump in a diagonal direction.
- A player **CAN** jump over multiple pieces in a single turn, as long as each jump follows the rules above. However, you are **NOT** required to make multiple jumps.
- The game ends when a player cannot jump.



A typical game is two out of three matches.

KPA Piko Rules:

- Once a piece has been touched, it must be moved—unless the move would be considered illegal. Next player's turn begins once finger is removed from piece.
- You can request a "Hanahou"(repeat last move) at any time. The opponent should then recreate his or her last move.

Kōnane is a simple, yet fascinating game that requires more than just strategic thinking.

In ancient Hawaii, Kōnane was the game of chiefs where a lesser chief in high stakes Kōnane could acquire possessions of a higher chief.

Kōnane is a game of honor.

Kamehameha was a great Kōnane player and the strategies he developed on the Kōnane board played an important role in his conquest of the Hawaiian Islands.

In all great conflicts in life, it's the one who makes the last move who wins.

Enjoy the game of Kōnane.

Go to youtube and search> Konane KPA Rules for a demo on the rules.

Visit www.hawaiiancheckers.com for more information or to print copies