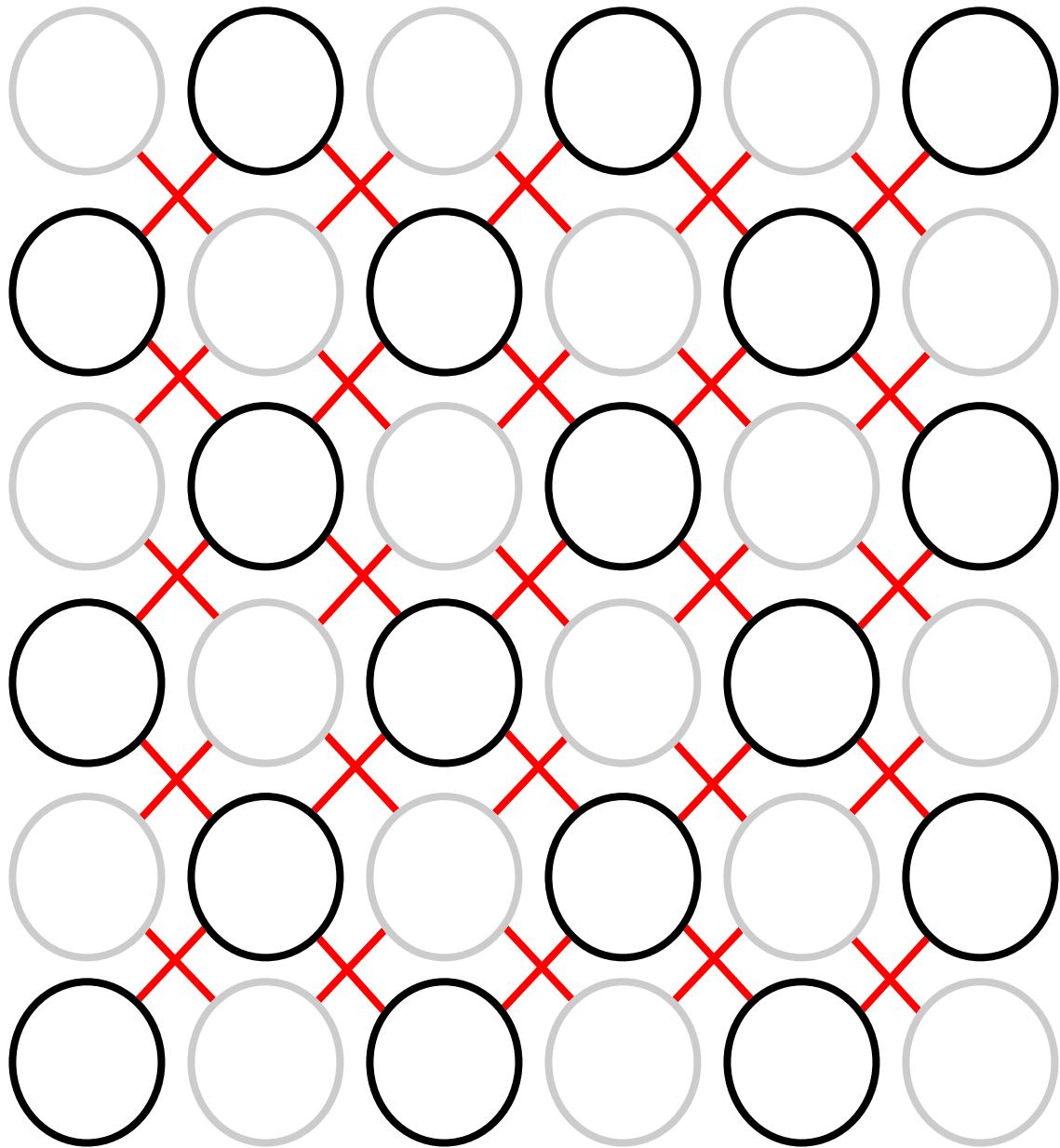


Kōnane



[Hawaiian Checkers.com](http://HawaiianCheckers.com)

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 choose. Black begins on the first match. White begins on the second match.

(The same colors are kept to prevent confusion)

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.

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.

Print out a full size rule card for free at our website at HawaiianCheckers.com