

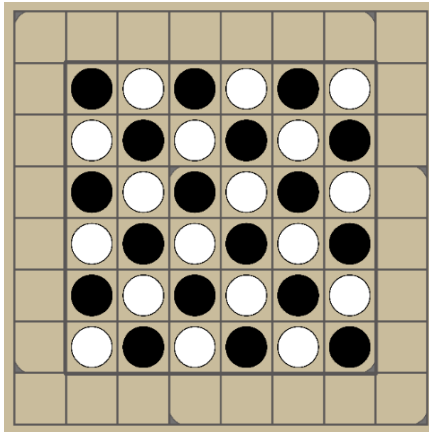
Kōnane

2 players / 20 minutes / 6 years and older

Kōnane is a traditional Hawaiian game for two players. The standard size is 10x10 squares, but it can be played with any size square board.

SETUP

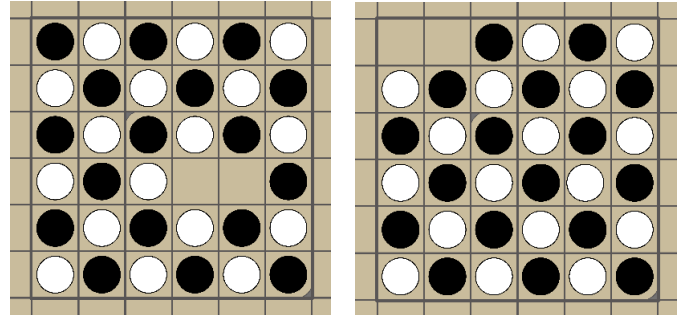
Determine the size of the board to be used and arrange the white and black colored pieces on the board in a checkerboard pattern. Decide which player will use which color (white or black).



Initial layout (6x6 size)

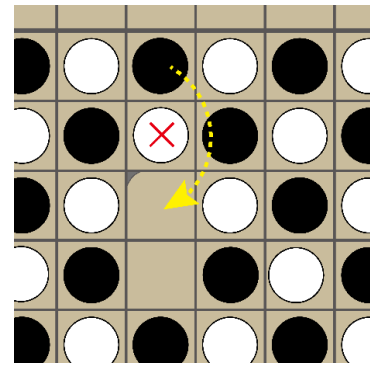
GAMEPLAY

First, the black player chooses and removes one of the friendly pieces from the center or corner of the board. Next, the white player removes a friendly piece that is adjacent to the empty square (creating two adjacent empty squares).



Example of starting from the center (left) and from the corner (right)

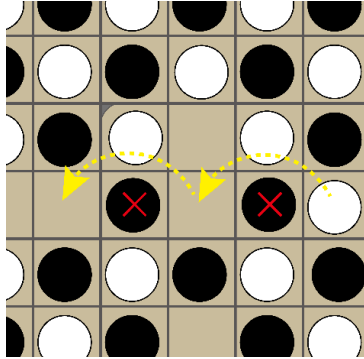
Thereafter, players take turns capturing the enemy pieces. The capture is done by jumping over an enemy piece vertically or horizontally and landing on an empty square next to it (be careful not to go outside the initial area).



Example of jumping by Black

As long as you do not change the direction in which you jump, you can jump and capture as many times as you like.

Please Turn Over⇒



Example of a continuous jump by White

You cannot move except by jumping over enemy pieces. The player who cannot move in his turn loses.

SUPPLEMENT

This game has some similarities with the modern game "Clubber", and the winner depends on when and which pieces are used to capture. It looks simple, but it is a very deep game, and no foolproof method for winning has been found.

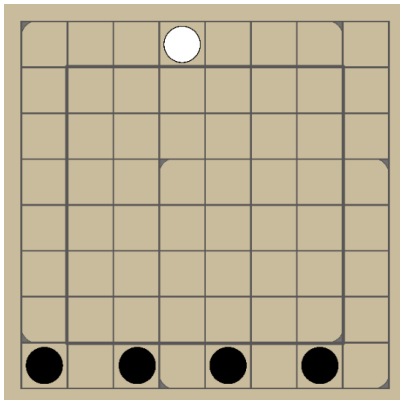
Fox and Hounds

2 players / 5 minutes / 4 years and older

Like "Fox and Goose," **Fox and Hounds** originated in medieval Europe, and has different setups and victory conditions for the first and second players. Most games of this type are played using the intersection of the grid, but this game is played using the squares of an 8x8 board.

SETUP

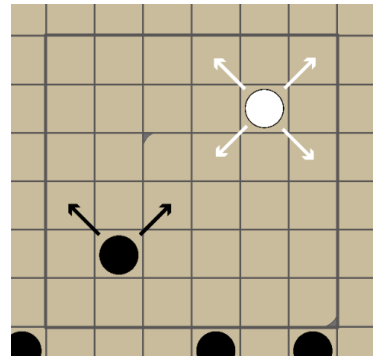
Decide which player will play the fox (white color, 1 piece) or the hound (black color, 4 pieces) .Place the pieces in the positions shown below.



Initial position

GAMEPLAY

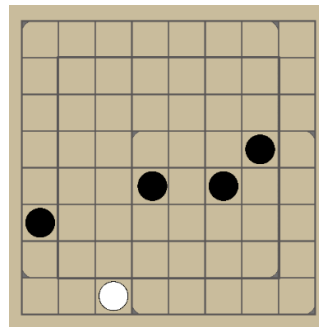
The fox player is the first to move. The fox can move one square diagonally forward or backward, and the hounds can only move one square diagonally forward. The hounds player can only move one hound per turn.



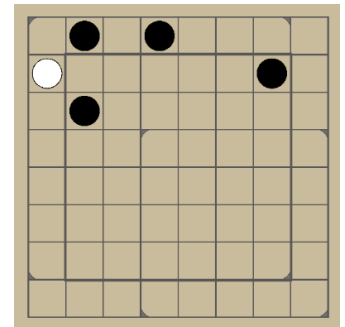
How the fox (white) and the hound (black) move

GAME END

The fox wins if it can reach the other end of the board, and the hounds win if it can corner the fox so that it cannot move.



Fox wins



Hounds win

SUPPLEMENT

This game has been solved and it turns out that in the best play, the hounds always win. But it is not so easy to always play the best.

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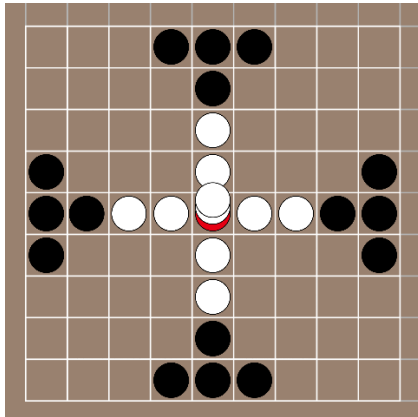
Tafl

2 players / 20 minutes / 8 years and older

The following are a group of classic Scandinavian games, collectively known as **Tafl** or **Hnefatafl** games. They were mainly played in Scandinavia from the 5th to 12th centuries until they were replaced by chess. There are many variations depending on the size of the board and the rules, but I will first explain Tablut, which uses a 9x9 board, and later explain Brandub and Ard Rí, which can be played on a 7x7 board.

SETUP

Arrange the pieces in a 9x9 area as shown in the diagram. The red piece in the center represents the throne, and the double white pieces above it represents the king. The double pieces are always treated as one piece during the game. The rest of the pieces represent soldiers.

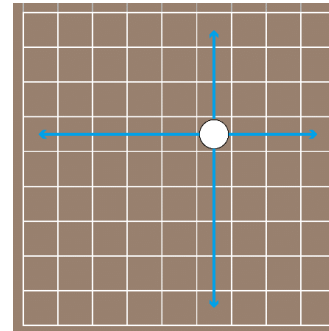


Initial setup (Tablut)

Decide which player will play with which color. The black color is the attacker and plays first, while the white color with the king is the defender and plays second.

MOVE

In your turn, you move one of your pieces. All pieces can move vertically or horizontally in a straight line for any distance, but they cannot jump over other pieces (just like a chess rook).

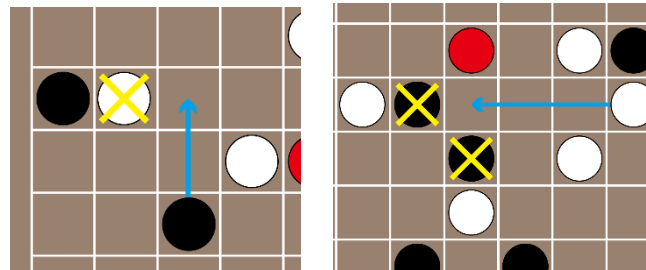


How to move (can stop at any square along the way)

No piece except the king can stop on the red piece (the throne). However, the throne can be passed by any piece.

CAPTURE

If your move allows you to sandwich one of your opponent's pieces with two of your own pieces, you capture that opponent's piece and remove it from the board. The direction of capture must be vertical or horizontal, not diagonal. It is possible to capture in multiple directions at the same time.

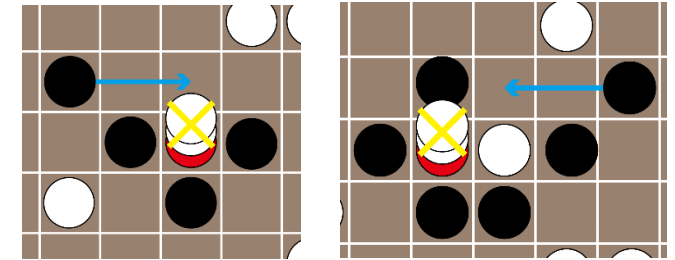


Example of capture. It is possible to pinch in multiple directions at the same time (right figure).

Unlike in Othello, you cannot pinch two or more enemy pieces in a row together. Also, if you move your piece between two of your opponent's pieces in your turn, you will not be captured. The defender can capture the opponent with either the soldier or the king.

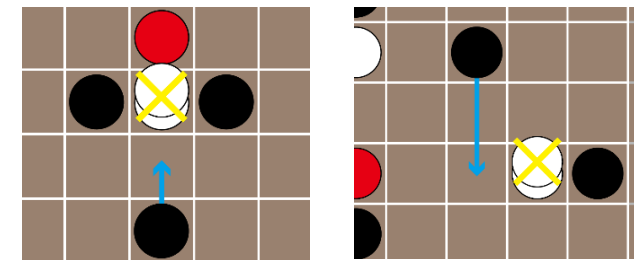
CAPTURE THE KING

If the attacker wants to capture the king on the throne, must surround the throne on all four sides so that it cannot move. The exception to this is if one of the four sides is occupied by defending soldiers, then the king can be captured by surrounding them all.



The king on the throne can be captured by surrounding on all sides (left). The king can be captured with his soldier together (right).

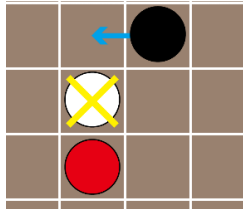
When the king is adjacent to the throne, it can be captured by surrounding the king on three sides other than the throne. Otherwise, the king can be captured by sandwiching it between two pieces, just like a soldier.



A king adjacent to a throne can be captured by surrounding on three sides (left). Otherwise, it can be captured just like a normal piece (right).

CAPTURE BY THE THRONE

The throne (red piece) is treated as a friendly piece of the active player while the king is not present. In other words, you can capture your opponent by sandwiching his pieces between your piece and the throne. The throne cannot be moved.

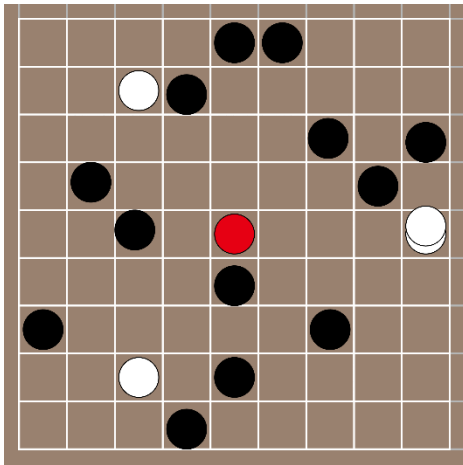


Capturing with the throne

GAMES END

The defender wins if the player can get the king to one of the four corners of the board, and the attacker wins if the player can capture the king. If a player fails to move a piece in his turn, the player loses the game.

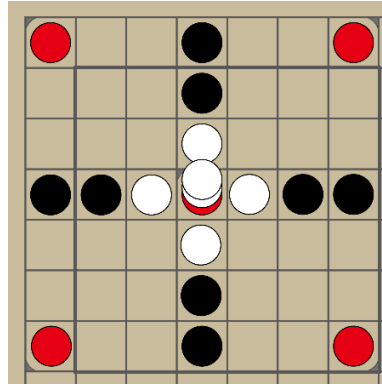
The same condition of the board may not be repeated three times. The player who makes such repeated moves loses.



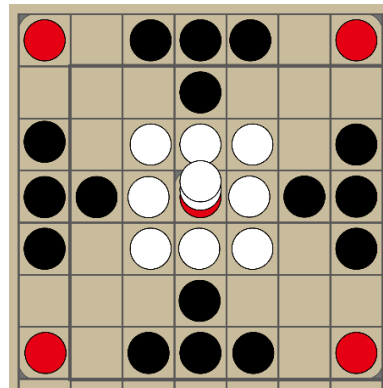
White wins

7 × 7 GAMES

Arrange the pieces as shown in the diagram in a 7x7 area as the setup.



Initial setup (Brandub)



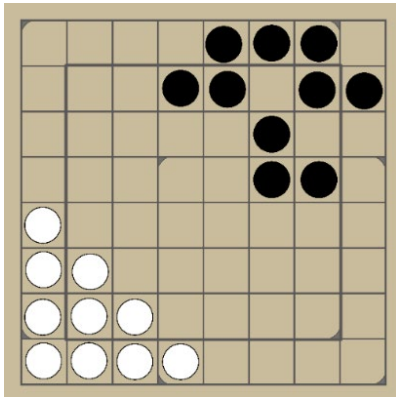
Initial setup (Ard Ri)

The basic rules for both are the same as for Tablut. The red pieces in the four corners of the board indicate the escape. As in throne, only the king can enter the escape. Also, like the throne, you can capture an opponent's piece by sandwiching it between a friendly piece and the escape.

Unlike Tablut, in these games, the defender wins by allowing the king to reach the escape door.

SUPPLEMENT

The rules of the Viking game have not been preserved in detail, and the above rules have been reconstructed in modern times. Since Brandubh has few pieces, there is a sense of tension in the game, as one wrong move can decide the outcome.



White wins

SUPPLEMENT

The well-known Chinese Checkers is a variant of Halma called Stern-Halma (Star-Halma). Compared to the multi-player Chinese Checkers, the two-player Halma is less prone to unforeseen developments and may test your foresight more!

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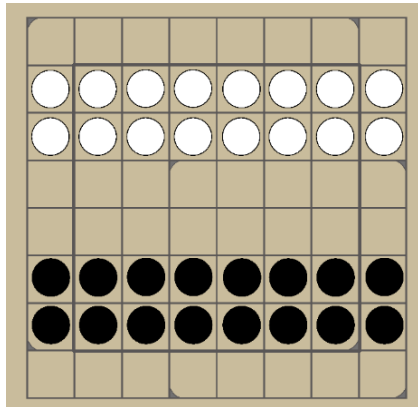
Turkish Checkers

2 players / 30 minutes / 8 years and older

Checkers (also known as Draughts) has its origins in the Middle Ages and is an internationally popular game along with chess. Checkers and its variants are generally played with a checkerboard and the pieces move only diagonally, but in **Turkish Checkers** the pieces move horizontally and vertically so it is easy to play without a checkerboard,

SETUP

Decide which player will use which color (white or black), and place pieces in an 8x8 area as shown below.

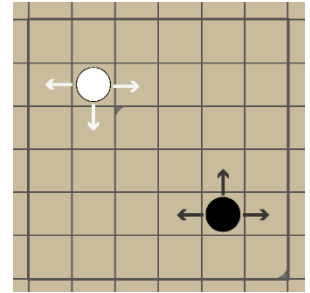


Initial position

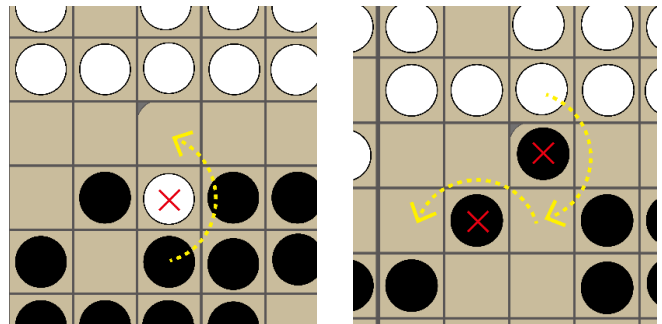
GAMEPLAY

White is the first player and moves his pieces alternately. At the beginning of the game, all pieces are "soldiers". A soldier can move one square straight ahead or one square to the left or right. It cannot move diagonally or backward.

A soldier can also capture an opponent by jumping over an adjacent enemy piece and landing on an empty square immediately after it. Captured pieces will be removed from the game. After jumping, if you can jump further, you can jump continuously.



Move of Soldiers



Example of jump (left) and continuous jump (right)

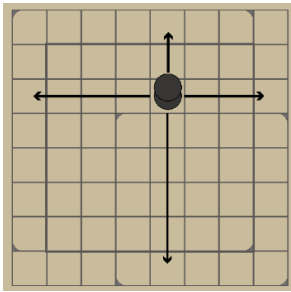
Capture is compulsory, and if you have a piece that can perform the capture on your turn, you must move that piece to capture it. You cannot stop the continuous jumping.

If you have more than one piece that can perform a capture, the one that can capture more pieces in successive jumps takes priority. If there is no difference in the number of pieces that can be captured, the player whose turn it can choose. Whether it is the piece to perform the capture or the piece to be captured, there is no priority for the type of piece (soldier or king).

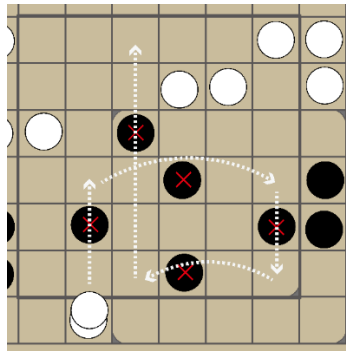
PROMOTE

When a soldier reaches the farthest row from you (the eighth row from the front), it is promoted to "King". When your piece is promoted, stack one unused piece of the same color on top of it to show that it is the king.

When a piece becomes king, it can move backwards and forwards, left and right, without restriction (just like a chess rook). It does not have to be adjacent to the opponent's piece when capturing, nor does it have to land in the empty square immediately after it.

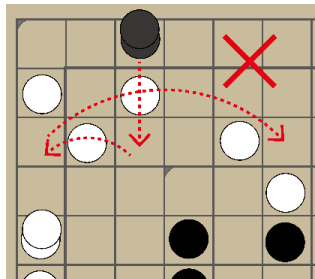
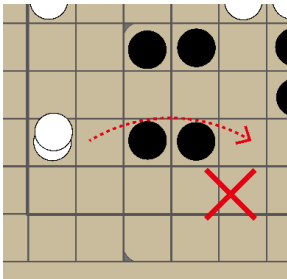


King's movement (can stop at any square on the way)



Example of King's Continuous Jump

However, kings cannot jump over enemy pieces that are lined up without gaps. Also, during a series of jumps, kings cannot jump in the opposite direction of the jump it just made.



Illegal jumps. It is not possible to jump over several pieces at once (left) or in opposite directions (right).

Unlike many checkers' variants, in Turkish checkers continuous jumping removes each piece on each individual jump. Note that this means that enemy pieces that are in positions that cannot be captured before the turn may be captured by the king's continuous jumps.

When a soldier reaches the farthest row by jumping, if there is an opponent's king adjacent to it, it can continue jumping.

GAMES END

The winner is the player who captures all of the opponent's pieces. The player who has fewer pieces and no chance to win can give up.

When both players have one piece each, the game is a draw, regardless of whether it is a soldier or a king. Otherwise, if both players decide that the game is unwinnable, the game can be called a draw by agreement.

If the same board is repeated three times, it is a draw.

SUPPLEMENT

This is a unique game among the many variants of checkers, and one of its features is that there are relatively few draws. When you are not used to forcible capture games, it is easy to overlook pieces that can be captured, but once you get used to it, you may be able to sacrifice your own pieces to make the game more favorable.

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Mabi

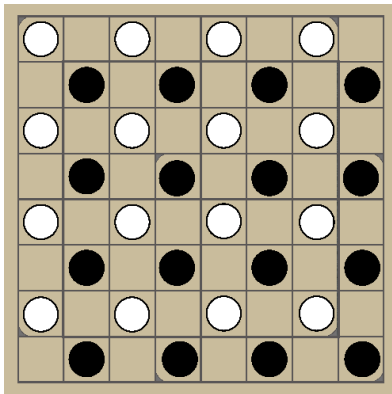
Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

Mabi is a unification game where the goal is to create adjacent groups that are larger than your opponent. It uses an unusual mechanic that combines group size and immobilization (fixing of pieces).

SETUP

Arrange the pieces in an 8x8 area as shown in the diagram. Decide who will play as white and who as black.



Initial setup

DEFINITION

In this game, "adjacent" always means adjacent in the vertical or horizontal direction. In other words, diagonals are not considered adjacent.

A "group" refers to pieces of the same color that are adjacent to each other.

GAMEPLAY

White is the first player to move, and each player takes turns moving one of their colored pieces. On white's first turn only, the player must move one of seven pieces of friendly color touching the edge of the board.

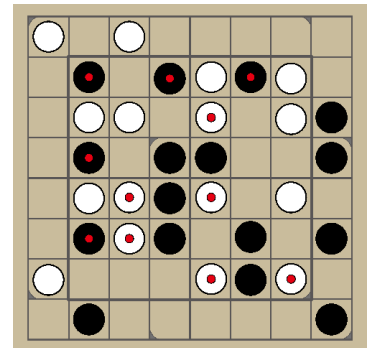
Unless a piece is "paralyzed" (see below), it can only move one square vertically or horizontally toward an empty square. However, if you are the owner of the largest and only group on the board, you may not move any piece belonging to that group.

You can also pass your turn, but once you do, you will not be able to take a turn until the next opponent passes. If two players pass in succession, the game ends.

The same state of the board may not be repeated three times.

PARALYSIS

All pieces become paralyzed and cannot move if they are adjacent to an enemy group larger than the group to which they belong ("mabi" is a reference to the Chinese word for paralysis).



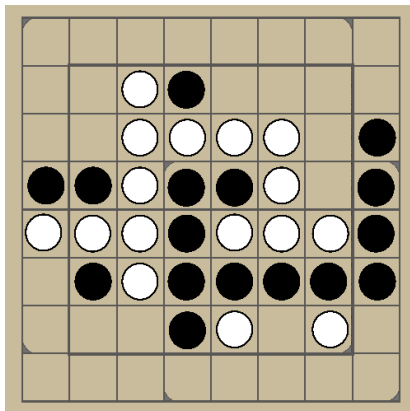
Red dots indicate paralyzed pieces.

Please Turn Over ⇒

GAME END

The game ends when two players pass in a row. The player with the larger group wins.

In case of a tie, the player who made the largest group first wins the game (the count is reset if you dismantle a group during play).



White wins by 14 to 12.

Tiptoe

Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

Tiptoe is a game in which you add your piece in turn, and the one who cannot place any more loses. Where the piece can be placed is determined by the position and size of the group of your pieces on the board. The game can be played on a board of any size, or on a hexagonal board.

DEFINITION

in this game, "adjacent" always means adjacent vertically or horizontally. In other words, diagonals are not considered adjacent.

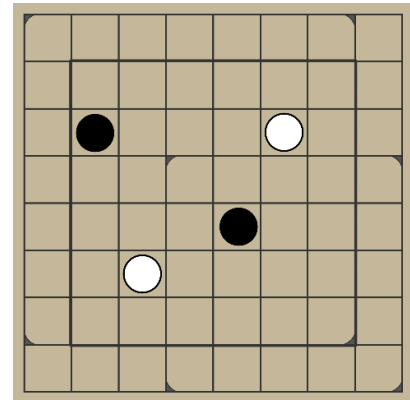
A "group" is pieces of the same color that are adjacent to each other. The size of the group is the number of pieces in the group.

A single piece that is not adjacent to a piece of the same color is also considered a group of size 1 by definition.

SETUP

Decide which player will use white or black. White has the first move.

First, the white player adds one piece of friendly color to any position on the board. Next, the black player adds two pieces of friendly color to each available space. The white player then adds another piece of friendly color, so that there are two pieces each on the board.

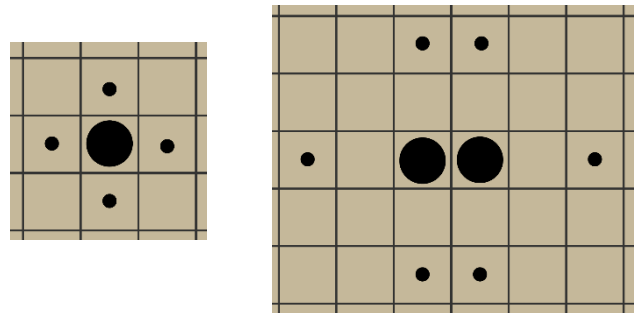


(Fig.1) Setup example

GAMEPLAY

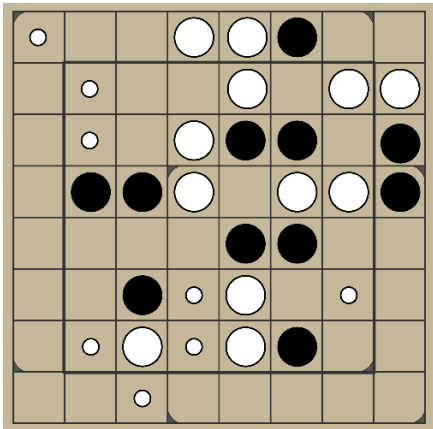
The game begins again with white's turn, and thereafter the players take turns. The turn player places one piece of his or her color in an empty space on the board according to the following rules.

1. Select one of your pieces on the board and check the size of the group to which the piece belongs.
2. Add a new piece to a position that can be reached in the same number of steps as the size of the group from that piece. The number of steps is counted as a straight line, either vertically or horizontally, but must not be bent in the middle and there must be no other pieces (of any color) in between.



(Fig. 2,3) Groups of black size 1 and 2. The dots indicate where new piece can be added based on the pieces in each group.

Please Turn Over ⇒



(Fig.4) The white dots indicate where the white player can place a new piece.

GAME END

The player who cannot place a piece in his turn loses the game.

VALIANTS

This game can also be played with rules that allow diagonal connections and diagonal step counting. It can also be played with a hexagonal board using the same rules.

Apart

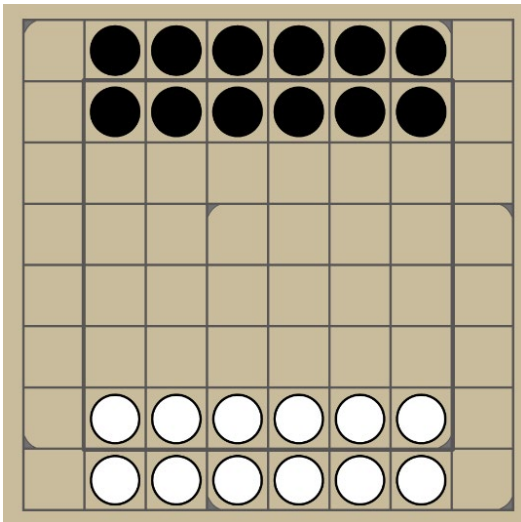
Designed by Kanare Kato

2 players / 20 minutes / 8 years and older

Apart is a game in which the objective is the opposite of unification or connection, i.e., to have pieces not be adjacent to each other. Among abstract games, those with this kind of win condition are rare, and only a few games, such as Entropy (1994), have been created.

SETUP

Twelve pieces of each color are placed as shown below. The playing area used in the game is 8 x 8 squares.



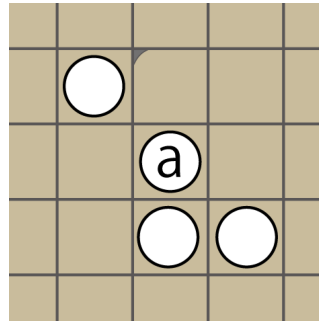
(Fig. 1) Initial setup

Decide in an appropriate way which player will play in which color.

DEFENITIONS

A row of pieces of the same color arranged as an unbroken straight line in either a vertical, horizontal or diagonal direction is called a **line**. The length of a line is the number of pieces belonging to that line. A row with only one piece in it is considered a line of length 1. Therefore, the same piece always belongs to more than one line at the same time.

Moving a piece to an adjacent square vertically, horizontally or diagonally is called a **single step**, and moving two or more squares away is called a **jump**.



(Fig.2) The piece "a" belongs to four lines: upper left - lower right (length 3), upper right - lower left (length 1), vertical (length 2), and horizontal (length 1).

GAMEPLAY

Start with the player with white color and play alternately. The turn player moves one piece of their color according to the following rules. Only the first move of the first player cannot be a continuous jump.

MOVEMENT

All pieces can be moved in the direction along the line to which they belong, for a distance equal to the length of that line.

Pieces in between can be jumped over, and if there is an enemy piece at the landing site, it is captured and removed from the game. Pieces cannot be moved to the location of a friendly piece.

Please Turn Over ⇒

