

KŌNANE

hawaii

Kōnane is a centuries-old Hawaiian game of strategy, traditionally played by chiefs to see who could make the last move. The game was played on papamū boards, created by carving small depressions (puka) into lava rocks. Pieces were made from black lava, light-colored coral, or seashells.

Legends say that over a century ago, Hawaiian Kōnane masters were challenged by the King of England's champion checkers players. King Kamehameha sent his elite "queens" team, who triumphed over the British, their victory a testament to the islands' strategic brilliance.

In this game, we imagine two lei makers competing for the last blooming flower.

Kōnane is one of those games that's easy to learn but endlessly challenging to master, and its addictive nature has kept us coming back for more.

Krisztina & Tamas, Lemery Games

In the heart of a tropical paradise, two skilled lei makers embark on a quest to collect the most exquisite blooms to make the finest garland. With each carefully picked flower, they are one step closer to weaving the perfect lei — a symbol of beauty, love, and the spirit of aloha.

Which craftsman will collect the last blooming flower?

- Narrative based on the imagination of Lemery Games -

Kōnane is a 2-player jump-and-capture game from Hawaii. Both players control 32 flowers.

OBJECT OF THE GAME

Be the last player able to make a move.

GAME CONTENTS

- 1 travel bag
- 1 game mat
- 32 pink Hibiscus pieces
- 32 green Jasmine pieces
- 1 rulebook



SETUP

1. Lay out the game mat as shown in Fig. 1.
2. To decide player roles, one player takes 1 Hibiscus and 1 Jasmine piece, hiding 1 piece in each hand. The other player chooses a hand. This reveals their role.
3. Give each player 32 flower pieces of the same color.
4. Each player places their flowers onto the game mat as shown in Fig. 1.



HOW TO PLAY

The Hibiscus player goes first. To begin the game, the Hibiscus player removes one of their flowers from EITHER:

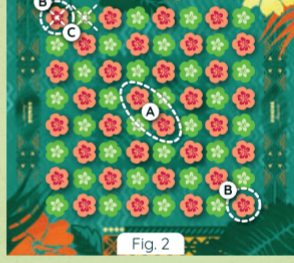
- The 4 middle spaces of the board (Fig. 2A),

OR

- One of the corners of the board (Fig. 2B).

The Jasmine player then removes one of their flowers from a space adjacent to the previously removed Hibiscus (Fig. 2C). This will result in 2 adjacent, empty spaces on the game mat.

Players will then alternate turns jumping over each other's flowers.



Collecting

In Kōnane, you must collect 1 or more of your opponent's flowers every turn, using one of your pieces to jump over theirs in an orthogonal direction, landing in a vacant space on the other side of their piece (Fig. 3A). If you cannot jump over and claim an opponent's piece with one of your own, then you cannot move.



Collecting multiple flowers in a single turn is allowed, as long as each jump is made in the same direction (Fig. 3B), this is called a chain jump or "kaholo".

Players cannot jump over their own flowers.

GAME END

The game ends immediately when a player is unable to make a move. The other player is then the winner.

TIPS AND TRICKS

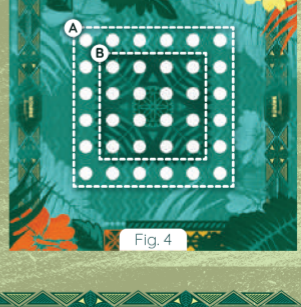
- Prioritize collecting flowers in the middle of the board, saving collection opportunities at the edges for the endgame.
- Isolate your opponent's flowers to prevent them from making further jumps.

GAME VARIANTS

Different board sizes

Kōnane can be played on boards of various sizes (eg. 4x4, 6x6, 8x8, 10x10, 14x14), with the number of flowers adjusted accordingly.

To play on a different board size, lay out the game mat with the variant side up (Fig. 4), and play exactly as the base game. To play on the 6x6 board, use all board spaces on this side of the game mat (Fig. 4A). To play a 4x4 game, use the middle 4x4 board spaces (Fig. 4B). The 4x4 and 6x6 layouts work well for quicker games or for introducing new players to the basic mechanics of Kōnane.



These rules of Kōnane were inspired by the 1979 Boardgame Book by R. C. Bell.

Publisher: Lemery Games
Illustration: Tímea Kőszegi and Livia Varga

Rulebook editing and proofreading: Jeremy Rozenhart

THANK YOU

We would like to thank all XXX Kickstarter backers who helped LUDOS America come to life. Your contribution is key in preserving this game for future generations. Spread the word, and have fun!

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