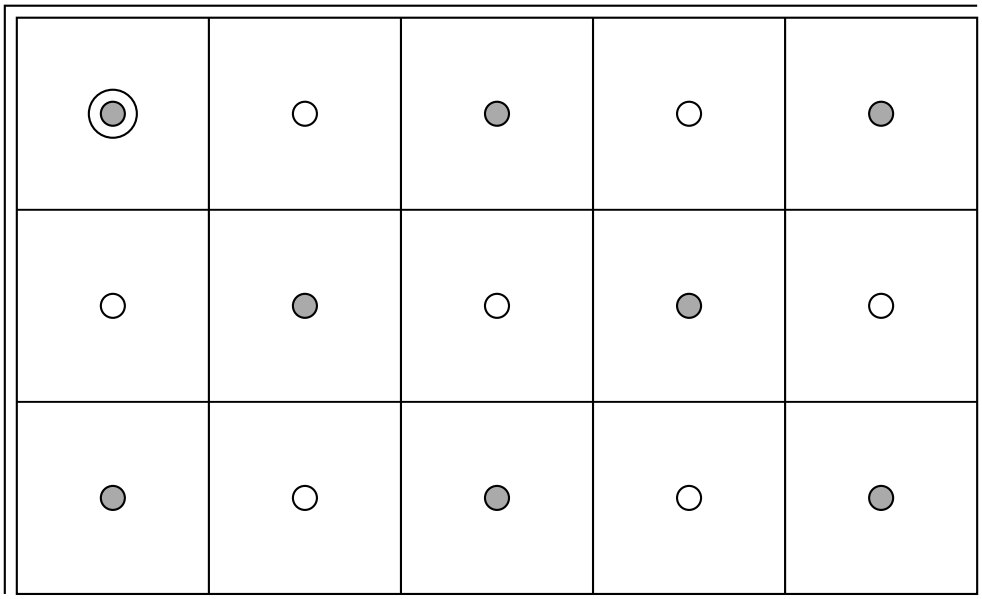
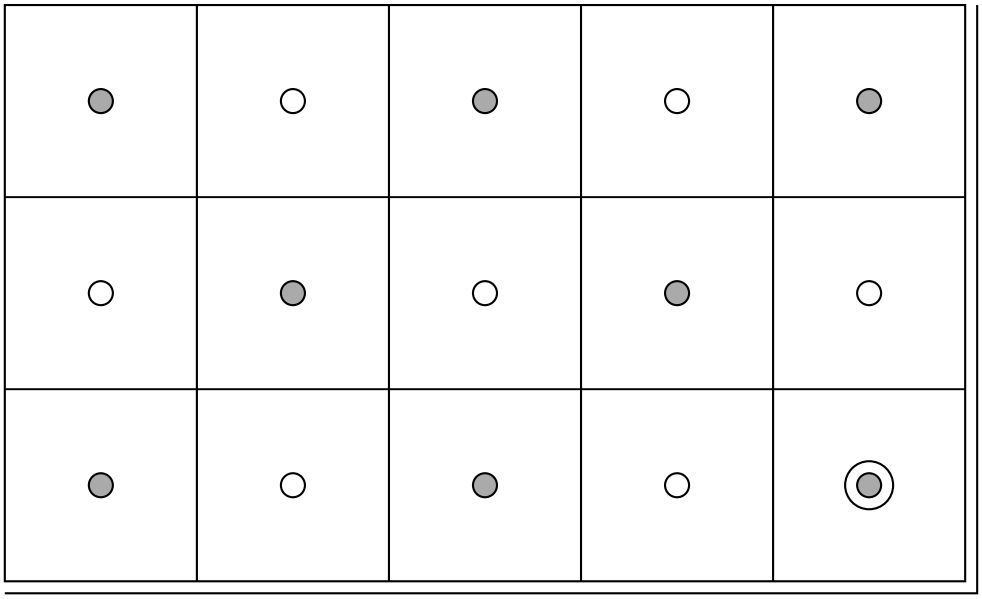
CYNINGSTAN

TRADITIONAL BOARD GAMES

KONANE





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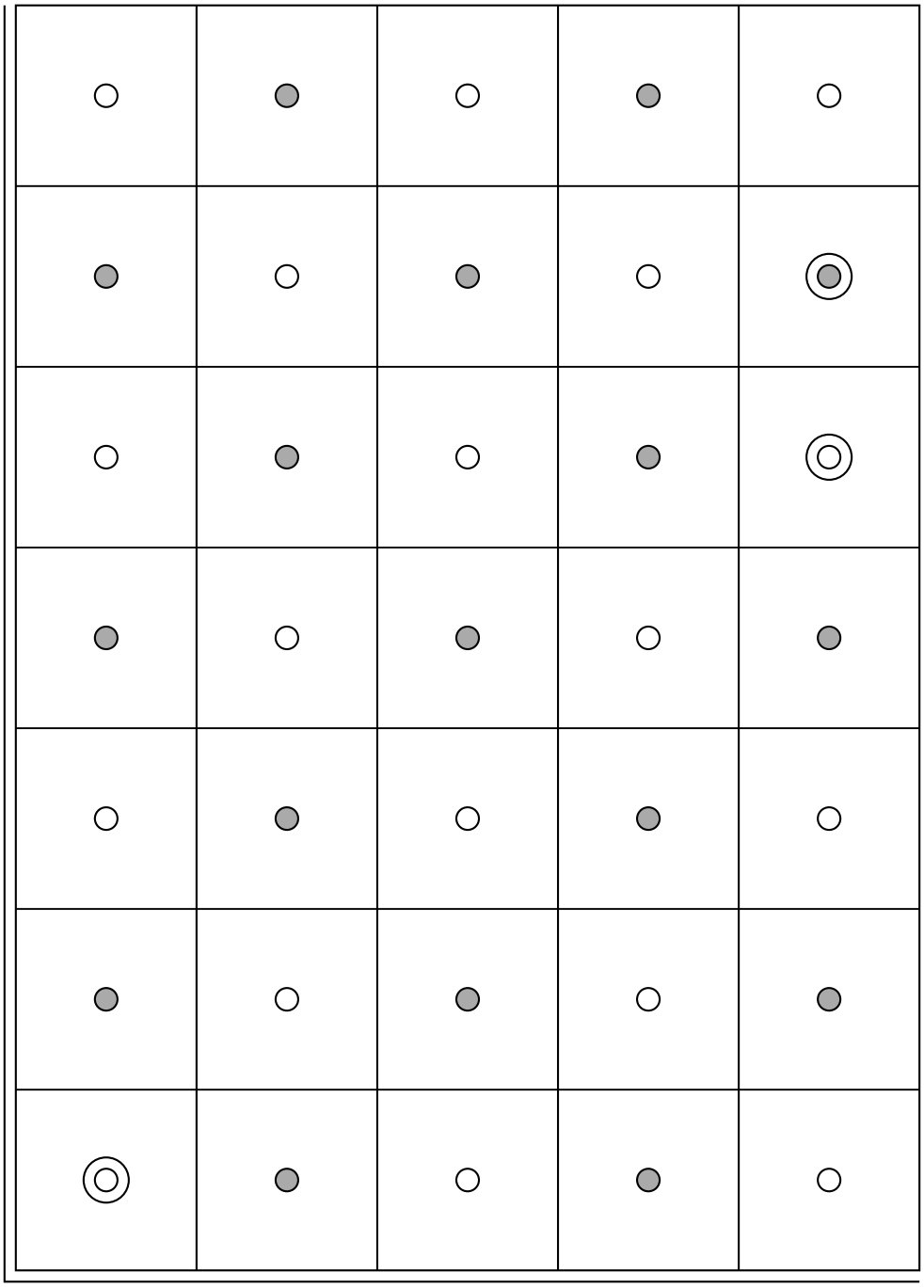

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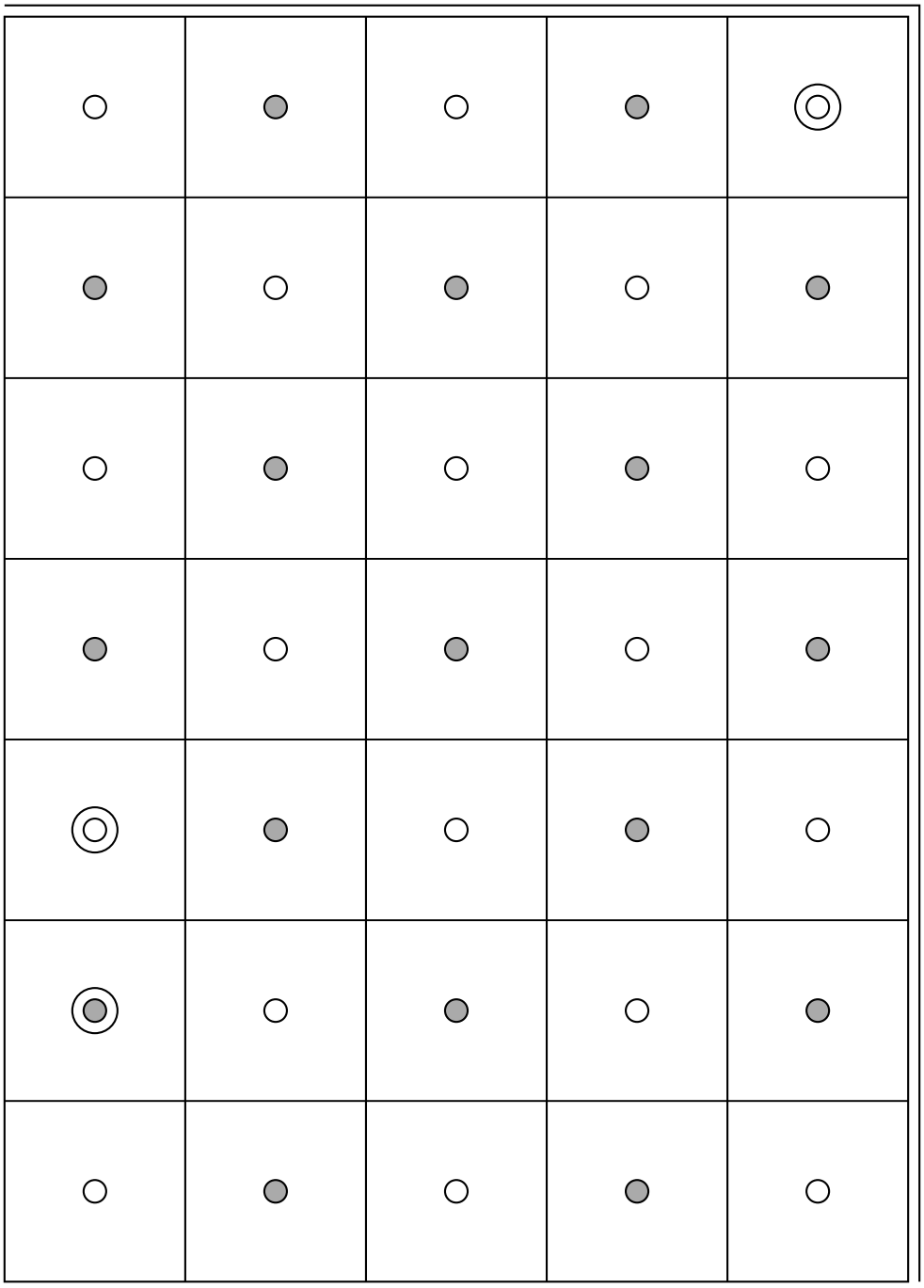

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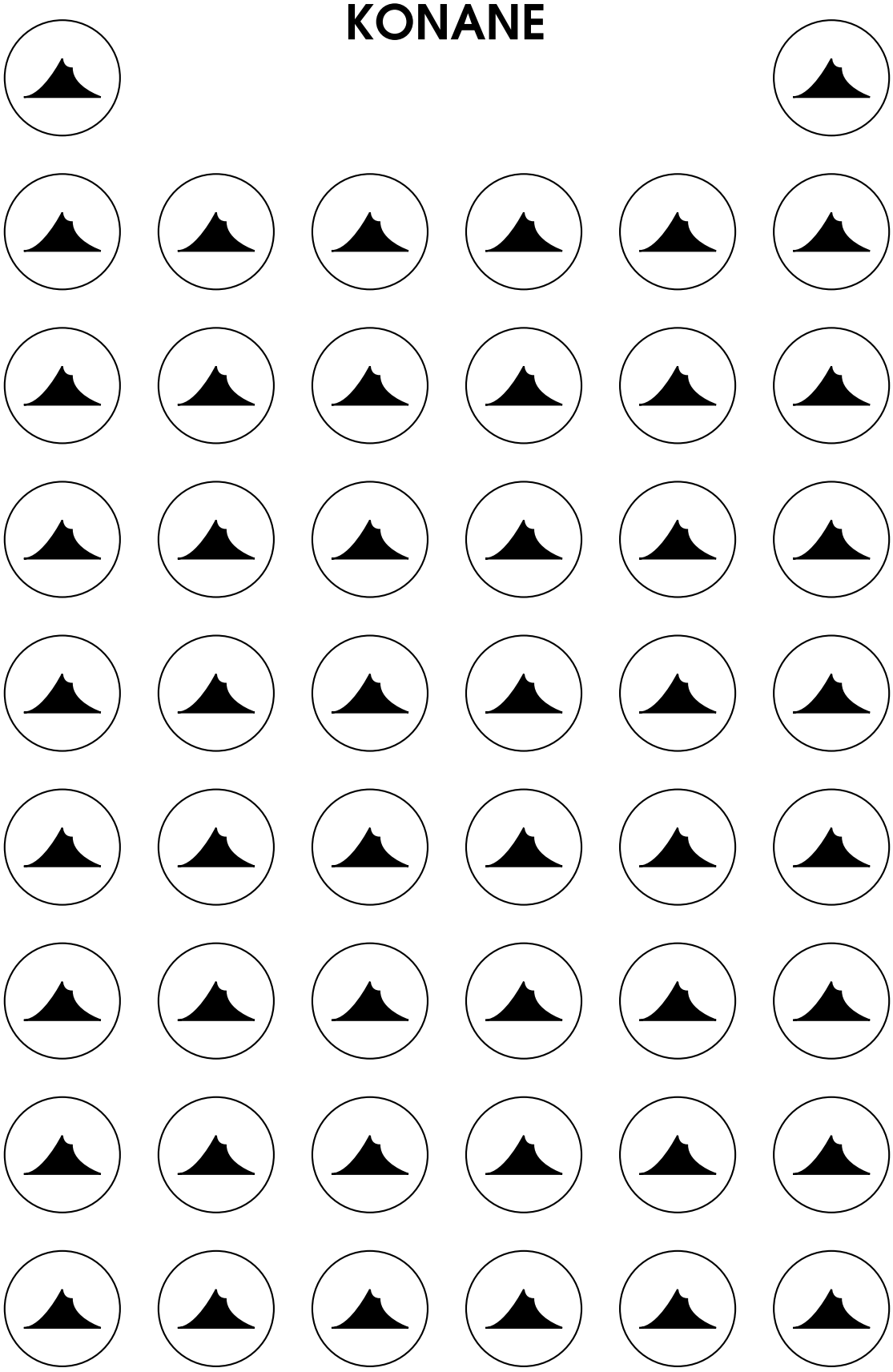

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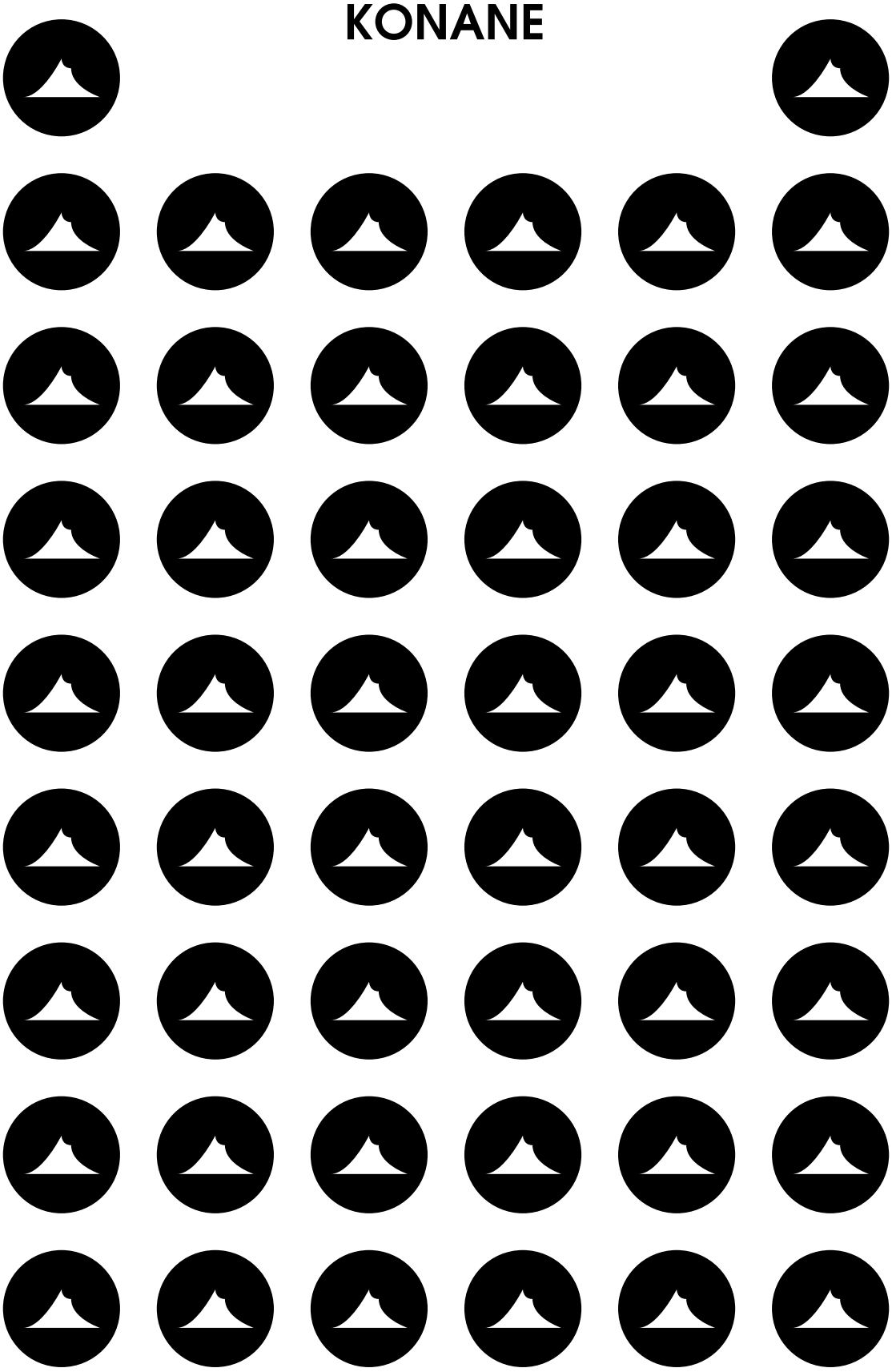

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ASSEMBLY INSTRUCTIONS

The attached print-and-play sheet is designed for printing in black and white onto A4 paper. To assemble the game, you will need: a black and white or colour printer capable of printing graphics onto A4 paper; a craft knife and ruler, five A4 sheets of thick card, a pair of scissors and some good paper glue.

1. Print out the print-and-play sheets onto A4 paper. If using an inkjet printer, give time for the ink to dry.
2. Glue the printed paper onto the thick card. Ensure that the entire surface of the card is evenly covered with glue, as the board and pieces will be cut out. Leave the glue to dry.
3. Cut out the board sections and individual pieces. You may want to apply more glue if the paper is coming loose around the edges.

There are alternative methods. If you have only scissors, you can still make the board but the results may be poor; it's probably best to cut the paper and card to fit before gluing in this case.

If you have access to a laminator, the print-and-play sheets could be printed onto thin card before laminating; when cutting out the board and pieces you may want to round off the outer corners to prevent scratching.

SUGGESTED RULES FOR KONANE

To begin: two people play, the game begins with the pieces filling the board in a chequerboard pattern, as shown by the board markings. The black player begins by removing a black piece from one of the four central squares, or from one of the four corners. The white player responds by removing a white piece adjacent to the space left by the black player. Once this has been done, the capture phase can begin, black taking the first turn.

Movement & capture: a player in his turn captures a piece by lifting one of his own pieces, jumping horizontally or vertically over a single opposing piece, and removing it from the board. If possible, a player can use the same piece to jump over further enemy pieces in the same direction. When making multiple captures in a single turn, the piece doing the jumping may not therefore change direction. The player need not make all the captures that are available to him, if he thinks it would be to his disadvantage. One player having made his captures, the other then takes his turn, and play alternates thereafter till the game is over.

Ending the game: the game is over when a player has no legal move. The player who cannot move loses the game, his opponent being declared the winner. Numbers of captured pieces on each side have no effect on who has won the game.