Final Project

by Ash Dreyer & Donald Pinckney

Kōnane

Kōnane - Setup Phase

- We will use a 16x16 board (can be any size though)
- Black and White pieces checkerboard the whole board
- Players randomly assigned to black and white
- https://en.wikipedia.org/wiki/Konane

Kōnane - Remove Phase

- Black player removes one of the black pieces in the corners or the center
- White player removes one of the white pieces adjacent to the removed black piece (not diagonal to)

Kōnane - Jump Phase

- Black player starts
- On your turn, you jump one of your pieces over enemy piece(s)
- Can NOT jump diagonal
- Can jump multiple, but it must be in only one direction
- If you can't jump over an enemy piece, you loose.