

## **Introduction**

The word “Kansho” comes from the Japanese language and translates to the English word “Interference”, a fitting title for a game where interference is the path to victory. Kansho is a traditional board game which requires deduction and tactical thinking. The rules of Kansho are few and simple to grasp but a great deal of practice and skill is required in order to master the game. Games of kansho are often won or lost on a single critical move and so players must play with precision and cunning in order to be victorious.

## **Game Components**

### **Kansho board**

The Kansho board consists of 252 tessellated hexagons. The board is constructed from 4 concentric rings of seven tessellated hexagons, where the centremost ring has been removed. A scale image of the board is given in the “Get The Game” section of the Kansho website ([www.kansho.how](http://www.kansho.how)).

Traditionally kansho boards are constructed from wood with hemispherical indentations in the centre of each hexagon to accept markers. Traditional style, boards are raised above a “discard box” and markers are discarded from the game through the centre hole in the board. However, kansho boards can be comprised of any material for instance, card, tiles, or even cloth.

### **Markers**

246 markers are used in Kansho, 123 per player. Traditionally markers are spherical stones, but any material / shape can be used. Each set of 123 markers should be sufficiently different as to allow the spaces owned by each player to be determined.

### **Rule book**

Whilst the rules of Kansho are simple, on occasion clarification is required and so having a copy of this rule book to hand during play is often desirable.

## **Aim**

The aim of Kansho is to end the game with more markers on the board than your opponent.

## The rules

Each player starts the game with 123 markers in hand.

Players take turns by completing the following actions (there is no benefit in being the starting player and so players may draw lots to determine the starting player), in the following order:

1. **Placing markers** - A marker is placed in any unoccupied space. Markers are also placed in all adjacent spaces, removing opponents markers and adding yours in their place (See example 1).

If you place a marker adjacent to one of your markers, the existing marker remains in it's place, it is not swapped for a new one.

2. **Discarding surrounded markers** - Areas containing markers of your opponents colour must be discarded if all adjacent spaces to the areas are occupied by markers of your colour, or the edge of the board (See example 2). If a single space adjacent to this area is unoccupied then the area is not discarded (See example 5).

If you place your markers in a position where they are completely surrounded by your opponents markers, and, the placement of your markers does not result in an area of your opponents markers being surrounded by your markers, then your surrounded markers are to be immediately discarded.

3. **Discarding solo markers** - Markers of either colour must be discarded if they have only one adjoining neighbour. Within a turn, this rule must be repeated until all markers have at least two adjoining neighbours. (See example 4).

Play continues until both players have no markers in hand. This may require one player to take many repeat turns at the end of the game. At the end of the game, a player may have insufficient markers to fill all adjacent spaces. In this case they may choose the adjacent spaces that are filled (See example 5).

At the end of the game opponents count each other's markers and must be honest when revealing the total.

## Etiquette

Whilst not-adhering to the following does not technically constitute rule braking, it is considered bad form:

- You should disclose the number of markers in your hand when asked.
- Players should be allowed as much thinking
- If multiple games are played, the starting player should alternate.
- The game should be played to completion, a resignation is undesirable.

## Results

There are five possible results in Kansho; Hollow Victory, Technical Victory, Outright Victory, Domination and Annihilation. Each result depends on the number of spaces on the board occupied by each player at the end of the game. The table overleaf shows the number of markers required by each player to achieve each result.



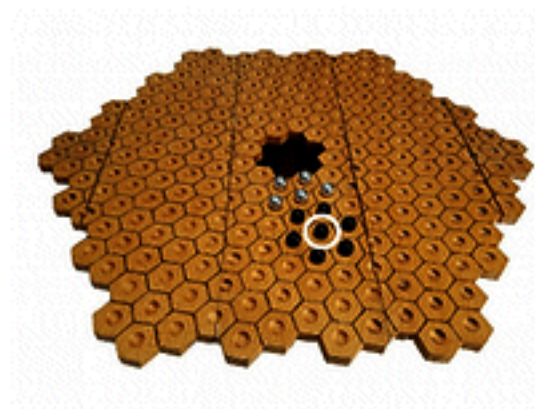
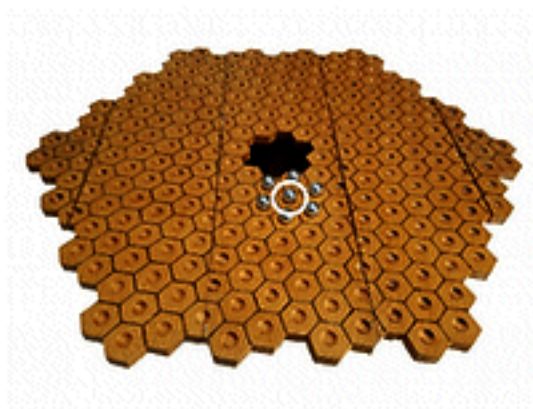
Losing Score	Winning Score				
	Hollow Victory	Technical Victory	Outright Victory	Domination	Annihilation
1	2	3	4	5	≥6
2	3	4	5	6	≥7
3	4	5	6	7-8	≥9
4	5	6	7	8-11	≥12
5	6	7	8	9-14	≥15
6	7	8	9-10	11-17	≥18
7	8	9	10-12	13-20	≥21
8	9	10	11-14	15-23	≥24
9	10	11	12-16	17-26	≥27
10	11	12	13-18	19-29	≥30
11	12	13-14	15-20	21-32	≥33
12	13	14-15	16-22	23-35	≥36
13	14	15-17	18-23	24-38	≥39
14	15	16-18	19-25	26-41	≥42
15	16	17-19	20-27	28-44	≥45
16	17	18-21	22-29	30-47	≥48
17	18	19-22	23-31	32-50	≥51
18	19	20-24	25-33	34-53	≥54
19	20	21-25	26-35	36-56	≥57
20	21	22-26	27-37	38-59	≥60
21	22	23-28	29-39	40-62	≥63
22	23-24	25-29	30-41	42-65	≥66
23	24-25	26-31	32-43	44-68	≥69
24	25-26	27-32	33-45	46-71	≥72
25	26-27	28-33	34-46	47-75	≥76
26	27-28	29-35	36-48	49-78	≥79
27	28-29	30-36	37-50	51-81	≥82
28	29-30	31-38	39-52	53-84	≥85
29	30-32	33-39	40-54	55-87	≥88
30	31-33	34-40	41-56	57-90	≥91
31	32-34	35-42	43-58	59-93	≥94
32	33-35	36-43	44-60	61-96	≥97
33	34-36	37-45	46-62	63-99	≥100
34	35-37	38-46	47-64	65-102	≥103
35	36-38	39-47	48-66	67-105	≥106
36	37-40	41-49	50-68	69-108	≥109
37	38-41	42-50	51-70	71-111	≥112
38	39-42	43-52	53-71	72-114	≥115
39	40-43	44-53	54-73	74-117	≥118
40	41-44	45-54	55-75	76-120	≥121
41	42-45	46-56	57-77	≥78	N/A
42	43-46	47-57	58-79	≥80	N/A
43	44-47	48-58	59-81	≥82	N/A
44	45-49	50-60	61-83	≥84	N/A
45	46-50	51-61	62-85	≥86	N/A
46	47-51	52-63	64-87	≥88	N/A
47	48-52	53-64	65-89	≥90	N/A
48	49-53	54-65	66-91	≥92	N/A
49	50-54	55-67	68-93	≥94	N/A
50	51-55	56-68	69-94	≥95	N/A
51	52-57	58-70	71-96	≥97	N/A
52	53-58	59-71	72-98	≥99	N/A
53	54-59	60-72	73-100	≥101	N/A
54	55-60	61-74	75-102	≥103	N/A
55	56-61	62-75	76-104	≥105	N/A

Losing Score	Winning Score				
	Hollow Victory	Technical Victory	Outright Victory	Domination	Annihilation
56	57-62	63-77	78-106	≥107	N/A
57	58-63	64-78	79-108	≥109	N/A
58	59-65	66-79	80-110	≥111	N/A
59	60-66	67-81	82-112	≥113	N/A
60	61-67	68-82	83-114	≥115	N/A
61	62-68	69-84	85-116	≥117	N/A
62	63-69	70-85	86-118	≥119	N/A
63	64-70	71-86	87-119	≥120	N/A
64	65-71	72-88	89-121	≥123	N/A
65	66-73	74-89	≥90	N/A	N/A
66	67-74	75-91	≥92	N/A	N/A
67	68-75	76-92	≥93	N/A	N/A
68	69-76	77-93	≥94	N/A	N/A
69	70-77	78-95	≥96	N/A	N/A
70	71-78	79-96	≥97	N/A	N/A
71	72-79	80-98	≥99	N/A	N/A
72	73-81	82-99	≥100	N/A	N/A
73	74-82	83-100	≥101	N/A	N/A
74	75-83	84-102	≥103	N/A	N/A
75	76-84	85-103	≥104	N/A	N/A
76	77-85	86-105	≥106	N/A	N/A
77	78-86	87-106	≥107	N/A	N/A
78	79-87	88-107	≥108	N/A	N/A
79	80-88	89-109	≥110	N/A	N/A
80	81-90	91-110	≥111	N/A	N/A
81	82-91	92-112	≥113	N/A	N/A
82	83-92	93-113	≥114	N/A	N/A
83	84-93	94-114	≥115	N/A	N/A
84	85-94	95-116	≥117	N/A	N/A
85	86-95	96-117	≥118	N/A	N/A
86	87-96	97-118	≥119	N/A	N/A
87	88-98	99-120	≥121	N/A	N/A
88	89-99	100-121	≥122	N/A	N/A
89	90-100	≥101	N/A	N/A	N/A
90	91-101	≥102	N/A	N/A	N/A
91	92-102	≥103	N/A	N/A	N/A
92	93-103	≥104	N/A	N/A	N/A
93	94-104	≥105	N/A	N/A	N/A
94	95-106	≥107	N/A	N/A	N/A
95	96-107	≥108	N/A	N/A	N/A
96	97-108	≥109	N/A	N/A	N/A
97	98-109	≥110	N/A	N/A	N/A
98	99-110	≥111	N/A	N/A	N/A
99	100-111	≥112	N/A	N/A	N/A
100	101-112	≥113	N/A	N/A	N/A
101	102-114	≥115	N/A	N/A	N/A
102	103-115	≥116	N/A	N/A	N/A
103	104-116	≥117	N/A	N/A	N/A
104	105-117	≥118	N/A	N/A	N/A
105	106-118	≥119	N/A	N/A	N/A
106	107-119	≥120	N/A	N/A	N/A
107	108-120	≥121	N/A	N/A	N/A
≥108	≥109	N/A	N/A	N/A	N/A



## Examples

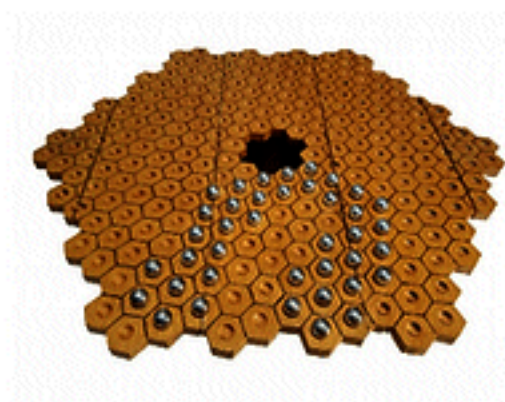
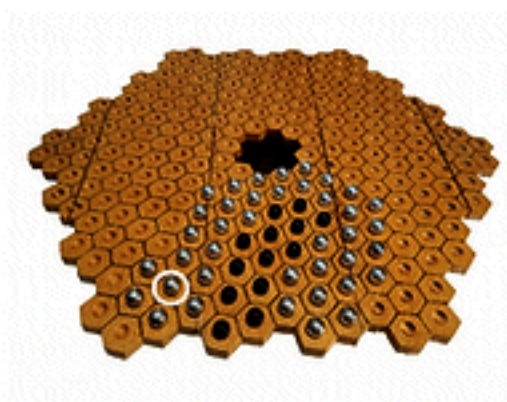
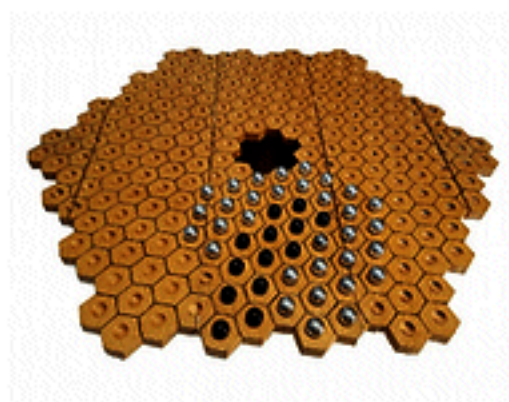
### Example 1, Placing markers



White starts and places a marker in the space highlighted. Markers are also placed around this position.

Black responds by placing a marker in the space highlighted. Markers are placed around this position, replacing two of White's markers.

### Example 2, Discarding surrounded markers 1 of 2

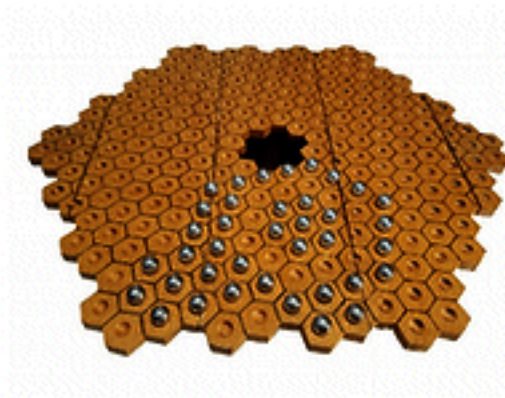
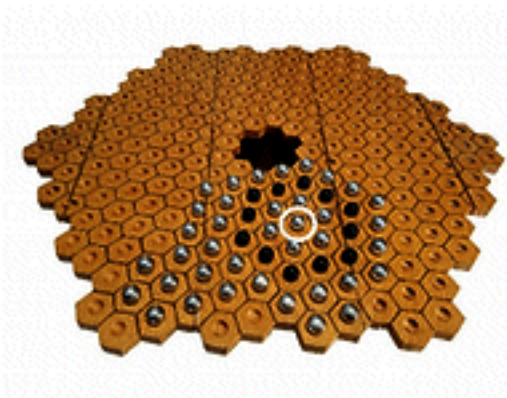
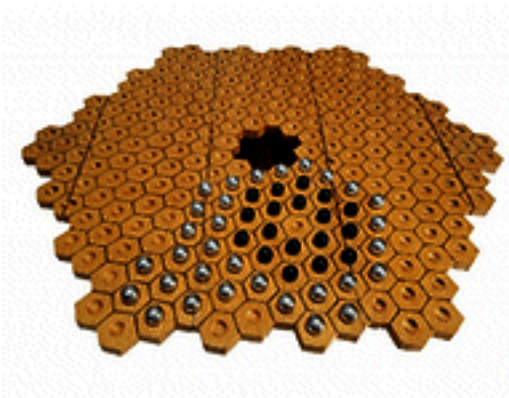


The game has progressed to that shown above and it is White's turn.

White places a marker in the space highlighted. This has the effect of surrounding Black's markers using the closest edge.

All of Black's markers are therefore removed.

### Example 3, Discarding surrounded markers 2 of 2



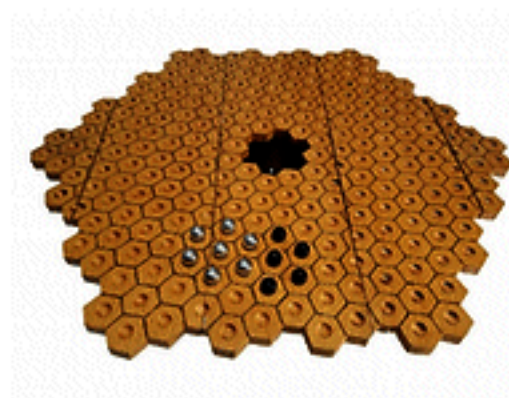
The game has progressed to that shown in the image and it is White's turn.

White places a marker in the space highlighted. This has the effect of surrounding Black.

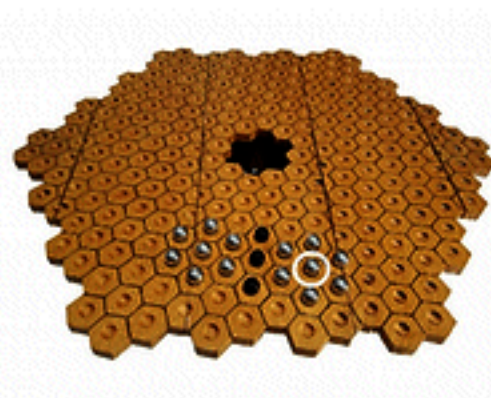
All of Black's markers are therefore removed.



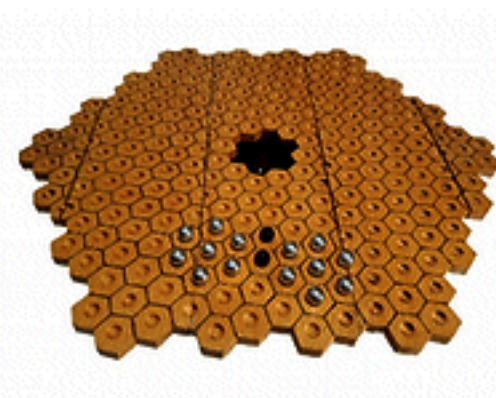
### Example 4, Discarding solo markers



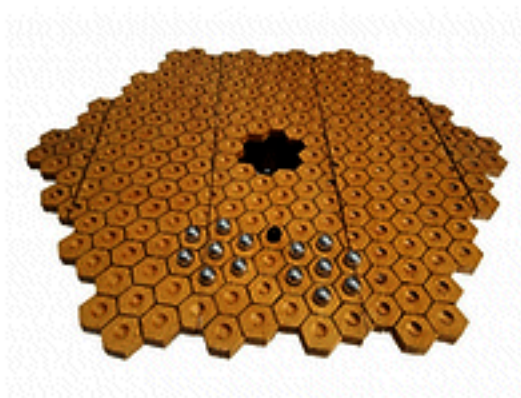
The game has progressed to that shown above and it is White's turn.



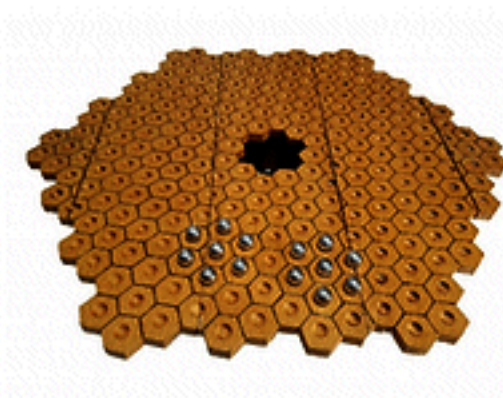
White places a marker in the space highlighted. This has the effect of creating only one touching neighbour for the bottom and top most Black markers.



The bottom most Black marker is therefore discarded. This leaves the middle black marker with only one touching neighbour.

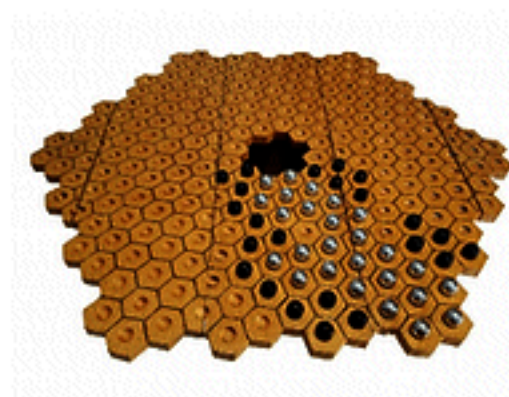


The middle black marker is therefore removed.

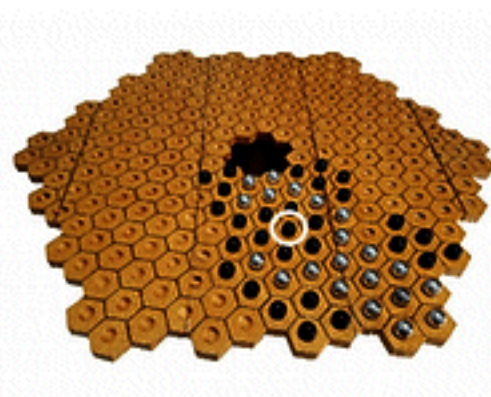


Finally the remaining black marker is removed.

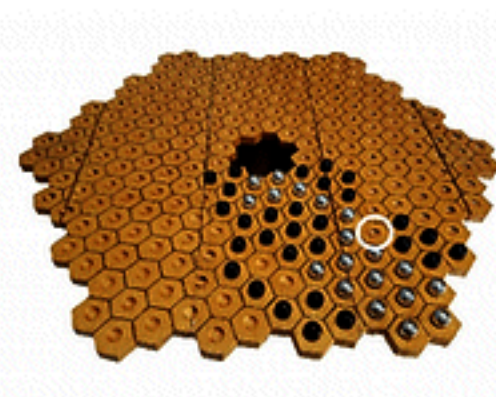
### Example 5, End game



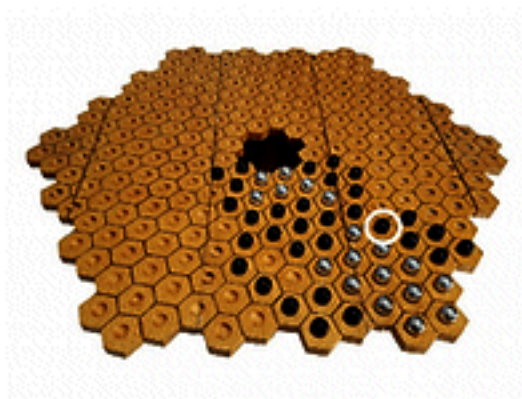
It is nearing the end of the game. White has just made their final move. But Black still has 8 markers in hand.



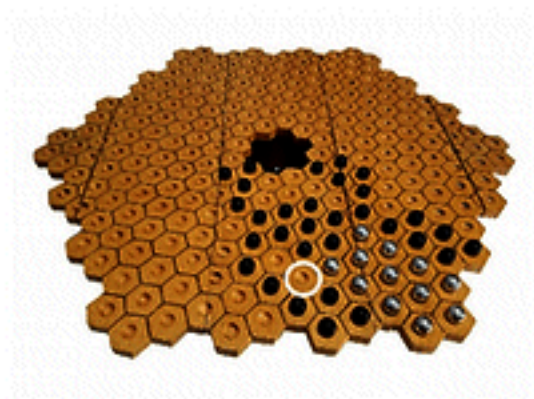
Black places a marker in the space highlighted. This has the effect of leaving two of White's markers with only one neighbour. They are therefore discarded.



The score is now:  
White = 19, Black = 29 (Which would be an "Outright Victory" to Black). Black now has 2 markers in hand.



Black places a marker in the space highlighted, and chooses to place their second marker to the top left position. This has the effect of surrounding white between the "hole" edge and Black's markers.



These markers are therefore discarded.

It is worth noting that the lower section of black's markers are not surrounded owing to the highlighted space and so they remain in play.

Final Score: White = 12, Black = 31

"Domination" to Black!



