

## Kopano

Kopano is a drawless *connection* game for two players: Black and White. It's played on the intersections (*points*) of a square board, which is initially empty. The top and bottom edges of the board are colored black; the left and right edges are colored white. "Kopano" is the Tswana word for "connection".

### Definitions

Two like-colored stones are *strongly connected* if they are orthogonally adjacent to each other, and *weakly connected* if they are diagonally adjacent to each other without sharing any strongly connected neighbor. Note that two stones of different colors are never considered to be connected.

A *chain* is a set of (weakly or strongly) connected stones.

### Play

Starting with Black, the players take turns placing stones of their own color on empty points of the board, one stone per turn.

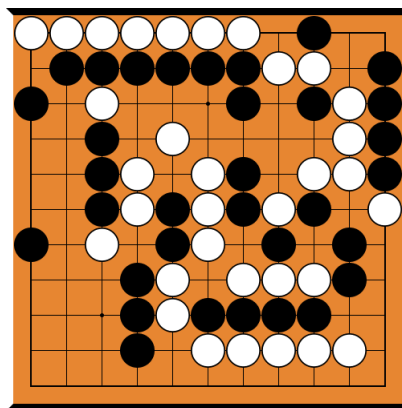
It's *illegal* to place a stone on a point where it makes a weak connection unless placing an enemy stone on that same point would also make a weak connection. It's also illegal to form a *crosscut*, i.e. a 2x2 pattern of stones consisting of two diagonally adjacent Black stones and two diagonally adjacent White stones.

If a player can't make a move on his turn, he must *pass*. Passing is otherwise not allowed. There will always be a move available to at least one of the players.

The game is *won* by the player who completes a chain of his color touching the two opposite board edges of his color. Draws are not possible.

### Pie rule

The *pie rule* is used in order to make the game fair. This means that White will have the option, on his first turn only, to change sides instead of making a regular move.



11x11 Kopano game won by White

[From BGG description, Luis Bolaños Mures 2013]