

OkI 24, [Mitsuo Yamamoto](#)



OKI 24 is a game in which one initial stone and 24 stones are placed on the board. The game is very simple and easy to play. The player who places the desired number of stones in a straight line vertically, horizontally, vertically, and diagonally loses. It is a two-dimensional version of the stick-erasing puzzle games that were popular in the past. The game is a two-dimensional version of the popular stick-erasing puzzle games of the past, so it is rather similar to a puzzle game. The key to the game is that the first move starts with the initial stone, and the stones are placed starting from that initial stone. Mathematical thinking is required to win. The game can be finished in a very short time because the game always ends.

Stones

Two players use one initial stone and 24 placement stones.

How to play

Players place their initial stones on the board in order.

The first player places his/her initial stone on any square on the board. The second and third players place their initial stones in the same order.

Any number of stones may be placed in a straight line, vertically, horizontally, vertically, diagonally, etc. However, at least one stone may be placed in the same square. However, at least one stone must be placed in such a way that it connects to a stone already placed on the board, either vertically, horizontally, vertically or diagonally.

Forbidden move

When stones are placed on the vertical, horizontal, or diagonal center line, they cannot be placed in a symmetrical layout (mirror or rotation) across the line. In this case, the player loses the game.

Victory or defeat

The player who places the last stone loses.

—*description from the publisher*

