

KŌNANE

PRINT-AND-PLAY

COMPACT 8x8 EDITION

A Hawaiian capture game that begins full

What we know

Kōnane is a Hawaiian pebble-and-capture game played on a fully occupied board. The Pukui-Elbert Hawaiian Dictionary names kōnane and describes play on a stone or wooden papa kōnane. Kenneth Emory wrote in 1924 that he learned a detailed account from Ka'ahaina Naihe of Kailua, Hawai'i, then nearly ninety. Her recorded game used alternating dark and light pebbles, orthogonal jumps and loss when a player could no longer jump.

MARCH 1779

James King's account describes an unnamed Hawaiian game with 238 spaces, fourteen to a row, and black and white pebbles. It does not name Kōnane or explain the moves.

1924

Emory publishes Ka'ahaina Naihe's named Kōnane account. This is the most detailed directly reviewed historical rules record used here.

1983 TO TODAY

A Hawai'i Department of Education curriculum presents 8x8 and 10x10 play. Documented events in 2025 and 2026 show current Kōnane play in specific settings.

The edition in this pamphlet

This pamphlet presents the Forgotten Games compact 8x8 composite variant. The 8x8 size is documented, but the exact corner-or-centre mapping is the project's adaptation of the opening structure Emory recorded. Optional straight-line continuation is documented in later Hawai'i teaching accounts. Kōnane has more than one recorded form.

What you need

Two players / the board on page 3 / 32 dark and 32 light markers. Use the low-ink paper counters on page 4, or coins, beans, buttons or stones in two clearly distinguishable sets.

Make the first space. Own the last jump.

1. Fill the board

Place alternating dark and light markers on all 64 cells.
Dark occupies the top-left cell.

2. Dark opens

Remove one dark marker from either dark corner or one of the two marked dark cells in the central four.

3. Light replies

Remove one light marker orthogonally adjacent to the first empty cell. Dark then begins the capture phase.

4. Capture

Jump one of your markers orthogonally over one adjacent opposing marker into the empty cell immediately beyond it. Remove the jumped marker.

5. No quiet moves

Every movement must capture. Diagonal jumps are illegal.

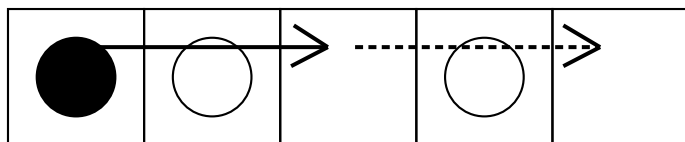
6. Continue or stop

After a jump, the same marker may capture again in the same direction. You may instead end the turn after any completed jump. A chain cannot turn or switch markers.

7. Win

If you have no legal capture at the start of your turn, you lose. Captured-marker totals do not decide the winner.

One jump - and the decision inside it



Solid arrow: required capture. Dashed arrow: a further capture is available in the same direction, but the player may stop.

VARIANT NOTE

Other documented Kōnane accounts begin differently. This sheet deliberately follows the compact Forgotten Games 8x8 composite described on page 1; it is not presented as the single authentic form.

Kōnane board - compact 8x8 edition

PRINT THIS PAGE AT 100%

1	OPEN							
2								
3								
4			OPEN					
5				OPEN				
6								
7								
8							OPEN	
	A	B	C	D	E	F	G	H

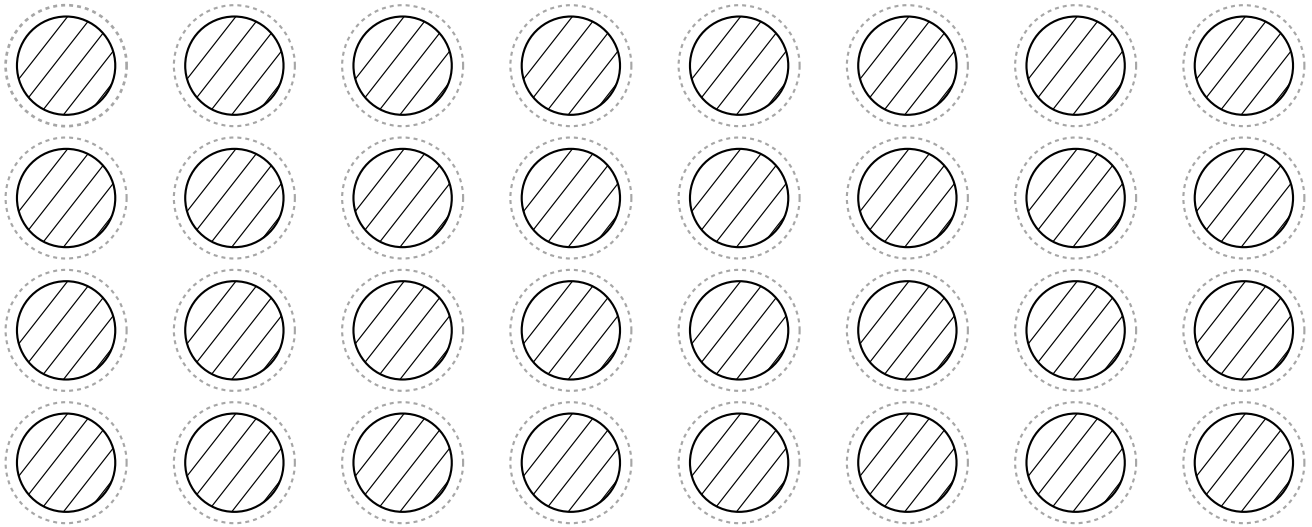
SETUP

Place alternating markers on every cell, dark on A1. The four OPEN marks identify this edition's legal first dark removals: A1, D4, E5 and H8.

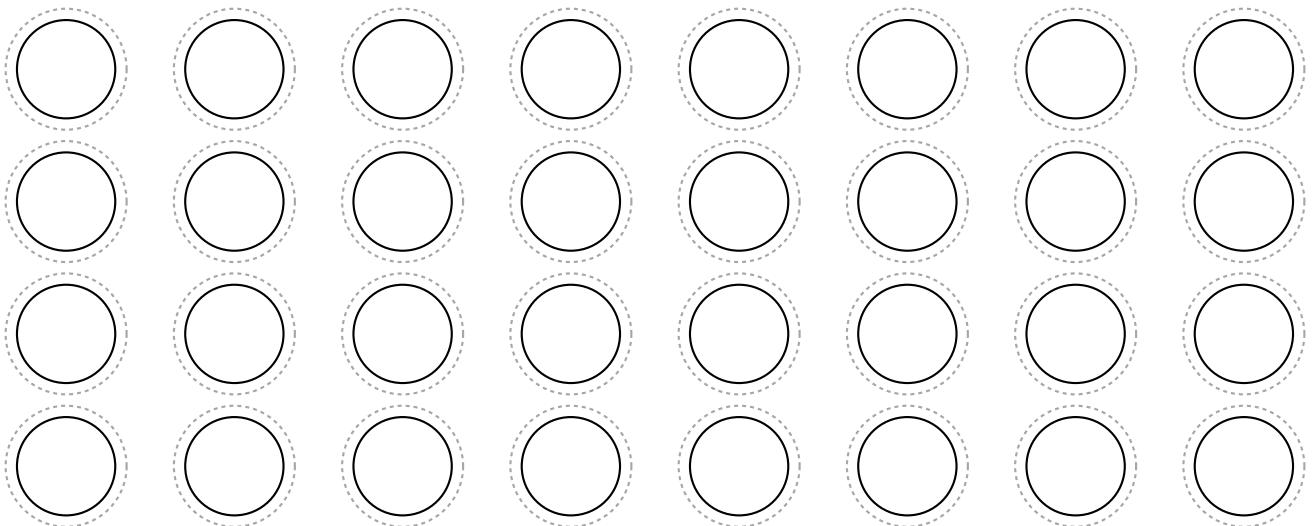
Low-ink cut-out counters

Cut 32 hatched dark counters and 32 plain light counters. Card stock is recommended.

DARK / HATCHED



LIGHT / PLAIN



SOURCES, RIGHTS AND USE

History and rules: Pukui and Elbert, *Hawaiian Dictionary* (1986), entry 'kōnane'; Kenneth P. Emory, *The Island of Lanai* (1924), pp. 57-58 and 84-85; Hawai'i Department of Education, *Hawaiian Studies Curriculum Guide* (1983), p. 71; Pu'uuhonua o Hōnaunau NHP, Kōnane handout; Hawai'i Public Radio (23 Feb 2026); University of Hawai'i News (26 Dec 2025).

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