

# Jenkins

## Setup:

Each player has five game chips, which are a separate color to his opponent's pieces. The game chips begin on the last five intersections at the top and bottom of the board.

(Illustration 1)

## Objective:

The goal is for each player to move their game chips from intersection to intersection and eventually align four of them in a straight line (either horizontally, vertically, or diagonally) across the board.

## Movement:

Game chips cannot move to an occupied square, and the cannot jump over other chips.

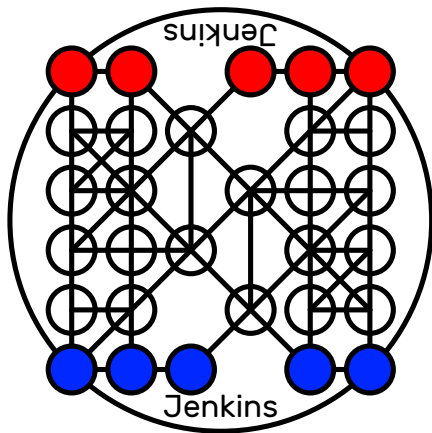
On each player's turn, they can move one game chip along any of the lines to the next intersection:

The move can be forward, backward, or diagonally, depending on the available intersections.

The circular border also allows movement of game chips from one corner to another.

## Winning:

A player wins by placing four of their game chips in a consecutive straight line (either horizontal, vertical, or diagonal).



# Konane

## Overview:

A traditional Hawaiian game of jumping captures.

## Objective:

The objective of the game is to jump over and remove the opponent's pieces, with the winner being the player who forces the opponent into a position where he cannot make a jump.

## Setup:

The game is played on a square grid, similar to a checkerboard, but the number of rows and columns can vary depending on the size of the board you choose.

To set up the game, fill each square with alternating black and white pieces, ensuring that each square has a piece.

## Gameplay:

### Initial Move:

Black moves first. Black must remove one piece from the board. The piece can only be removed from the center of the board or from one of the four corners.

White then removes one of his pieces that is adjacent orthogonally (up, down, left, or right) to the empty square created by Black's move. This action will create two empty adjacent squares.

### Movement:

From this point on, players take turns jumping over the opponent's pieces. A jump can only be made orthogonally (horizontally or vertically), never diagonally.

Players may make multiple jumps during their turn with the same piece, but they must follow the same direction and cannot change direction during a multiple jump. Multiple jumps are optional, not required.

When a piece is jumped, it is removed from the board.

## Winning:

A player wins when his opponent cannot make a jump during her turn, either because she has no pieces left to jump or her pieces are blocked.