

MARKANE

by Mark Steere

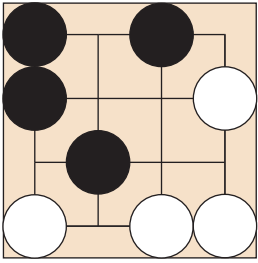


Figure 1
White wins

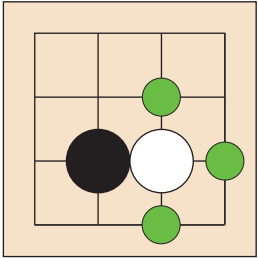


Figure 2
Capture

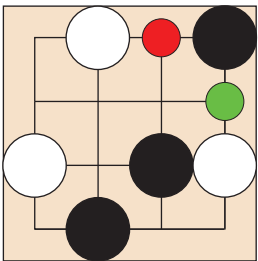


Figure 3
Restriction 1

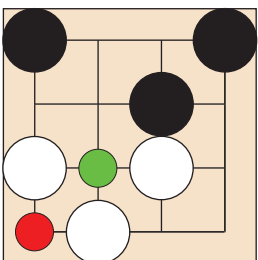


Figure 4
Restriction 2

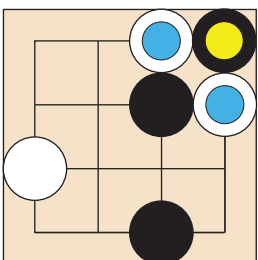


Figure 5
Chain reaction

INTRODUCTION Two players, Black and White, take turns placing stones of their own color into unoccupied pits, in an initially empty, rectangular Kōnane board of any size - one stone per pit and at least one stone per turn, starting with Black. Passing is not allowed. Mark Steere designed Markane in April 2026.

OBJECT OF THE GAME There are two ways to win in Markane.

1. Annihilation. If, at any time during your turn, you have removed all enemy stones from the board, you immediately win.

2. Stalemate. If you don't have a legal placement available, at any time during your turn, and you haven't annihilated your opponent, you lose. In **Figure 1**, it's Black's turn, but he doesn't have a legal placement available (see **PLACEMENT RESTRICTIONS** below), so Black loses and White wins.

CAPTURES After your placement, remove each enemy stone that has two adjacencies with your stones. [All relevant adjacencies here are orthogonal (horizontal or vertical).] In **Figure 2**, if Black places on any of the green dots, he must remove the white stone.

PLACEMENT RESTRICTIONS

1. You cannot place a stone adjacent to any friendly stones, unless in doing so you capture one or more enemy stones. In **Figure 3**, Black can place on the green dot, adjacent to a black stone, and capturing a white stone. But Black cannot place on the red dot, adjacent to a black stone, and not capturing a white stone.

2. Your placed stone cannot have two or more adjacencies with enemy stones, unless your placement captures one or more enemy stones. In **Figure 4**, Black can place on the green dot, adjacent to three white stones, and capturing a white stone. But Black cannot place on the red dot, adjacent to two white stones, and not capturing any white stones.

PLAY Begin your turn by placing a single stone.

CHAIN REACTION If your placement captures one or more enemy stones, you must immediately remove all of the captured enemy stones from the board, and, while it's still your turn, **place another friendly stone for every enemy stone removed.** If your additional stones capture yet more enemy stones, again, remove the enemy stones as soon as they are captured, and place another friendly stone for every enemy stone removed. And so on. Once you make a non-capturing placement, your turn is concluded.

In **Figure 5**, Black has placed the stone marked with a yellow dot, capturing the two white stones marked with blue dots. Black must immediately remove the two captured white stones, and place two additional black stones, one for each of the white stones removed. Black can use his two additional stones to capture the remaining white stone, completely annihilating White, and winning the game.

DESIGN NOTES Markane is an alternative to the ancient Hawaiian game of Kōnane. Like Kōnane, Markane has adjacent stone capture, chain reactions, and a possible stalemate ending. Markane is well suited to the Kōnane board and honors the tradition of Kōnane. Markane was unusually easy to design. Late at night, lying in bed, eyes closed, I set my mind to it, and the design came to me post haste. I opened my eyes, tested it out on my universal game board app, and it was perfect. Markane is a robust, high quality game.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Markane. No licensing fee or royalties are expected. However, please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.