

KAMON



2 players from 8 y.o. – author: Bruno CATHALA – © 2007 JACTALEA

Each player in turn has to put a piece of his colour, obeying one simple rule: the square you are to play on MUST propose the same symbol, or the same number of symbols, as the square your opponent has just played on.

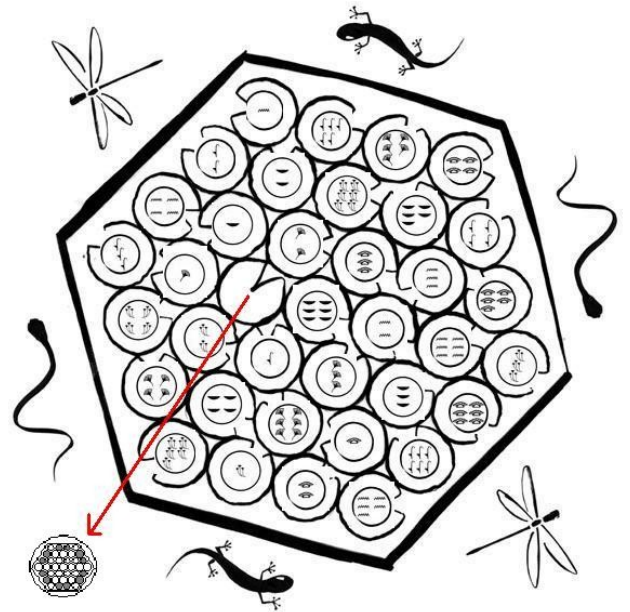
You win if your pieces join 2 opposite edges, or make a ring, or if you prevent your opponent from playing is next move.

MATERIALS :

- a game board
- 36 symbols token, + 1 “first player” token.
- 18 white pawns, 18 black pawns.

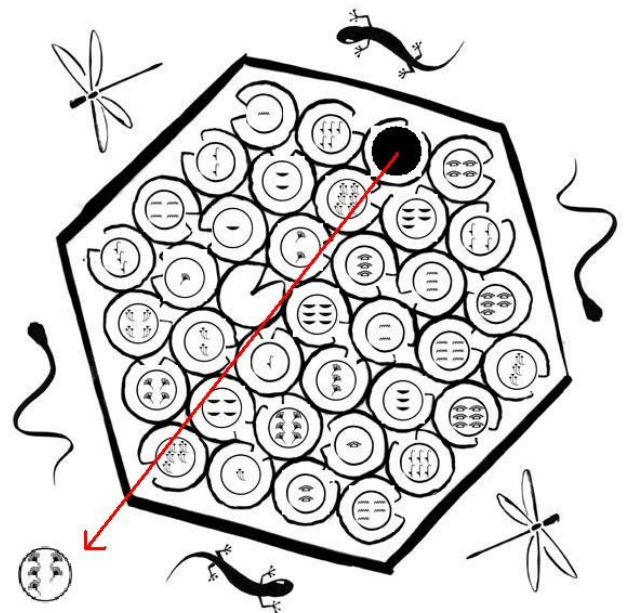
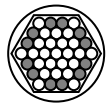
BEFORE PLAYING:

- Put the game board between the 2 players.
- Each player takes the pieces of his colour.
- Proceeding at random, put one symbols token on every square.
- Then remove the “first player” token (this square will be forbidden for the rest of the game), and put it besides the board game, between the 2 players.



PLAYING:

- If you took black pieces, you play first.
- You have to put one of your pieces as indicated on the “first player” token: on any square of the edge, except the 6 corners.
- On that square you selected, you replace the symbols token with one of your pieces, and pile up this removed token on the “first player” token.
- The token on the top of the pile will show your opponent which kind of squares he has to play on: any square proposing a token with the same symbol, OR the same number of symbols, as the last token on the top of the pile.



On the opposite diagram, Black has just played on



So White has to play on any square covered by a 5 symbols token:



or any square covered by a leafy symbol token:



On the opposite diagram, White has chosen the square and put its token on the top of the pile.



So Black may play on one of those tokens:

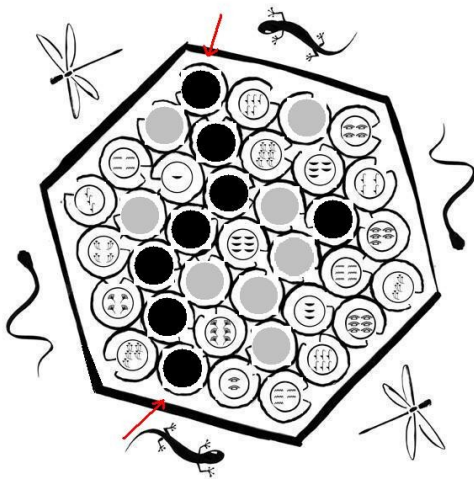


The game goes on, until one of the 3 conditions for winning is met.

The end of the game (victory):

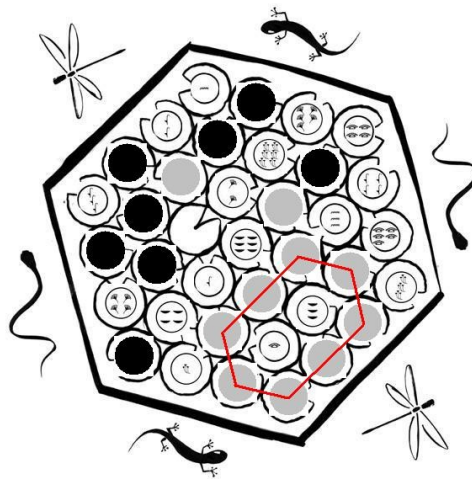
you can win in 3 different ways

Joining 2 opposite edges:



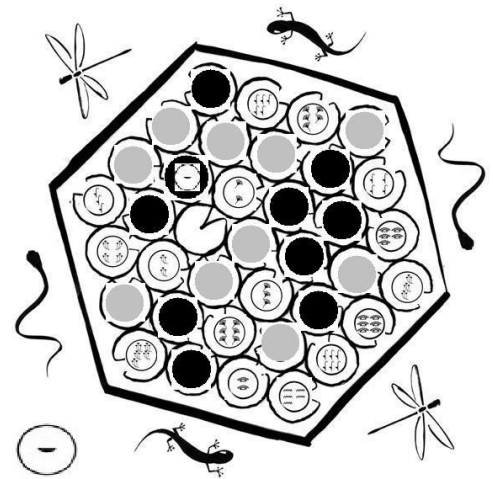
Black wins by joining 2 edges with his pieces (for instance, from snake to snake)


Making a ring:



White wins by making a ring: a chain of pieces of his colour encircling at least one empty square and/or one opponent's piece

Preventing your opponent from playing :



Black wins because White can't play any more : no more single symbol, no more  symbol



If both players succeed in putting all their pieces on the game board without being able to win, the game is over and it's a draw.