

## **Four Field Kono**

A Traditional Korean game adapted for the piecepack by Michael Schoessow

Version 1.0, January 2004

2 players, 15 minutes

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**Equipment:** Any four tiles, 4 red, 4 green, 4 blue and 4 black coins

### **Background**

Four-Field Kono is a 2-player game. One player is Red/Green and the other is Blue/Black. One half of the board (2 ranks) is populated with red and green coins (distribution doesn't matter), and the other half is populated with blue and black coins, so all squares are occupied at the beginning of the game.

### **Object of the Game**

A player wins by capturing seven of the other player's coins or by depriving the other player of a move.

### **Rules of Movement**

Red/Green goes first, after which players alternate turns, moving one of their pieces each turn. All movements are orthogonal. Captures are made by jumping over a *friendly* piece to land on and capture an enemy piece just beyond. Non-capturing moves consist of moving one space onto an empty square.