Kamon
designer: Bruno Cathala
translation: Bruce Murphy

Materials
- a board
- 37 "kamon" chips including a first player chip
- 18 white pieces
- 18 black pieces

Preparation
- place the board between the two players
- each player takes the tokens of one colour
- place a random "kamon" on each space on the board
- remove the "first player" token (this space is forbidden to both players) and place it next to the board.

How to Play
- black begins
- He must choose one of the spaces as shown on the "first player" token, an edge space that is not one of the six corners

One he has chosen a space, he replaces the "kamon" chip there with one of his own pieces and stacks the chip on the "first player" chip.

The chip on top of the stack indicates the type of space on which the next player will have to play. The next player must place one of his pieces on any space containing a "kamon" chip with the same symbol, or with the same number of symbols.

In the example below, black has chose to play on [5 thorns]

White will then play on any space with a chip containing 5 symbols of any kind or any space with a chip containing the same thorn symbol.

White chooses a space within these constraints

In the example above, white has placed one of his pieces on the box [3 thorns] and placed that chip on top of the "kamon" stack.

Black can then play on the boxes with chips [thorns or 3 symbols]

The game continues until one of the three victory conditions is met.

Game End

It is possible to win 3 different ways:

Connecting 2 opposite edges

Black wins by connecting two opposite edges with his pieces (e.g snake to snake)

Create a loop:

White wins by making a loop out of a continuous chain of their pieces which contain at least once unclaimed space or enemy piece.

Prevent the opponent from playing

Black wins because White cannot make any further moves because there are neither chips with 1 symbol nor chips with the same symbol remaining on the board.