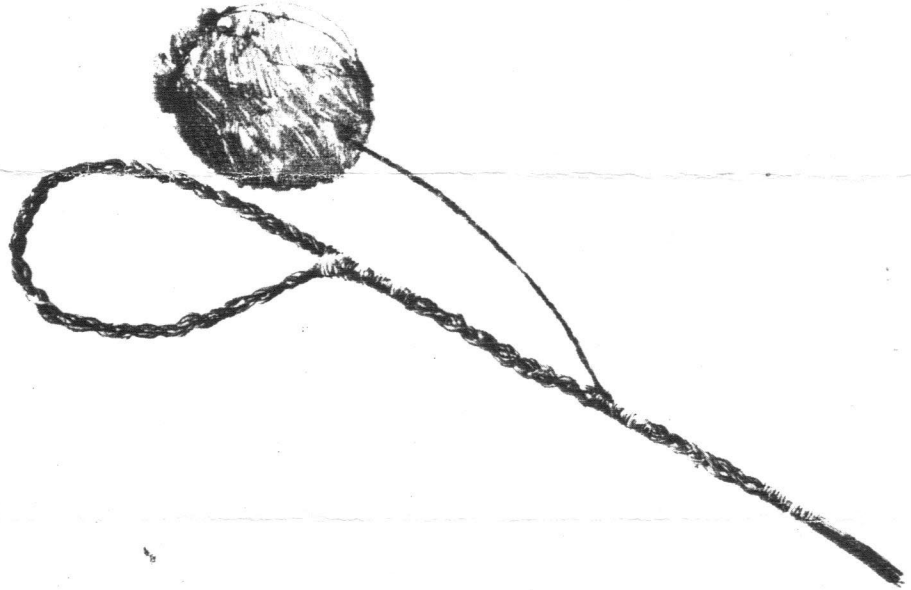


Play *pala'ie* to the rhythm of this chant:

E kau, e kau e 'io e
E pi'i i wai no kāua
Ihea ka wai e ki'i ai?
I uka wale o Nini'ole
He aha ka lā'au e kau ai?
He 'ōhi'a la a he lama
O hele ka hōkū, ka malama,
Kau pū me ka māhina-hina.
Nā wai ke ahi kau 'ui 'uiki?
Nā Pele ma i Kīlauea.

Perch, perch, o 'io bird
Go to the upland to get us some water
Where shall I find the water?
In the far upland of Nini'ole.
On what trees shall I perch?
On the 'ōhi'a and the lama
The stars set, the night lights shine
And the dim moon above.
Whose light is blinking yonder?
It belongs to Pele's family at Kīlauea.

Translation by Mary Kawena Pukui.



Kōnane

Hawaiian Checkers

For children 10 years of age and older and for adults.
Indoors or outdoors.

Kōnane was a popular pastime with both the chiefly and the working people of both sexes in old Hawaii. Many large stones or boulders, marked with shallow depressions for holding the playing pebbles, are still to be found. Most of these are along beaches or near house sites where kōnane was played out-of-doors. A number of portable stone slabs or wooden playing boards are in museums or private collections.

Early visitors wrote of the popularity of kōnane and noted that Kamehameha the Great sat long hours over the game. He was so skillful that his chiefs and queens were no match for him.

In playing kōnane two contestants sit facing each other before the board, called *papamū*, and move black and white pebbles from their positions in a way similar to checkers. The winner, according to the directions we use today, is the one who, in the course of playing, is able to block his opponent from further moves.

The equipment needed to play kōnane is simple to construct or assemble. The board may be a foot-square piece of wood or heavy cardboard. The number of positions on the *papamū* in early times varied from 64 to 260 according to a study of existing boards and stones. A practical number for today's game is 64 positions, or 8 rows of 8 each. In making these *papamū* today small depressions may be cut or drilled in the surface of the boards or painted on the cardboards.

The players need 64 pebbles, or 'ili'ili, for the game. The 32 black pebbles, 'ili'ili 'ele'ele, are usually lava stones polished smooth by wave action. The 32 white stones, 'ili'ili ke'oke'o, are from water-worn coral. On some beaches one can find white ones that have been polished from dense coral until they are as smooth as enamel.

A convenient size for these more or less disk-shaped playing stones is three-fourths of an inch in diameter or about the size of a nickel, and a quarter of an inch thick. The positions or shall-

ow depressions in the playing board should be slightly larger than the pebbles. The participants fill all of the positions on the board alternately with black and white pebbles.

To the players

Agree that one of you will pick up a black and a white stone which are side by side near the center of the board. Hold them behind your back as you change them from hand to hand. Present your outstretched hands to your opponent with one stone concealed in each fist. He touches one of your hands and in this manner selects the color of the set of stones with which he will play. These two are not returned to the board but placed near it on the mat or table.

If your opponent touched your hand holding the white stone he then selected white as his playing color. You will play with black which, by our kōnane rules, always moves first.

You move a black stone over a white one into a vacant space, remove the white stone just jumped over and place it in your discard pile. Your opponent moves a white pebble over a black one and removes it to his discard. One or more stones must be removed in each play.

The moves continue as each player jumps over one or more of his rival's stones into vacant places separated by just one pebble. A player may jump over one stone and decline to move over the second even though the play is possible but not, in his opinion, to his advantage.

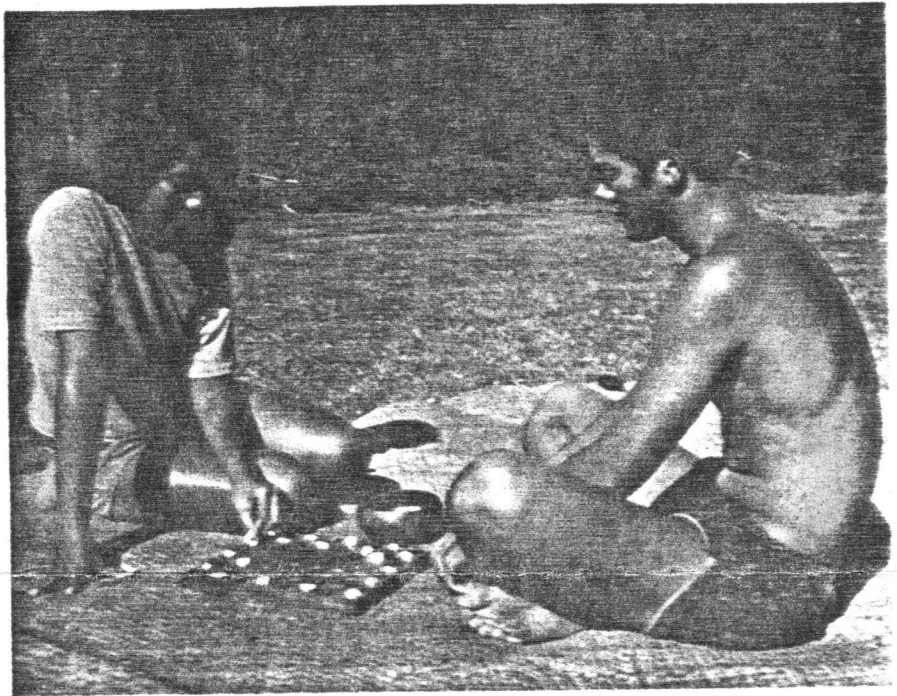
Playing by jumping must be towards the players or away from them, or to the right or to the left. In *kōnane* a player never moves in two directions in the course of one turn. As our young players say, "Don't turn corners." A player may not move diagonally on the board.

As the game continues, the board will have fewer and fewer stones and the chances of moving are reduced. When a player is unable to move, the game is over and his opponent wins.

If this pair of players chooses to challenge each other again, the one who played with the black stones uses the white ones. They alternate the color of the playing stones with each game in a series. In each game the black stone moves first.

Variations: After becoming familiar with these rules for *kōnane* players may wish to devise their own variations of the game.

One version would be for each player to attempt to remove to his pile the greatest number of stones. When one person can no longer play, his opponent is permitted to play until he is blocked. Positions may have changed so that the first player can resume playing and will do so until he is blocked. When neither can jump, count the stones removed by each and award the game to the one with the



Play *kōnane* on a mat in the sun.

most. Or, if agreed to before the game, the winner might be the one with the greatest number of stones remaining on the board.

Setting up the board: Young players sometimes become confused while setting up the board with alternating black and white pebbles. A quick scheme is to place a row of white

stones diagonally on the board, corner to corner. Flank this row of 8 with rows of black stones. In turn place rows of white on each side and continue alternating the color until the board is full. Before playing place the board squarely between the players so that they see it as alternating black and white pebbles, not rows of one color.



Kōnane for indoor fun.

KONANE

The Hawaiian Checkers Game

Hawaiians were playing konane (ko-nah-nay) when the first western explorers arrived in the Islands. Kamehameha the Great is said to have been a master of the game. Hand fashioned wooden or stone playing boards, found at many ancient village sites, are considered prize artifacts by students of Hawaiian culture.

Your konane board is made individually with loving hands and care. The dark men are beach stone and the light players are bits of coral.

Before discussing the rules it might be interesting to learn several of the Hawaiian terms used in playing konane. The playing board is called, "papamoo" (pa-pa-moo). The dark men are "ele" (ay-lay). The light men are "kea" (kay-ah). When you jump a man you "hoho" (Ho-ho). To win is "ai" (eye) and to lose is "make" (mah-kay).

How to play

Konane resembles checkers and is played by two people. The object of the game is to maneuver your opponent into a position where he cannot jump any of your men on his next turn.

Setting up

The players sit opposite each other at the board and both participate in placing the men in the shallow holes, alternating dark and light men until the board is filled.

One player then selects a man of each color from the board and, with his hands behind his back, conceals one man in each hand. He then presents both hands to his opponent who touches one hand, thus selecting the color of

the men he will be playing with. The dark men always play first.

Playing the game

The two men used in selecting sides are returned to the board.

The first player then removes either (1) one of the two dark men at the center of the board, or (2) one from a corner of the board. His opponent then removes one of his light men that is immediately adjacent to the empty space. Both of these men are set aside and the play begins.

With two empty spaces on the board the first player now jumps one of the light men and removes it. All moves from this point on must be made by jumping one or more of the opponent's men.

Jumping must always be towards, or away from the player, or to the right or left. A move may not be diagonal or in more than one direction in a single play. A player may jump as many of his opponent's men in a single play as he desires providing he ends in an empty space and that there is only a single empty space between the men he is jumping.

A player, however, may elect not to take all the jumps available to him in a single play. He must make at least one jump, but then can decline to move further if he feels this is to his advantage.

As the game goes on there become fewer and fewer men on the board, and thus fewer chances to jump an opponent. When a player cannot jump an opponent in turn the game is ended and the player who is unable to jump is the loser.