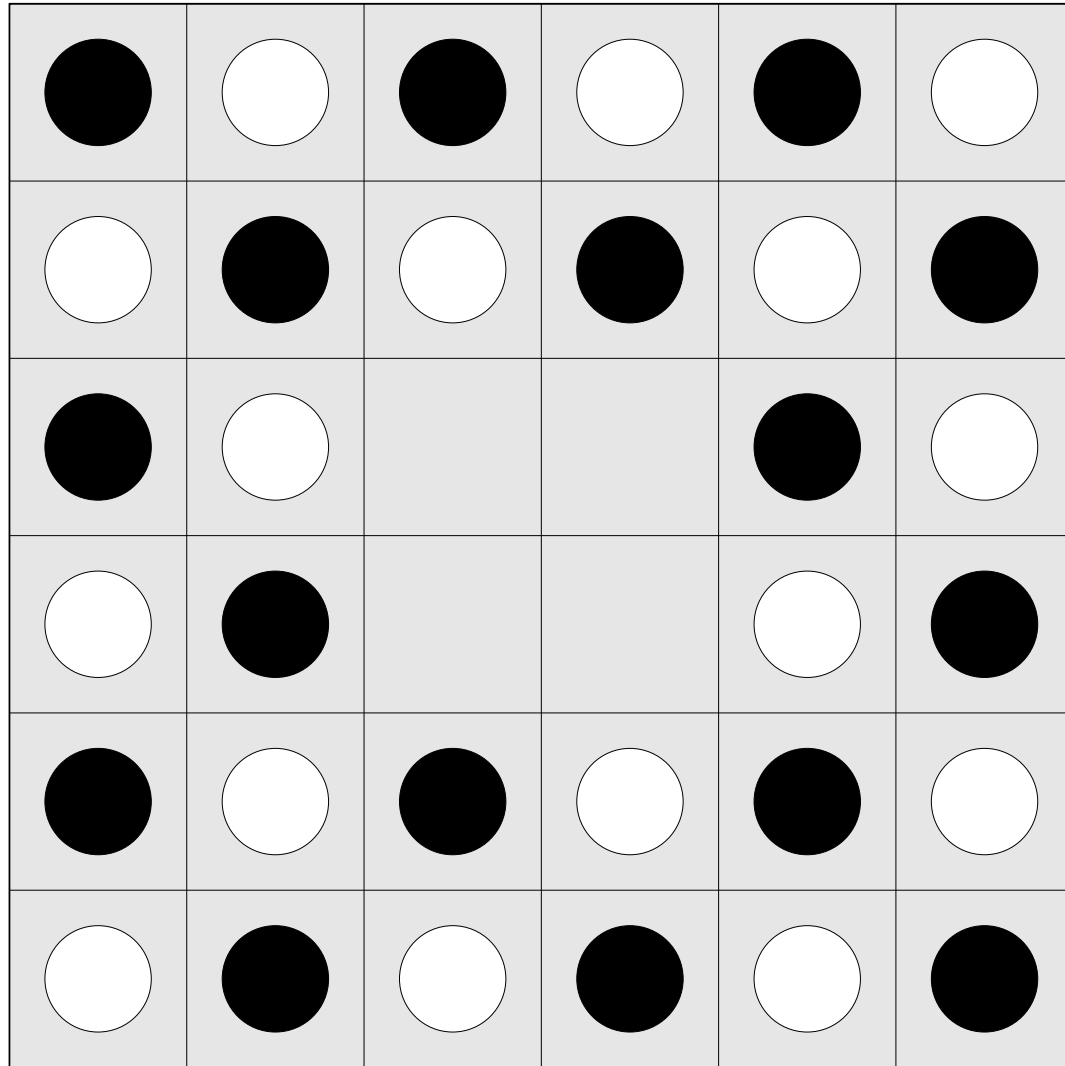


konane



rules

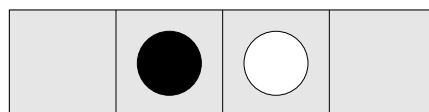
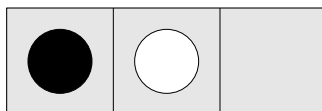
- play on cells of rectangular grid, e.g. checkerboard
- start with stones in checkerboard pattern, middle 4 cells empty
- legal move a stone of yours x jumps over an adjacent (horizontal or vertical) opponent stone y and removes y :
 x can continue (in same direction) to jump/remove
- normal-play: you lose iff you have no legal move

outcome class ?

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|---|---|--|---|
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canonical form ?



for each game g born by day 2 (depth at most 2),
konane game equal to g ?

