

AKUNUR

The Game of Echoes and Stillness

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1. The Legend of Akunur

In the quiet domains of **Elisum**, the Aesthetes devoted themselves to the study of pattern, balance, and consequence.

They believed that every action creates a reflection - not always where it is expected, but always where it matters.

To explore this truth, they devised Akunur: a game not of conquest alone, but of echo, patience, and structure.

It is said that in its earliest form, the placement of stones was not rushed. Each piece was set with intention, sometimes over the course of a year, as part of a contemplative practice.

And there are whispers - perhaps only stories - of a single game that endured for **9 × 9 × 9 years**, its patterns unfolding slowly across generations.

Whether these tales are true is uncertain.

But those who play Akunur soon discover that every move leaves a trace, and every trace returns.

2. The Aim of the Game

Control **four corners** of the board before your opponent.

A player controls a corner by occupying it with one of their stones.

3. Components

- 1 hexagonal board with:
 - 6 corner positions
 - 1 central Still Point
- 15 stones per player
- 6 corner tokens

4. The Board

The board is arranged in hexagonal rings around a central space called the **Still Point**.

- The outermost positions include **six corners**
- The centre is the **Still Point**, a place of unique movement

5. Setup

- Each player takes 15 stones
- Players take turns placing stones on the board

Placement Rules:

- Stones may only be placed in **rings 2–4**
- Stones may **not** be placed:
 - on corners
 - on the Still Point

Each player places **12 stones**.

The remaining stones are used later when claiming corner tokens.

6. How to Play

After placement, the game enters the **movement phase**.

Players take turns. On your turn:

- Move one stone to an **adjacent hex**
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7. The Still Point

The Still Point is a place of balance and sudden change.

Entering the Still Point:

- A stone may only enter if it has **2 adjacent friendly stones**

Moving from the Still Point:

- A stone on the Still Point may move to **any empty non-corner space**

Important:

- A stone that moves onto the Still Point **cannot move again until its next turn**
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8. Capturing and Echo

Capture

A stone is captured when:

- It is adjacent to **two supporting enemy stones**
- A third enemy stone moves to complete the capture

What Happens Next

Most captured stones are not removed immediately.

Instead, they are moved to their **echo position**.

The Echo Rule

To find the echo:

1. Draw a line from the Still Point through the captured stone
2. Continue the same distance beyond the centre
3. The destination is the **echo position**

If the echo space is occupied:

- The existing stone is removed from the board
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Special Cases

- **Corner captures:** the stone is removed (no echo)
 - **Still Point captures:** the stone is removed (no echo)
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9. The Corners and Tokens

Entering a Corner

To enter a corner:

- You must have **2 adjacent supporting stones**

Corner Behaviour

- Stones in corners **cannot move**
 - They may be captured using the normal support rule
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Corner Tokens

The first time a corner is captured:

- Gain **10 points**
- Place **one additional stone** on the board

Bonus placement rules:

- Must follow normal placement rules
- Does not use a move

Recaptures:

- Give **no additional reward**
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10. Winning the Game

The game ends immediately when a player controls **four corners**.

Optional Scoring

If no player controls four corners:

- Each token = **10 points**
 - Highest score wins
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11. Strategy and Patterns

The Rule of Two

All key actions require **two supporting stones**:

- Capturing
- Entering corners
- Entering the Still Point

Control comes from building and maintaining these structures.

Triangles

Strong play relies on forming **triangular supports**.

These allow:

- stable captures
 - defensive holds
 - corner entry
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Flow and Corridors

Stones often move in **streams** across the board.

These corridors:

- reinforce attacks
 - maintain support structures
 - enable sustained pressure
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The Still Point

The Still Point allows:

- rapid repositioning
- unexpected attacks
- redistribution of strength

Used well, it becomes a **gateway between regions of the board**.

Echo Awareness

Every capture has a consequence elsewhere.

Strong players:

- anticipate where stones will reappear
 - use echo to reinforce distant positions
 - avoid strengthening their opponent unintentionally
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12. Advanced Play

Dual-Front Strategy

Attack one corner while preparing another.

Echo effects can:

- reinforce your second attack
 - or undermine it
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Defensive Play

- Break opponent support pairs early

- Occupy key spaces near corners
 - Disrupt triangular formations
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Still Point Networks

Advanced players may:

- control access to the Still Point
 - use it repeatedly to move stones across the board
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13. Variations and Future Forms

Akunur is a living system. Future variations may include:

Echo Exchange (Advanced Rule)

- A limited ability to swap with an opponent at the echo position

Scored Play

- Additional points for captures or positional control

Expanded Boards

- Larger “monastic” forms with additional rings

Specialist Stones

- Different stone types with unique movement or capture abilities

In Akunur, nothing is lost. Every move returns — sometimes far away, sometimes much later, but always with meaning.