

AKUNUR

The Game of Echoes and Stillness

Rules for simulator version 2.10.2

Every move leaves a trace, and every trace returns.

Recommended game: Standard opening, first to control 3 corners.

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. There are whispers of a single game that endured for 9 x 9 x 9 years, its patterns unfolding 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. Aim of the Game

- Standard play: first to control 3 corners.
- Extended play: first to control 4 corners.
- A player controls a corner by occupying it with one of their stones.

3. Components

- One Radius 7 hexagonal board with six corner positions and one central Still Point.
- Twelve ordinary starting stones for each player.
- A supply of red-marked Echo Pieces for corner rewards. The white or black body still shows ownership.
- Six corner tokens.

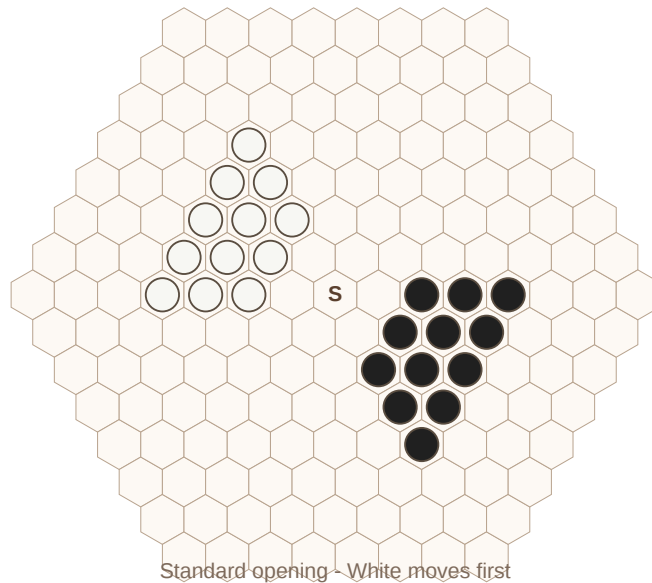
4. The Board

The board is arranged in hexagonal rings around the Still Point. Opposite cells are related through the centre.

Echo Point: the cell the same distance from the Still Point on the directly opposite radial line.

5. Standard Setup

The simulator uses a fixed starting position by default. Each player begins with 12 stones in a balanced formation, and White moves first.



This opening is provisional and intended for playtesting. It removes the need for beginners to make strategic placement decisions before they understand the board.

6. Advanced Free Placement

Experienced players may select Free placement instead of the standard opening.

- Players alternate placing one stone at a time.
- Stones may only be placed in rings 2-4.
- Stones may not be placed on a corner or on the Still Point.
- After both players have placed 12 stones, White begins the movement phase.

7. Movement

On your turn, move one of your stones to an adjacent empty cell, except where a special rule applies.

- A stone locked in a corner cannot move.
- Entering a corner or the Still Point requires two adjacent friendly supporting stones.
- A normal capture also requires two friendly supporting stones beside the target, excluding the moving stone.

8. The Still Point

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

Entering

A stone may enter the Still Point only when two friendly stones support the destination.

Leaving

On a later turn, a stone on the Still Point may move to any empty non-corner cell. On the Monastic board, the simulator may apply a maximum exit ring.

9. Capturing and Echo

A stone is captured normally when it is adjacent to two supporting enemy stones and a third enemy stone moves onto its cell to complete the capture.

Resolving a normal capture

- 1 Identify the captured stone's original cell.
- 2 Draw a straight radial line from that cell through the Still Point.
- 3 Continue to the cell the same distance beyond the centre. This is the captured stone's Echo Point.
- 4 Move the captured stone to its Echo Point.
- 5 If the Echo Point is occupied, remove the occupying stone before the captured stone arrives.

Special cases

- A stone captured on a corner is removed and does not echo.
- A stone captured on the Still Point is removed and does not echo.
- If an Echo Piece is captured, it is removed from the board and does not echo.

10. Corners and Tokens

A stone may enter an empty corner only with two adjacent friendly supports. Stones in corners are locked but may be captured by the normal support rule.

The first time any corner token is claimed

- The player gains 10 points.
- The player immediately places one Echo Piece in the normal placement area (rings 2-4).
- This placement does not use another turn.
- Recapturing a previously claimed corner gives no additional token or Echo Piece.

11. Echo Pieces



White Echo Piece



Black Echo Piece

An Echo Piece is marked in red but still belongs to White or Black.

- It may move normally to an adjacent legal cell.
 - Instead of a normal move, it may jump directly to its own Echo Point.
 - If the Echo Point is empty, the Echo Piece simply moves there.
 - If the Echo Point contains an opposing stone, the Echo Piece may jump there and capture it. The captured stone is removed and does not echo back to the vacated origin.
 - A friendly stone at the Echo Point blocks the jump.
 - The simulator shows a red dashed line; an available Echo capture also shows the normal capture marker.
 - If captured, an Echo Piece is removed from the board and does not echo.
- An Echo Piece in a corner remains locked, like any other corner stone.

Echo capture is a specialist ability. It does not require the two adjacent supports used for an ordinary capture.

12. Winning and Draw Resolution

The game ends immediately when a player controls the selected number of corners.

- Recommended: 3 corners.
- Extended: 4 corners.
- The simulator can resolve a repetition or move-limit ending by score when that option is enabled.

13. Strategy and Patterns

The Rule of Two

Ordinary capturing, entering corners and entering the Still Point all depend on two supporting stones. Triangular structures are therefore central to strong play.

Echo awareness

Every normal capture changes two places: the capture cell and the captured stone's Echo Point. Before capturing, check whether the returning stone will help your opponent or remove one of your own stones.

Using Echo Pieces

An Echo Piece makes the centre-based geometry an active tactical option. Its jump can reposition a stone across the board, while an Echo capture can remove a distant defender or supporting stone. A friendly occupant still blocks the route.

The standard opening

The v2.10.2 standard opening is deliberately simple and symmetric. It should be treated as a playtest baseline rather than a permanently fixed commercial layout.

14. Simulator Notes

- Red outer ring and red centre: Echo Piece.
- Red dashed line: available Echo Point jump or Echo capture.
- Capture marker on an enemy Echo Point: available Echo capture.
- Blue ring after a normal capture: the cell affected by the captured stone's echo.
- Free placement remains available from Game settings.
- Captured Echo Pieces are removed; Undo restores them correctly.

Akunur is a living system. Version 2.10.2 makes Echo Pieces powerful but vulnerable: when captured, they are removed rather than returning across the board.