

AKUNUR

Illustrated Rules - Version 1.0

Standard rules for Akunur. The Quick Start teaches three-player play; two-player setup is summarised at the end.

THE AIM: all three players first qualify through the Still Point. The corners then open. Control 3 corners to create an Alignment, then make a supported move onto the Still Point to win.

Quick Start - Page 1: Setup, movement and support

1. Set up the board

Use the standard three-player opening. White moves first, followed by Black, then Wood. Each player begins with 12 ordinary stones.

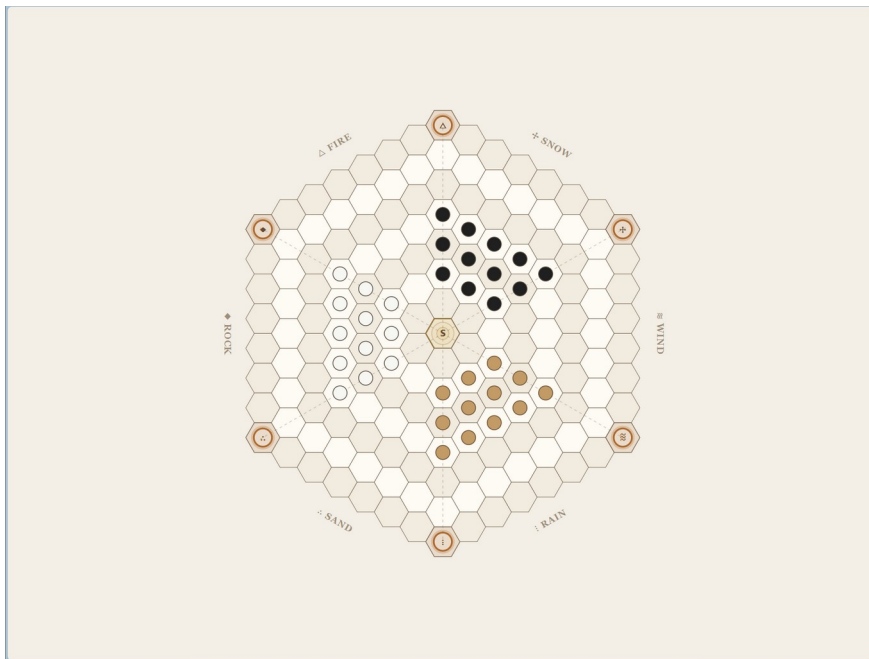


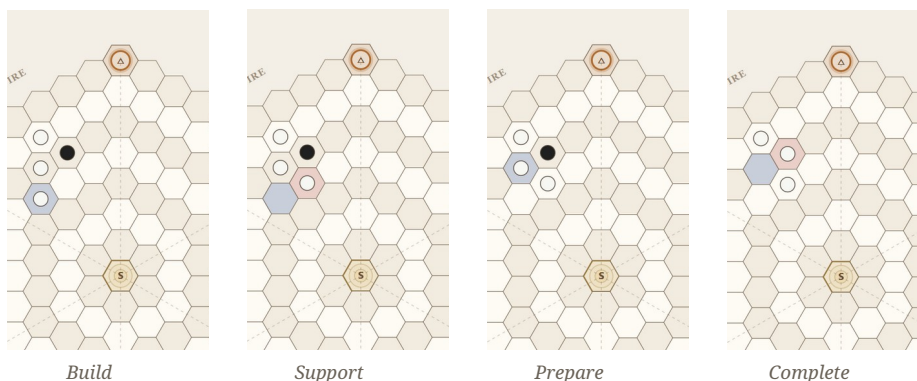
Figure 1. Standard three-player starting position.

2. On your turn

- Move one of your stones to an adjacent empty hex.
- If the move completes a supported capture, resolve the capture and its Echo consequence.
- If eligible, make a supported Still Point passage.
- If you have a stone in reserve, you may instead spend your turn returning one stone to an empty cell in your original starting formation.

3. Remember the Rule of Two

Captures, corner entries and Still Point entries are supported actions. Each requires two friendly supporting stones.



Quick Start - Page 2: Qualify, take corners, win

4. Phase 1 - qualify through the Still Point

A stone adjacent to the Still Point may enter only when two other adjacent friendly stones support the entry. In an ordinary passage it crosses the Still Point and immediately exits to an empty non-corner hex. Your first completed passage earns your Still Point marker.



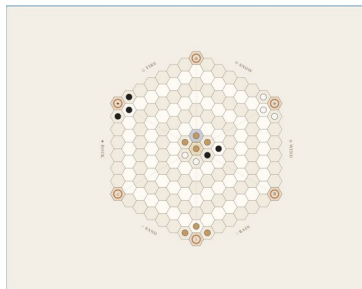
Supported entry.



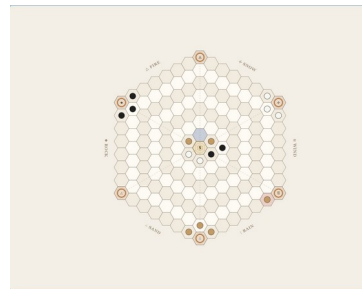
Immediate exit.

5. In three-player play, the corners open together

Until White, Black and Wood have all earned their Still Point markers, nobody may enter, claim, capture or recapture a corner. Players may still move and prepare formations. As soon as the final player qualifies, all six corners open immediately.



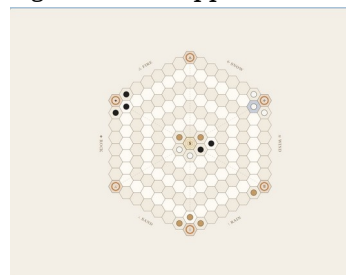
Corners closed.



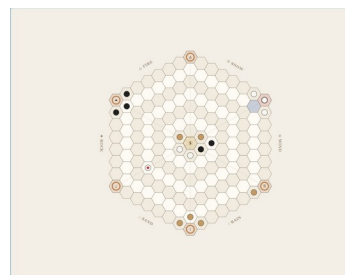
Final qualification: corners open.

6. Take and hold corners

Once open, a corner may be entered with the required two supports. A stone in a corner cannot move away, but opponents may capture it using the same support rule.



Supported corner entry.



Corner controlled.

7. Create Alignment, then claim the Still Point

Control 3 corners at the same time to create an Alignment. Alignment is not itself victory: opponents still get their turns and may break it. While still aligned, make a supported move directly onto the Still Point. The winning stone remains there and the game ends immediately.

AKUNUR

Illustrated Rules Reference

Standard three-player rules. Two-player setup and qualification differences are summarised at the end.

Blue highlight = source / starting position

Pink highlight = destination / result / affected position

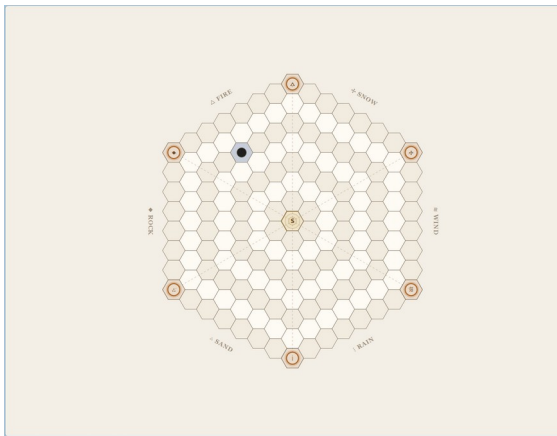
1. Components and objective

- 1 Akunur board with 6 marked corners and 1 central Still Point.
- 12 ordinary starting stones per player: White, Black and Wood.
- Up to 2 additional player-coloured pieces per player for corner-awarded Echo Pieces.
- 2 red Echo markers per player, used to mark those special Echo Pieces.
- 6 corner tokens.
- 1 Still Point marker per player.
- A reserve area for each player.

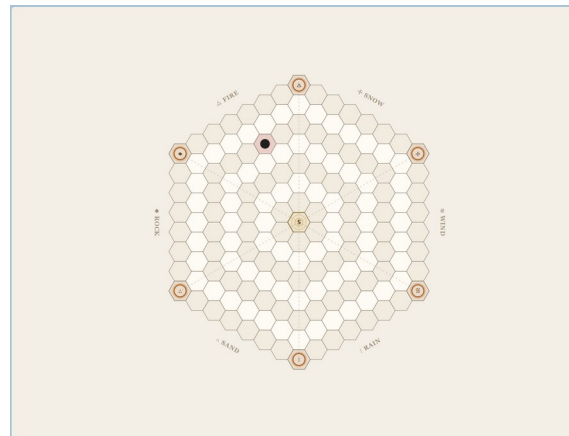
Standard victory: control 3 corners to create an Alignment, then move a supported stone directly onto the Still Point while the Alignment remains intact.

2. Movement

After the fixed opening position is set up, players take turns White -> Black -> Wood. A normal move takes one stone to an adjacent empty hex.



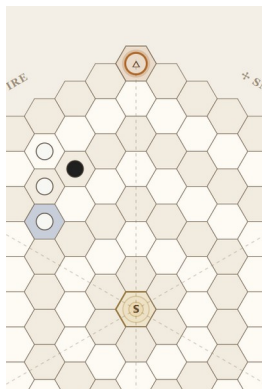
Before.



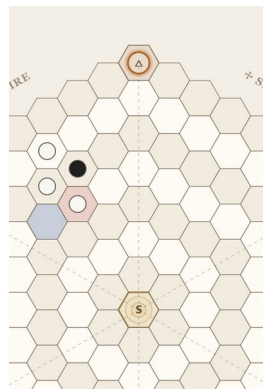
After.

3. Support: the Rule of Two

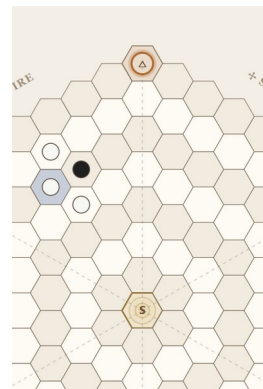
Three key actions require two friendly supporting stones: completing a capture, entering a corner, and beginning a Still Point passage. The diagrams below show the support structure developing around the action.



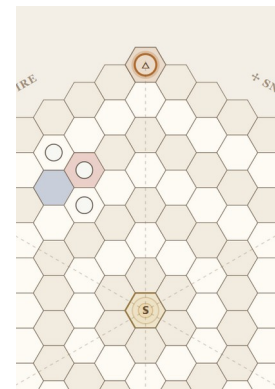
Step 1



Step 2



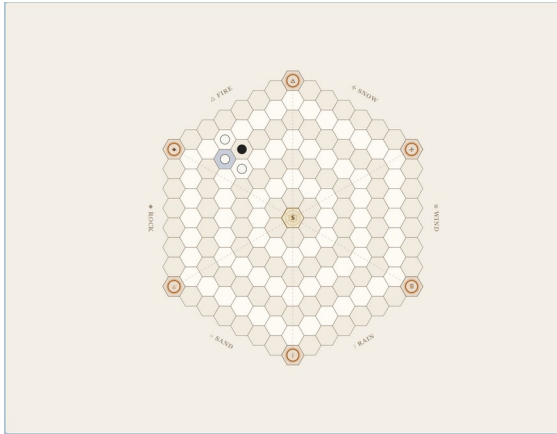
Step 3



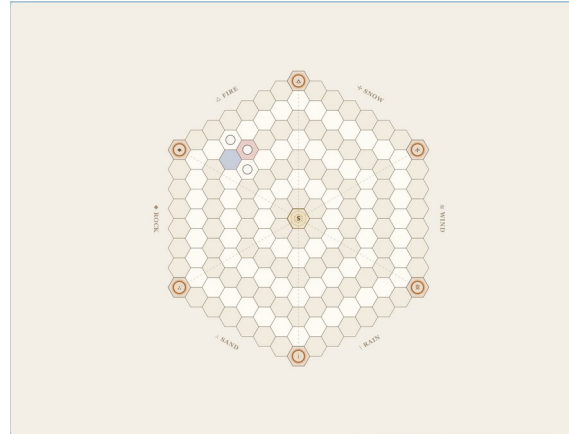
Step 4

4. Capturing and the Echo consequence

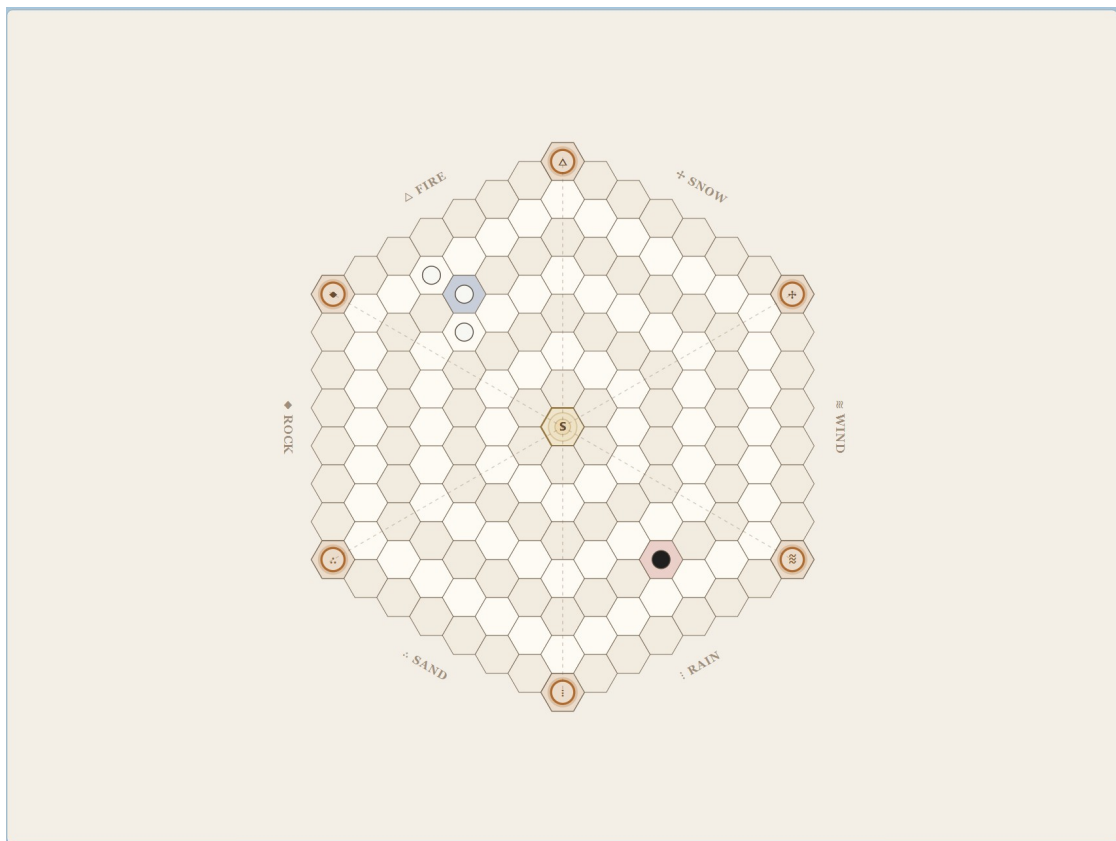
A stone is captured when it is already adjacent to two enemy supporting stones and a third enemy stone moves to complete the capture. The captured ordinary stone normally does not disappear: it moves to its Echo Point.



Before: the target is ready to be captured.



After: the third stone completes the capture.

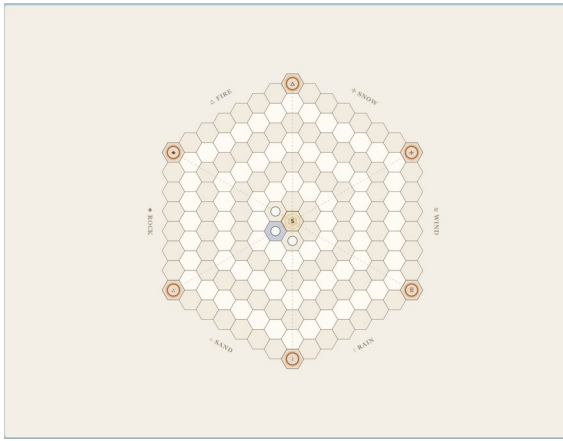


Echo consequence: the captured ordinary stone appears at the same distance from the Still Point on the directly opposite radial line.

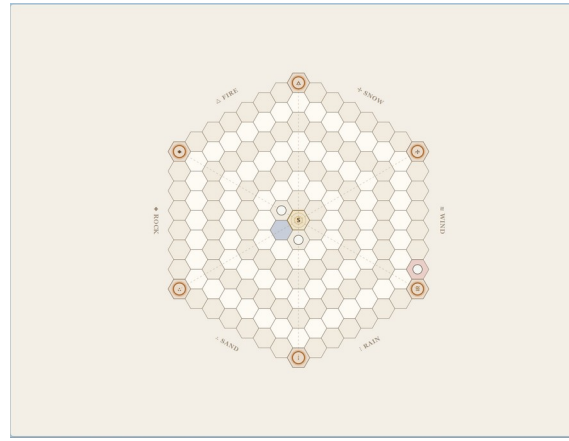
- If the Echo Point is occupied, the existing occupant is displaced into its owner's reserve. Any Echo state that occupant had is lost.
- A stone captured on a corner or on the Still Point does not echo; it goes directly to its owner's reserve.
- A captured Echo Piece never echoes. It loses Echo state and enters reserve as an ordinary stone.

5. The Still Point

The Still Point is normally a transit point. A stone adjacent to it may enter only with two other adjacent friendly stones supporting the entry. The stone immediately exits to any legal empty non-corner hex as part of the same move.



Before: supported entry.

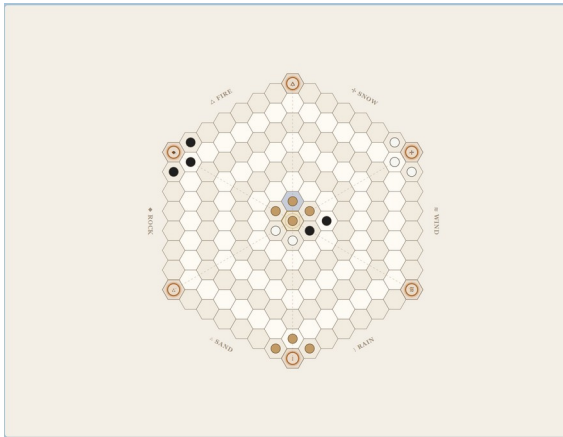


After: immediate exit.

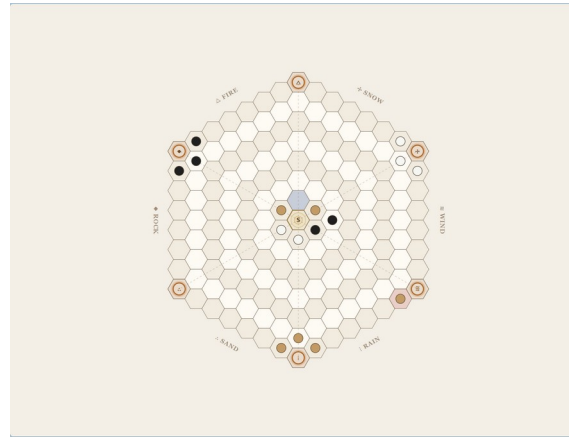
The first time you complete an ordinary Still Point passage, take your permanent Still Point marker. Further ordinary passages remain legal but award no additional marker.

6. Shared qualification: when the corners open

In the standard three-player game, the six corners are a shared second phase of play. While even one player has not yet earned their Still Point marker, no player may enter, claim, capture or recapture any corner. Normal movement, captures and preparation elsewhere continue.



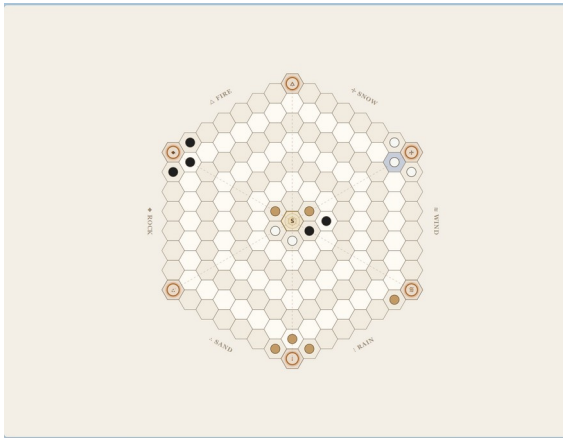
Before: a token may still be available, but the corner is closed. After the final qualification: all six corners open immediately.



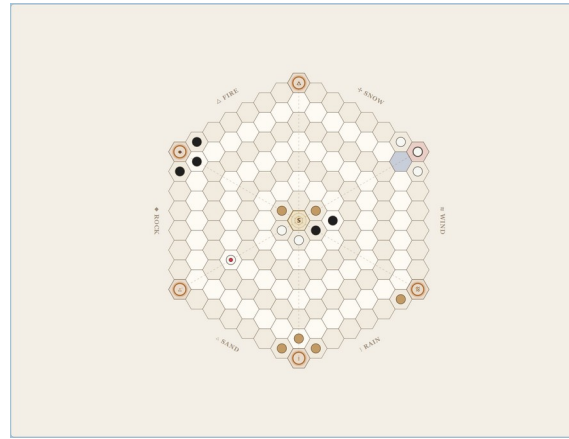
Strategic consequence: early qualifiers may prepare corner formations while they wait. The final qualifier controls the moment at which all six corners become live.

7. Corner entry, tokens and rewards

Once the corners are open, a supported stone may enter an empty corner. A stone occupying a corner controls it and cannot move away, although it can later be captured using the normal support rule.



Before: the corner entry is supported.

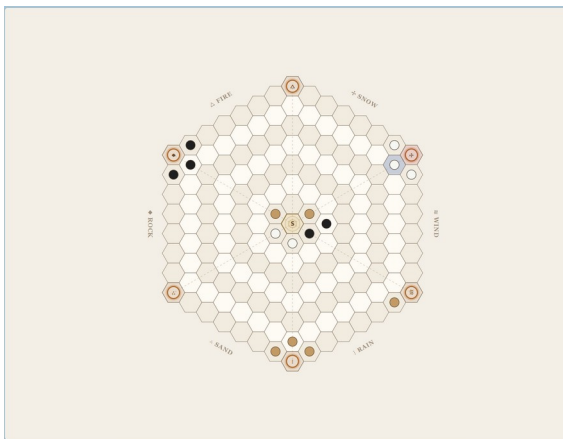


After: the player controls the corner.

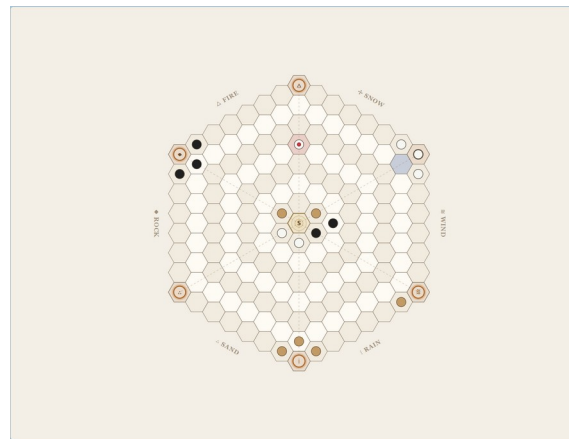
- The first player to claim a token-bearing corner takes its corner token and scores 10 points.
- A visible corner token is available only once. Later takeovers do not award that token again.
- Your first and second corner-token claims each award one Echo Piece. A third or later token claim awards no additional Echo Piece.

8. Echo Piece reward

When one of your first two corner-token claims awards an Echo Piece, immediately place an additional piece of your colour, marked with a red Echo disk, on any empty hex in rings 2-4. It may not be placed on a corner or the Still Point. This placement is part of the corner-claiming turn.



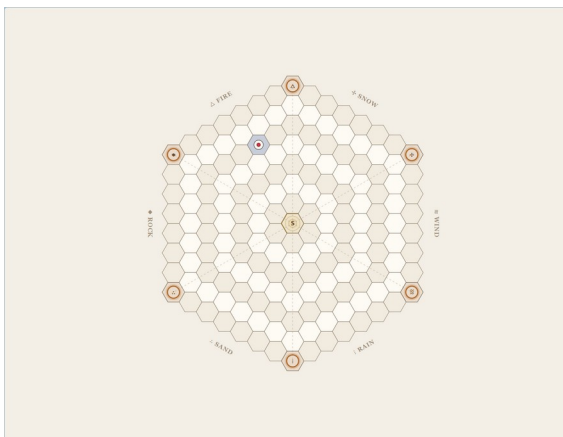
Corner claim earns an Echo Piece.



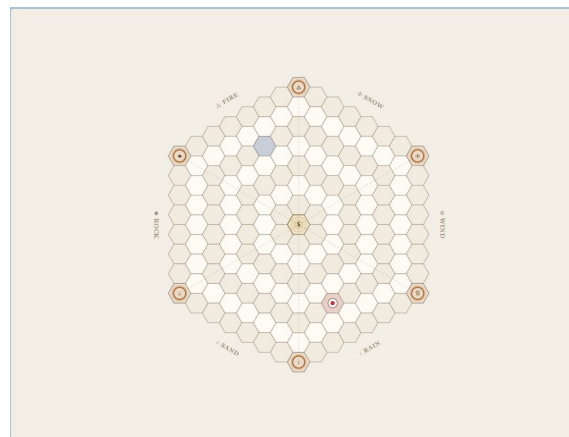
The new red-marked Echo Piece is placed.

9. Echo Piece movement

An Echo Piece remains one of your stones, but its red marker gives it an additional option. On its turn it may move normally, jump directly to its own empty Echo Point, or capture an opposing stone occupying its Echo Point.

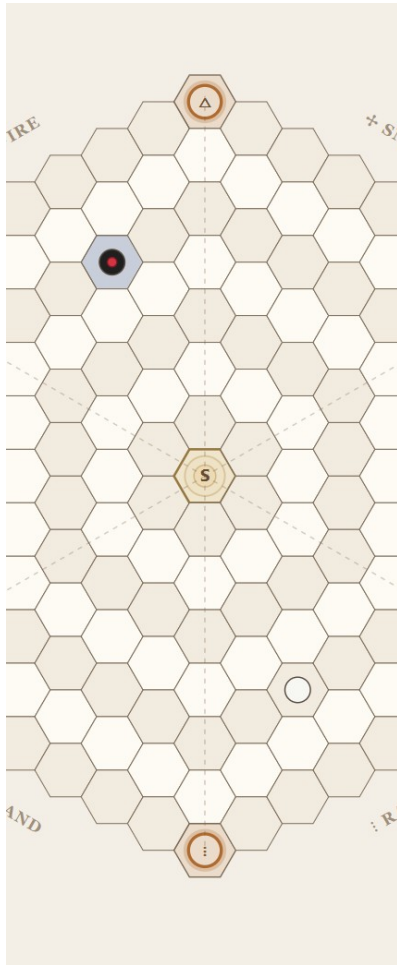


Before: Echo Piece selected.

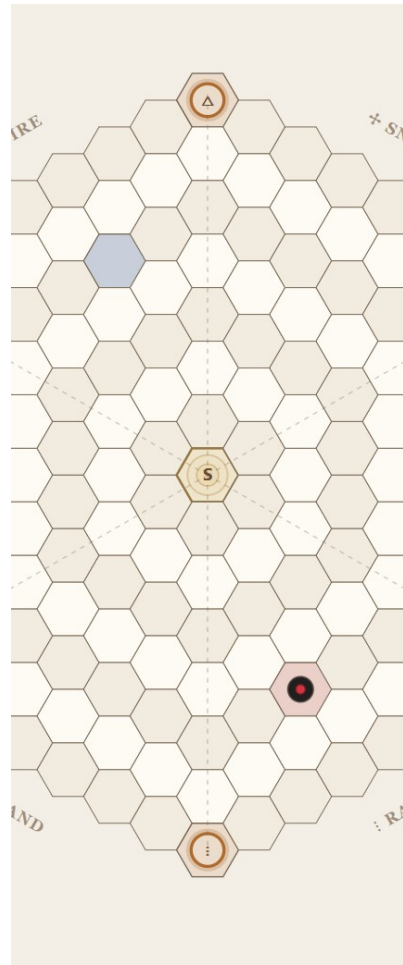


After: the Echo Piece jumps to its Echo Point.

- **Capturing with an Echo Piece.** If an opposing ordinary stone occupies an Echo Piece's own Echo Point, the Echo Piece may jump there and capture it. The captured ordinary stone then resolves the normal Echo consequence. In the example, the second panel shows the capture itself; the captured White stone then echoes back to the vacated blue source cell.

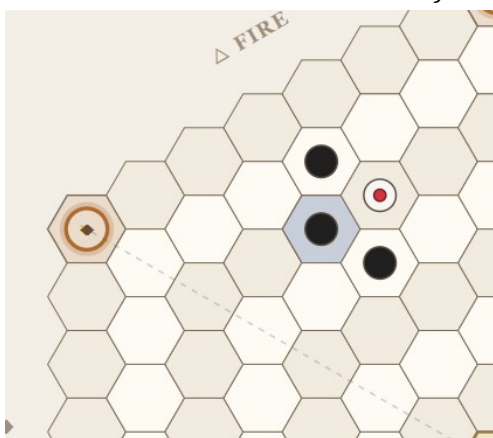


Before: White occupies the Black Echo Piece's Echo Point.

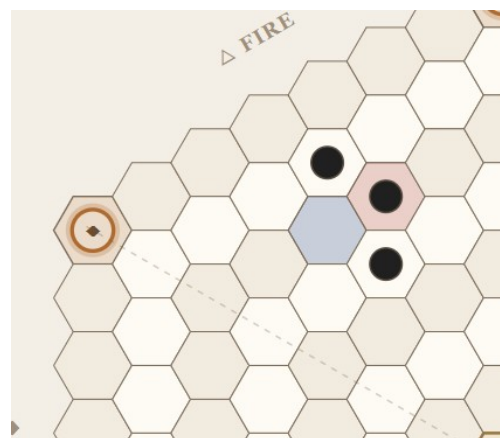


Capture: the Black Echo Piece jumps to that occupied Echo Point.

- **When an Echo Piece is captured.** Remove its red Echo marker. The captured Echo Piece does not echo; it enters its owner's reserve as an ordinary stone.



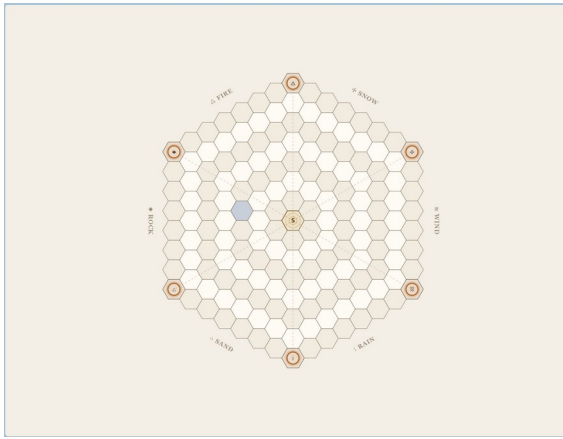
Before: the White Echo Piece is the supported capture target.



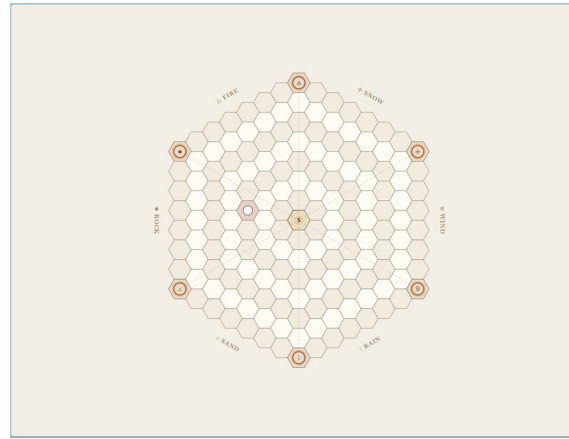
After: the Echo Piece is removed, loses Echo state and enters White reserve.

10. Reserve and returning pieces

Captured pieces are never permanently lost. Some captures send stones directly to reserve, and an occupied Echo Point may also displace a stone into reserve. Returning a reserve stone consumes your whole turn.



Before: an eligible empty home cell is highlighted.

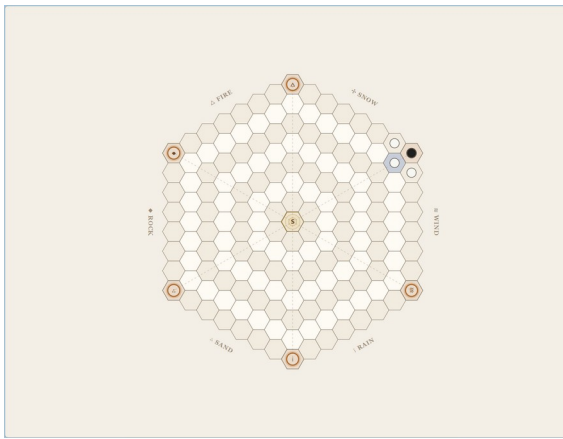


After: the reserve stone has returned.

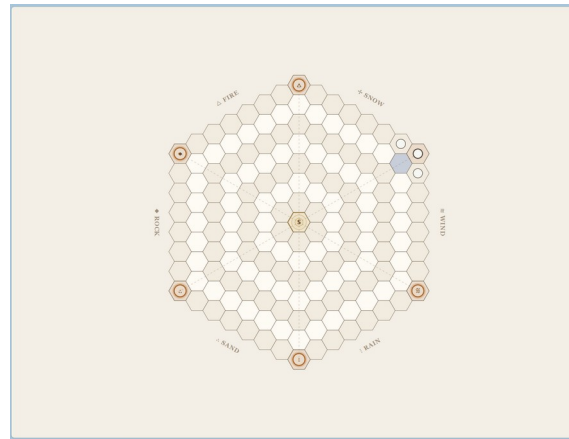
A reserve stone may return only to an empty cell that belonged to that player's original starting formation.

11. Corner takeover

A controlled corner can be captured by another player if the normal support requirement is met. The captured corner stone goes directly to reserve; it does not echo. The new player now controls that corner.



Before: the corner is controlled by an opponent.

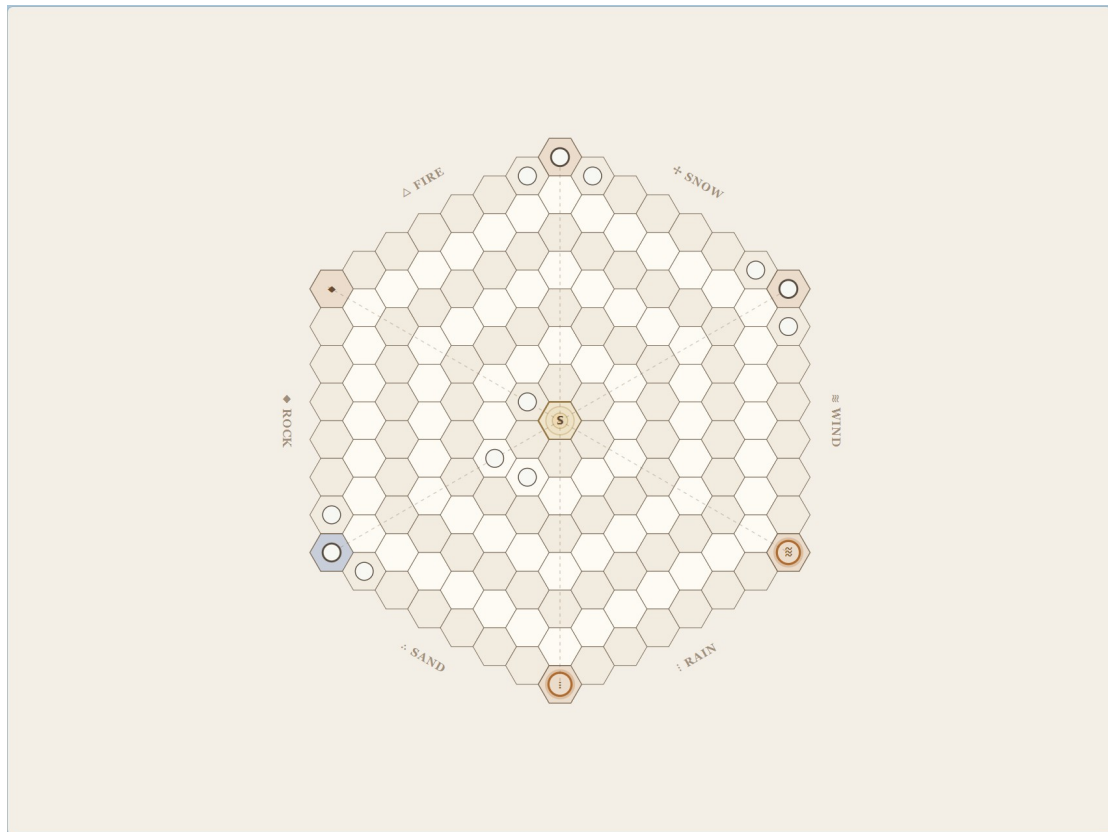


After: the corner has been taken over.

A takeover changes corner control but gives no additional corner token or Echo Piece reward.

12. Alignment

Control 3 corners at the same time to create an Alignment. The third corner does not immediately end the game.

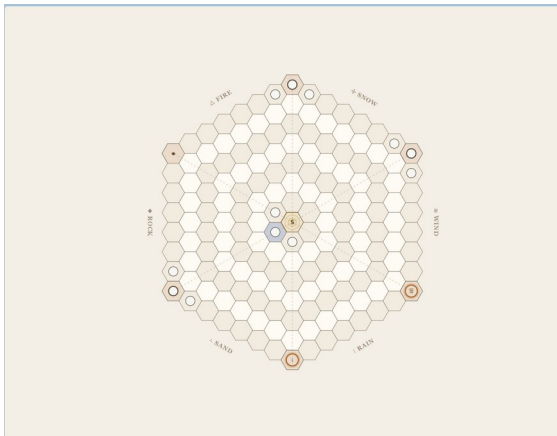


Three-corner Alignment. The aligned player still has to reach the Still Point.

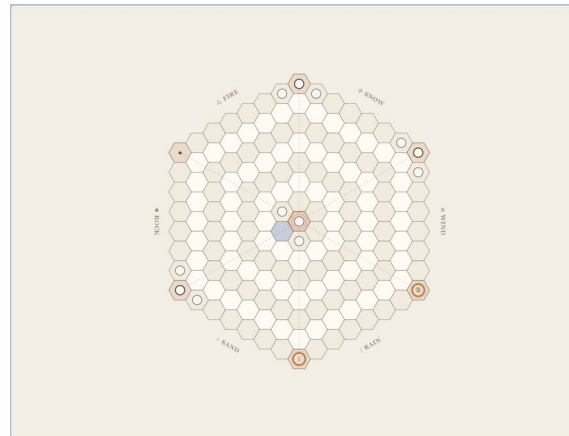
- Opponents continue to receive normal turns.
- If an opponent takes one of your required corners, your Alignment is broken immediately.
- Regaining 3 controlled corners restores Alignment.
- More than one player may be aligned at the same time.

13. Winning: the final Still Point claim

While you remain aligned, make a supported entry onto the Still Point. Unlike an ordinary Still Point passage, the winning stone does not exit: it stays on the Still Point and the game ends immediately.



Before: aligned player prepares the supported entry.



After: the stone ends on the Still Point - victory.

14. Useful reference notes

- Stones in corners cannot move voluntarily.
- Corner captures and Still Point captures suppress the Echo consequence and send the captured stone directly to reserve.
- A captured Echo Piece loses its red marker and becomes an ordinary reserve stone.
- If a normal captured stone echoes onto an occupied Echo Point, the existing occupant is displaced to reserve.
- No playing stone is permanently removed from the game.

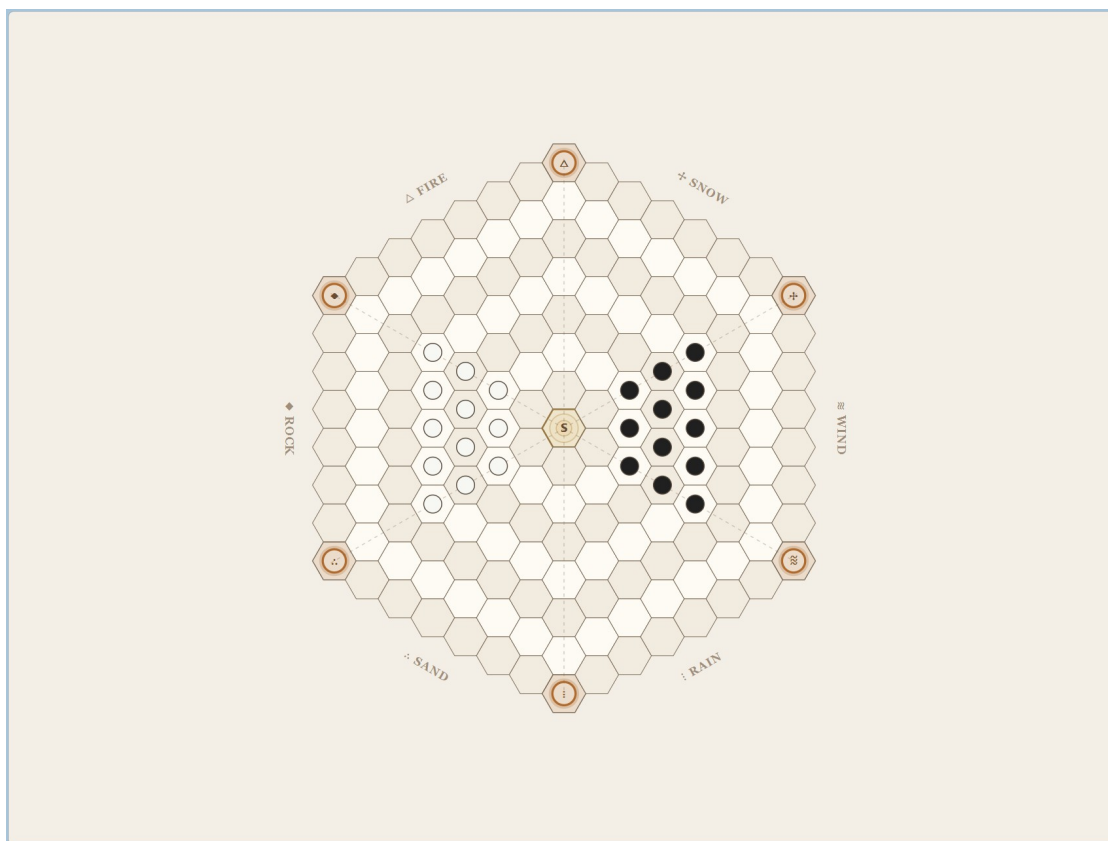
15. Points and unfinished games

The genuine victory condition is always Alignment followed by a final Still Point claim. If an agreed move limit is used, the first claim of each corner token is worth 10 points and score may be used to resolve an unfinished game. In ordinary physical play, points are best treated as a secondary record rather than a substitute for the genuine win condition.

Optional match scoring: for a multi-game match, you may award 10 points for a first corner claim and 5 points for a later takeover. This does not change the victory condition of an individual game.

16. Two-player note

Use the standard White and Black starting layout shown below. White moves first. The shared qualification gate is a three-player rule: in two-player play, each player may begin taking corners as soon as that player has personally earned their own Still Point marker. Movement, support, capture, Echo, reserve, Alignment and final Still Point rules are otherwise the same.



Standard two-player starting position.

17. Teaching order for a first game

1. Show normal movement and the Rule of Two.
2. Demonstrate one ordinary capture and where the captured stone echoes.
3. Demonstrate a Still Point passage and give that player their marker.
4. Explain that all three markers are required before the corners open.
5. When the first corner is claimed, explain the corner token and Echo Piece reward.
6. When somebody reaches 3 corners, explain that Alignment is only the penultimate step: the Still Point still has to be claimed.

Akunur is easiest to teach as three stages: BUILD SUPPORT -> QUALIFY THROUGH THE STILL POINT -> CONTEST THE CORNERS AND RETURN TO THE STILL POINT.