

AKUNUR

The Game of Echoes and Stillness

Printable rules for simulator version 3.0.0-alpha.8

Akunur is a two-player abstract strategy game about support, reflection, movement and control. Players build formations, cross the Still Point, claim corner tokens and use Echo Pieces to alter the board at a distance.

Playtest objective: standard play is won by controlling 3 corners. Extended play may use 4 corners.

Alpha.8 introduces two linked rules: a Still Point passage is completed immediately, and a player must earn a Still Point marker before controlling adjacent corners.

Components

- 1 hexagonal board with 6 marked corner spaces and 1 central Still Point.
- 12 ordinary starting stones per player.
- A supply of red-marked Echo Pieces.
- 6 corner tokens, one for each corner.
- 2 Still Point markers, one for each player.

Board and setup

The standard game uses the fixed, rotationally symmetric 12-stone starting formation shown in the online game. White moves first.

The advanced free-placement option allows players to alternate placing their 12 ordinary stones in rings 2 to 4. Stones may not be placed on corners or on the Still Point.

Movement and support

On a normal turn, move one of your stones to an adjacent hex. A stone in a corner is locked and cannot move.

Several important actions require **two supporting friendly stones**. The moving stone itself is not counted as one of the two supports.

- Entering an empty corner requires two adjacent friendly supports around that corner.
- Capturing a stone requires two adjacent friendly supports around the target before the moving stone completes the capture.
- Beginning a Still Point passage requires two other friendly stones adjacent to the Still Point.

The Still Point

The Still Point is a transit point. A stone never ends an alpha.8 turn there.

A stone adjacent to the Still Point may pass through it when two other adjacent friendly stones support the entry. The moving stone then immediately continues to any empty non-corner space as part of the same move.

- The complete route is one action: starting space - Still Point - final space.
- The final space must be empty and must not be a corner.
- The centre is not occupied between turns and cannot be camped on or blocked by a resting stone.
- An Echo Piece may also use a legal Still Point passage and remains an Echo Piece at its destination.

The first time a player completes a Still Point passage, that player takes their permanent Still Point marker. Later passages remain legal but award no additional marker.

Adjacent-corner restriction

Until you have earned your Still Point marker, you may not take control of a corner adjacent around the outer six-corner cycle to a corner you already control.

- The restriction applies when entering an empty corner.
- It also applies when capturing or recapturing an opponent-held adjacent corner.
- A non-adjacent second corner is legal without the marker.
- After the marker is earned, normal corner rules apply for the rest of the game.

This rule is intended to prevent the opening from becoming an automatic race to each player's two nearby corners and to make the centre strategically important.

Corners and corner tokens

A player controls a corner while one of their stones occupies it. Corner stones cannot move, but they may be captured using the normal two-support rule and the adjacent-corner restriction.

The first time any player takes a token-bearing corner:

- That player takes the corner token and scores 10 points.
- That player gains one Echo Piece and must immediately place it in a normal legal placement space.
- The corner token is then permanently removed; later recaptures do not award another token or Echo Piece.

If the token-bearing corner is the winning third or fourth corner, the game ends immediately and no bonus Echo Piece is placed.

Capturing and echo

A capture occurs when the moving stone completes a supported attack on an opposing stone.

An ordinary captured stone normally moves to its **Echo Point**: the same distance from the Still Point on the directly opposite radial line.

- If the Echo Point is empty, the captured ordinary stone appears there.
- If the Echo Point is occupied, that occupying stone is removed and the captured ordinary stone appears there.
- A stone captured in a corner is removed and does not echo.
- A captured Echo Piece is removed permanently and does not echo.
- An ordinary stone captured by an Echo Piece still moves to its own Echo Point.

Echo Pieces

An Echo Piece is marked in red. It may move normally, use a Still Point passage, or jump directly to its own Echo Point.

- If its Echo Point is empty, the Echo Piece may jump there.
- If an opponent occupies its Echo Point, the Echo Piece may capture that stone there.
- The captured ordinary stone still follows the normal echo rule.
- If an Echo Piece is captured, it is removed permanently.

Winning and endings

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

- **Standard:** first player to control 3 corners wins.
- **Extended:** first player to control 4 corners wins.

The simulator also contains repetition and move-limit handling for practical online play and analysis. These limits are not the central victory condition and may be configured differently during AI testing.

Alpha.8 quick reference

1. Move one stone to an adjacent hex unless using a special route.
2. Captures, corner entry and Still Point entry require two supporting friendly stones.
3. A Still Point passage finishes immediately at an empty non-corner space.
4. The first completed passage earns a permanent player marker.
5. Without that marker, you cannot control two adjacent corners.
6. The first claim of a token-bearing corner awards 10 points and an Echo Piece.
7. Control 3 corners to win the standard game.

These rules are in active playtesting. The Still Point and adjacent-corner package is being evaluated for opening variety, midgame interaction and first-player balance.