

AKUNUR

The Game of Echoes and Stillness

Printable rules for simulator version 3.0.0-alpha.9

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.

Standard play is won by controlling 3 corners. Extended play may use 4 corners.

Alpha.9 opening principle

Before a player may control any corner, that player must complete a supported passage through the Still Point and take their permanent Still Point marker.

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 a 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.9 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 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.

Corner qualification

A player without a Still Point marker may not enter, claim, capture or recapture any corner.

- The restriction applies equally to empty corners, token-bearing corners and opponent-held corners.
- Completing the passage does not itself claim a corner because the transit destination must be a non-corner space.
- After the marker is earned, all six corners use the normal two-support rules for the rest of the game.

This rule makes central development the shared opening objective and prevents a corner race from beginning before each player has qualified.

Corners and corner tokens

A qualified 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.

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 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 configurable and are not the central victory condition.

Alpha.9 quick reference

- Move one stone to an adjacent hex unless using a special route.
- Captures, corner entry and Still Point entry require two supporting friendly stones.
- A Still Point passage finishes immediately at an empty non-corner space.
- The first completed passage earns a permanent player marker.
- No corner may be controlled before that player has the marker.
- After qualification, all corners use the normal rules.
- The first player to control the required number of corners wins.

Physical play note

Keep each player's Still Point marker beside the board. Take it when that player first completes a passage. The marker remains visible for the rest of the game and shows that all corner actions are now unlocked for that player.