



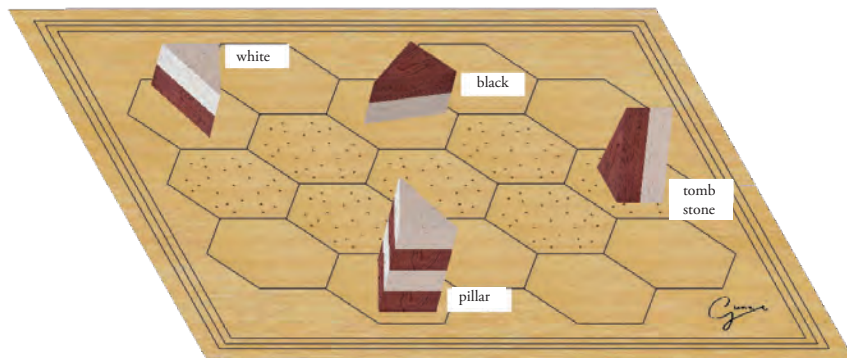
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A. Introduction

Gunzi has been invented in the inland country of Surinam in the small village Gunzi.

It is a new two-persons mind game where both players play with four wooden wedges. The board has 17 hexagonal fields. The wedges are moved over the board where they also have to make a specific rotation; called the swerve. Every move provides new, difficult, unpredictable situations. You must think in a different way, use tricky actions to disturb your opponent, make the correct choices and remember that even in the darkest hour, there might be an escape.



A black wedge, a white wedge, a dead wedge (tombstone) and a promoted wedge (pillar).

Aim of the game is conquer or disarm as many wedges of the opponent with retention of your own wedges. As a player has no more moving wedges left or has no more possible moves, the game ends and the wedges must be counted. The player with most wedges in his colour is the winner.

The game knows two phases. At the first stage the wedges will be occupied especially for conquest and disable hostile wedges, on their way, to the two most distant fields on the other side of the board (**called the promotion fields**). At the same time you must prevent or slow down your opponent's promotion. The second phase starts when a wedge has reached one of these promotion fields and turn into a **pillar**. The pillar cannot move itself, but creates a definite property of the fields surrounding him and furthermore can increase this area. The pillar's containing wedges count double at the end of the game.

The Gunzi wedges have a white and a black side. Both players use exactly the same wedges. The colour which lies above indicates to which player the wedge belongs. One player plays with the black side, the other one with the white side on top. You can disable (**jump over**) a wedge of the opponent (it changes into a dead **tombstone**) or **topple it** (overturn the wedge and change its colour) or, at the second stage of the game, appropriate the wedge with a pillar-blow (a wedge is taken by the existing pillar and increases the amount of fields belonging to this pillar).

Characteristic for Gunzi is that the wedges make an obligatory turn with every move of the wedge (**the swerve**). All sides of the Gunzi-wedge have **power influences** to both its own and hostile wedges at **all adjacent fields**.

The instruction in the following paragraphs better be read carefully, to be prepared to all the quirks and tricks your opponent might try on you.

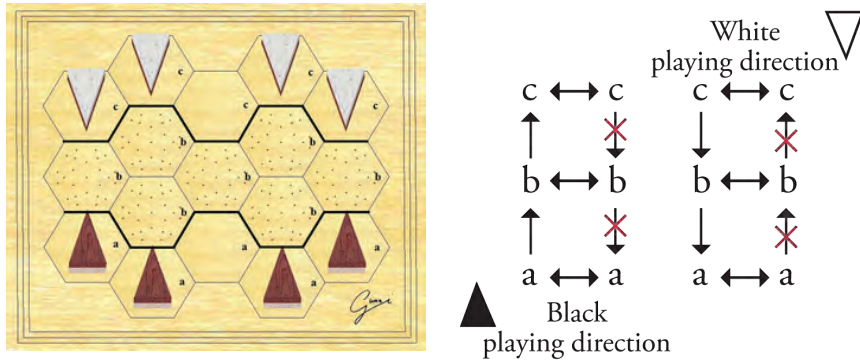
Don't let them catch you!

B. Basic setup and direction of play

The board has 17 playing fields and consist of three zones.

The characters a, b and c on the board below reflect the different zones of the board. The zones a and c (the outer zones) each have 5 playing fields, area b (= the mid zone) has 7 playing fields. At the beginning of the game, the wedges of the two players stand with the peaks aimed to each other in the two outer zones of the board.

The player with black sways the wedges from **a** to **b** to **c**. White plays in reversed direction and sways from **c** to **b** to **a**. Within each zone the wedge can sway to one of the adjacent fields. When a wedge sways to a next zone, *it cannot sway back to the earlier left zone*. In the diagram below the possible positions with their possible swerves after a sway are reflected.

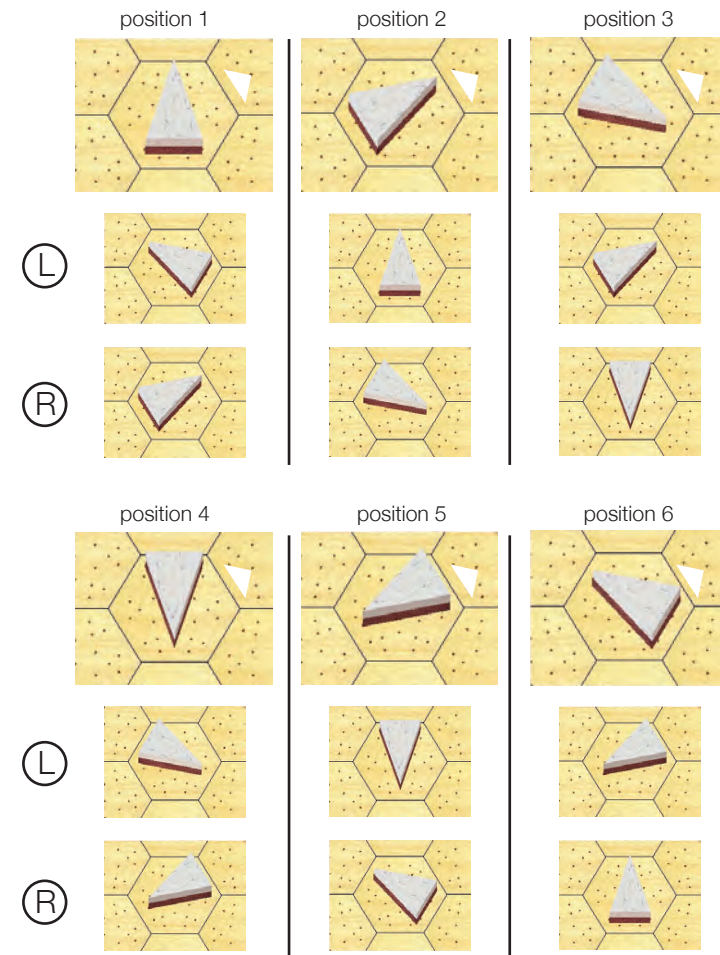


C. Position in the playfield

All wedges remain on the board during the entire game. The players move alternate. *At every move the wedge involved must make a swerve*. That means that it must change from its original position by twisting one position to the left or to the right (= $1/6$ part of a circle = 60°).

A wedge can never make a swerve without doing a move!

A wedge can have six possible positions in the field.



D. Position in the playfield

There are three ways that fundamentally can change the character of a wedge:

- 1. Conquest of a piece.** A wedge is conquered when you can **topple** it. The wedge changes colour; white becomes black or black becomes white; what's up goes under. The wedge belongs to the other player now. A wedge can also be conquered by a **pillar-blow** (= **the only obligatory move**) when this wedge is in the occupied area of the pillar. Likewise the wedge changes colour, but is now placed on the existing **pillar**. The area of the pillar increases with every conquered wedge.
- 2. Disable a wedge.** A wedge can also be disabled when it is jumped over. *It's placed with the peak upwards.* It can no longer move, and thus become a neutral obstacle. Such a disabled wedge is called a **tombstone**.
- 3. The promotion.** If a wedge reaches a promotion field, it changes into a **pillar**. If present, a tombstone of your choice must be removed and placed on top of the promotion wedge. If there is no tombstone in the fields, one of the extra wedges is used. *The pillar creates its own area where no hostile wedges are tolerated.* A pillar will appropriate, if necessary, multiple wedges of the opponent in one turn, puts them on the existing pillar and thus increases his territory with every taken wedge. After the promotion the direction of the pillar is of no importance because the pillar's forces are equal to all sides.

E. Power influences

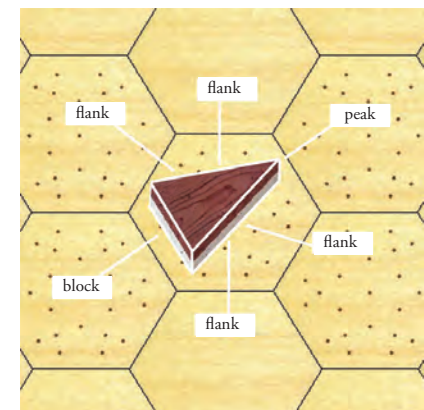
Every wedge has three different power influences to the wedges in the adjacent fields. The power influences are attached to the two flanks, the block and the peak of the wedge.

- 1. The block.** This is the strongest side of the wedge. **The block can topple** a wedge through a **flank** of the opponent. *A block cannot be jumped over, but a block cannot jump over either.*
- 2. The peak.** **The peak cannot be toppled** by a block. **The peak can jump over** both a **flank** and a **peak**. *A peak can only be jumped over by a peak from the opponent.*
- 3. The flank.** This is the most vulnerable part of a wedge. Every wedge has **2 flanks**, but these can be attacked each from two adjacent fields! *A flank can be toppled by a block. A flank can only jump over a wedge from the opponent through a flank. A flank can be jumped over both by a peak and by a flank of the opponent.*

The power influences aim from:

- The **block** to the adjacent field.
- The **peak** to the adjacent field.
- The **flank** to the two adjacent fields.

(2 flanks=4 adjacent fields)

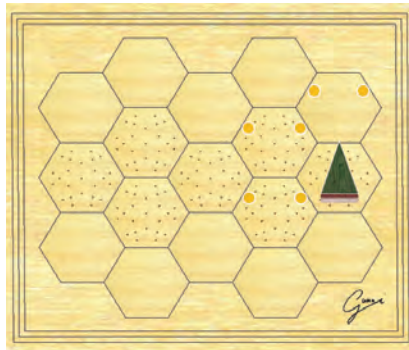


F. The moves

There are 7 possible moves:

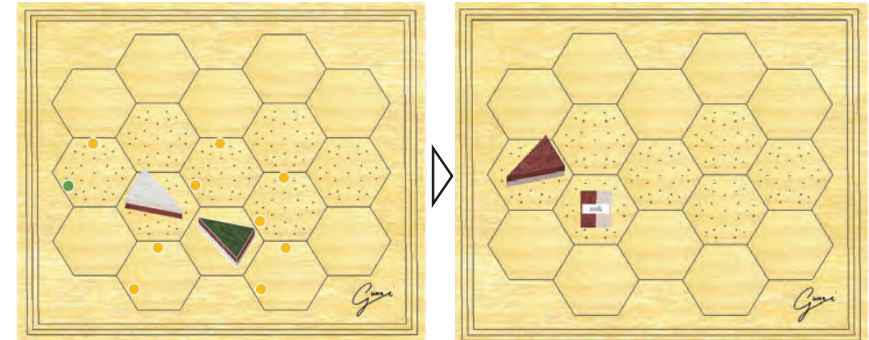
1. The sway
2. The jump-over
3. The Multi jump-over
4. The topple
5. The promotion
6. The pillar-blow
7. The pillar-raise

1. The sway. The movement of a wedge to an adjacent field in which the wedge must make a swerve (1/6 th turn to the left or to the right)
The wedge cannot sway back to a previous zone.



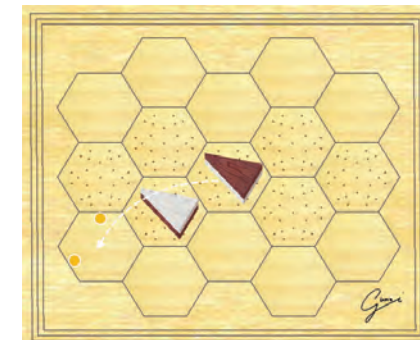
The yellow balls illustrate the positions of the peak after a made move and a sway.

2. The jump-over. A wedge can jump over a wedge of the opponent in a straight line to an empty field. Here it also must make a swerve. While jumping over, the opponents wedge turns into a **tombstone**. That means that it's placed with his peak straight up.



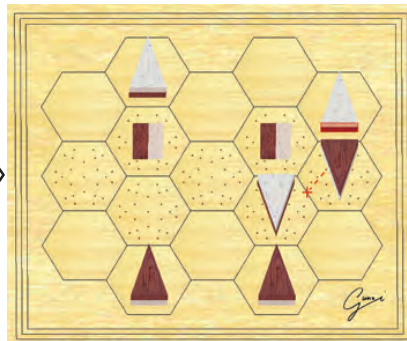
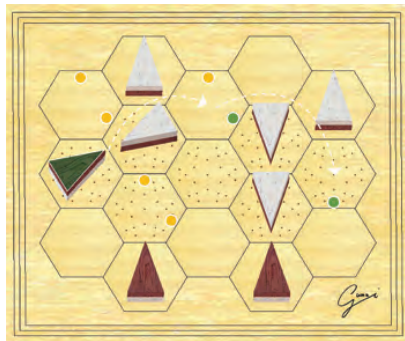
The wedge sways to the left or to the right.

The opponents wedge is disabled and has become a tombstone



To jump back to a previous zone is allowed.
Black is going back from zone **b** to zone **a**.

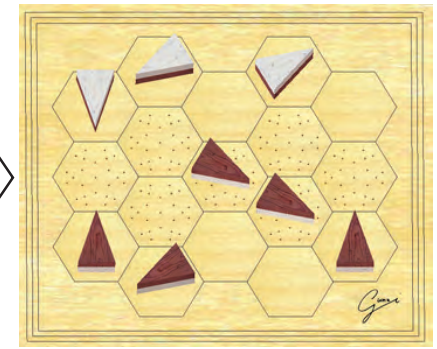
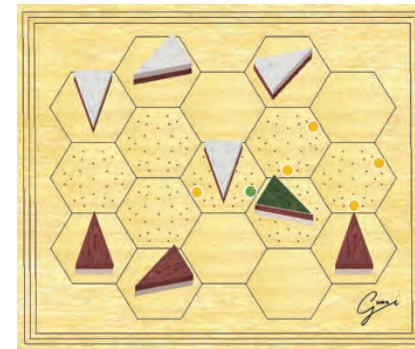
3. The Multi jump-over. The player is **allowed** to make more than one jump-over in one turn, *but this is not mandatory*. After each jump-over the player is allowed to end his turn. However he must end his turn and stop, when the wedge arrives on an empty field where a hostile block is aimed to. This is a limitation of the multi jump-over.



When the multi jump-over is performed, it automatically ends after the second jump-over, because of the white's block on the empty field. Of course the player can also stop after one jump-over.

The white block forces the black wedge to stop after the second jump-over. When it's still possible black can continue the jump-over in his next turn.

4. The topple. The overturn of a wedge, so that it changes colour. At this move the toppled wedge makes the swerve. *You can only topple a hostile wedge when your block is aimed from an adjacent field at a flank of this wedge.*



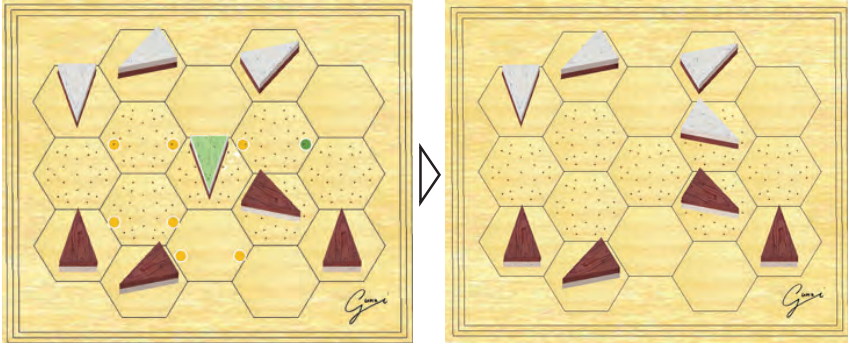
When it is black his turn, he may topple the white wedge (on the field in the middle of the board), because the white flank borders on the black block.

The toppled wedge. Notice! The toppled wedge must make a swerve. (in the drawing it is swerved to the left, but it might as well could have turned to the right)

Defence of an hostile block can by:

1. Making a sway with the assaulted wedge.

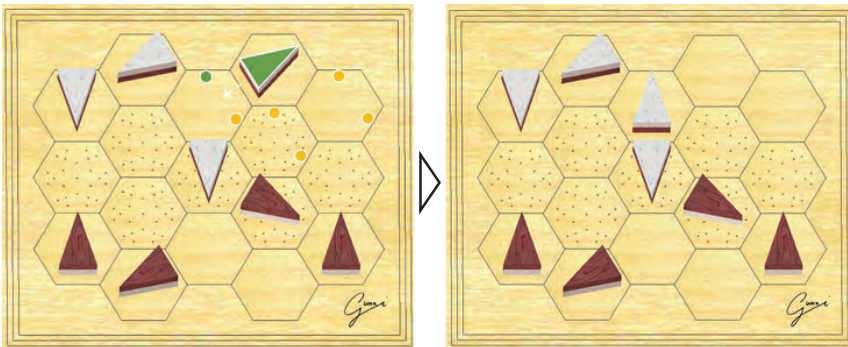
With the sway you can bring yourself out of the block's influence.



The assaulted white wedge sways itself out of trouble.

2. Aiming an own block on the assaulted wedge.

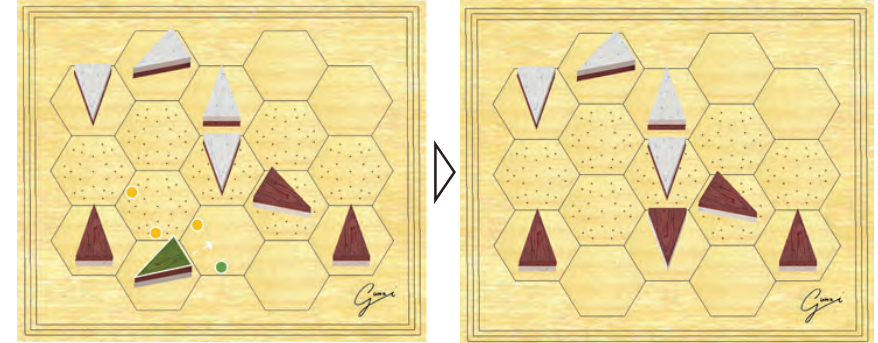
This own block neutralize the hostile block.



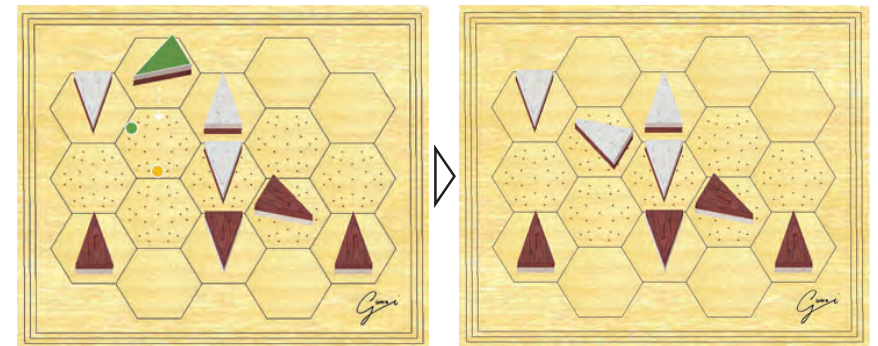
White aims a block on the assaulted wedge en neutralizes the black block.
(1 white block against 1 black block). Black cannot topple the wedge now.

When another hostile block is added

possible moves are shown in the drawings below.



Black can put another block on the wedge to topple the wedge the next move.
(Black has 2 blocks against 1 white block.)



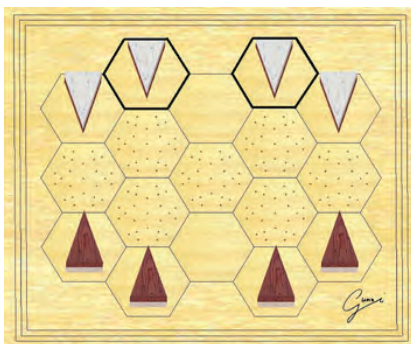
White neutralizes this second block by also putting a second block on the wedge.
(2 against 2.)

To topple a wedge the attacker must have one extra block aimed to the assaulted wedge. At least one of this **blocks** must be aimed on a **flank** of the wedge. A next block of the attacker, or a defence block, works on all sides of the wedge.

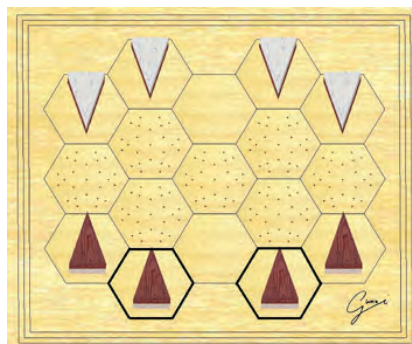
5. The promotion. Both players have each two promotion-fields. These are located in the starting zone of the opponent. When a wedge has reached one of this promotion-fields, a tombstone at the choice **must** be placed on top, and with the same colour, of the promotion-wedge. This double (or higher) wedge is called the **pillar**. This pillar has power-influences to all adjacent fields. The pillar can't move, but it can grow by a **pillar-blow** (move 6) or by a **pillar-raise** (move 7). The higher the pillar the bigger his area.

Conditions for a promotion are:

- The promotion-field must be empty.
- There's no hostile peak aimed at the promotion-field.
- There's no hostile block aimed at the promotion-field.

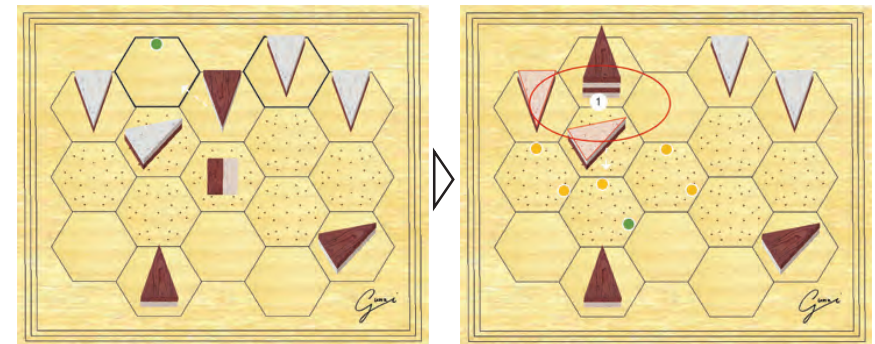


The black promotion-fields



The white promotion-fields

When there's only one tombstone, when a wedge is promoting, then this tombstone must be placed on the promotion-wedge to create the pillar. When more tombstones are in the game, the promoting player must choose one of to create the pillar. When no tombstones are in the game you must use one of the extra wedges. (Or put the promotion wedge on his side; that means it's a double wedge.)

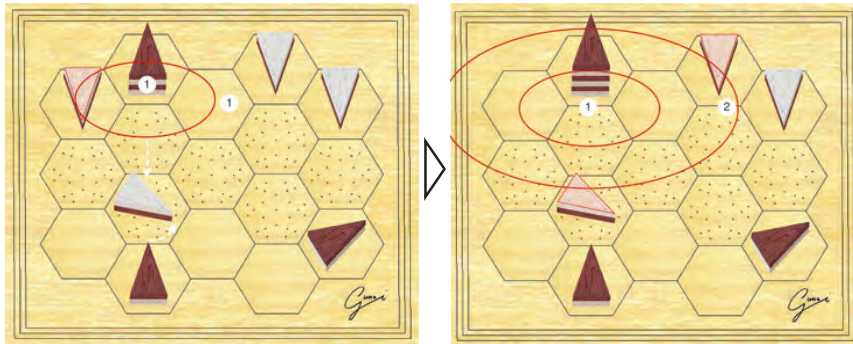


Example of a promotion. White can promote on the left field (empty and no hostile peak or block on it). White can't promote at the right field, because it's occupied.

The new pillar is built from 2 wedges; the promotion wedge and the formal tombstone. His area occupies one ring (= includes one step from the pillar) and threatens the two white wedges, which are violate his area now.

6. The pillar-blow. The appropriation of one ore more hostile wedges which are located in the pillars territory.

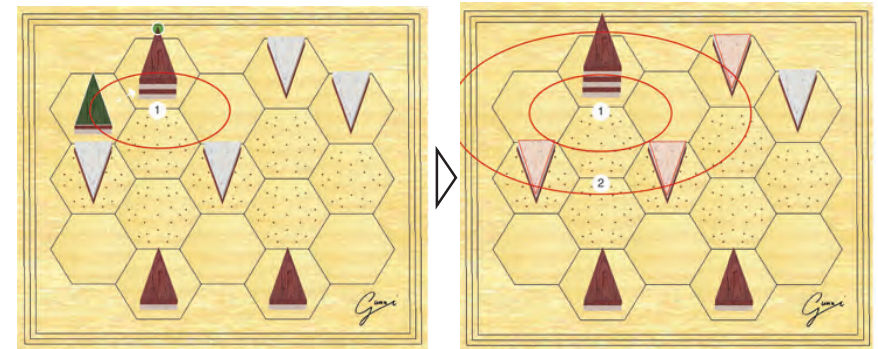
The pillar-blow is the only obligatory move in the game.



White can bring one wedge out of reach of the pillar by means of a sway

The black pillar appropriate the white wedge next to him and thus increases his territory. Again two white wedges are in the pillars' territory and might be confiscated in the next turn

7. The pillar-raise. A pillar can also be raised with one's own wedge, when this wedge can reach the pillar with a sway. The wedge is placed above the pillar and increases its territory with one ring (= one extra step further from the pillar). *The pillar-raise is not obligatory.*



Example of a pillar-raise. A white wedge is placed on the existing white pillar. The territory of this pillar increases with one ring.

G. Combinations of moves

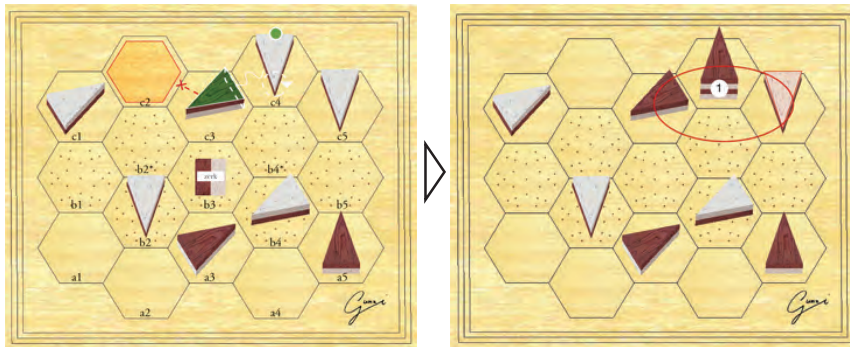
There are two possible combinations.

1. Promotion with a topple.

On the boards below it's black's turn. The black wedge in the middle of zone c can't promote left, because of a white peak that's aimed on this field. Black can topple the white flank on the right promotion-field with his block. The white wedge topples to black and promotes instantly.

A tombstone is taken and placed on the promotion-wedge.

The white wedge turned into a black pillar in one move.



c3 can't promote on c2 (white peak on c1).
c3 can promote indirectly by toppling the white wedge on c4.

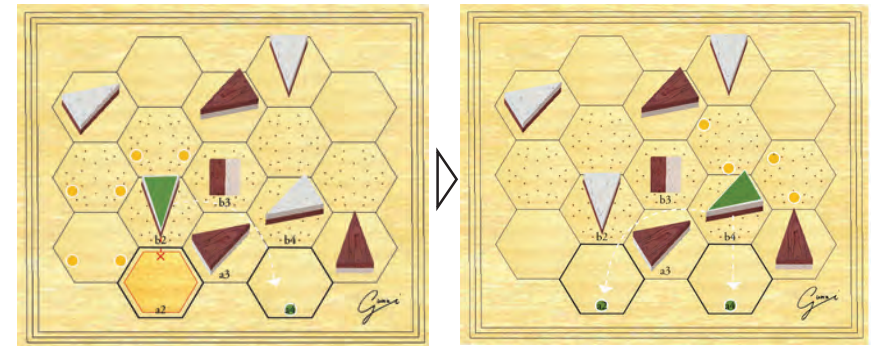
The new situation after the topple. The white wedge is toppled and promotes at the same time. The tombstone (b3) is placed on the toppled wedge. The white wedge on c5 needs to make a sway to avoid a pillar-blow.

2. Promotion with a jump-over.

Same situation, but now it's white's turn. A black block is aimed to one of the promotion-fields. Still white can promote there with a jump-over to disable the blocking wedge and promote a little later. The wedge turns into a tombstone and can be used for the creation of the white pillar.

White can also choose to pick the other tombstone.

You can do a jump-over and promote in one move.



b2 can't promote with a sway on a2 (black block a3 is aimed to a2), but it can jump-over a3 (flank to flank) to promote on a4.
a3 turns into a tombstone. White must choose a tombstone to form his pillar. (a3 or b3).

b4 can promote on a4 with a sway (with a tombstone on b3) or he can promote (with a jump-over disabling a3) on a2 and has choose between the tombstone on b3 and the brand new one on a3.

H. Scoring

When one of the players can't make a move anymore, the game ends.

The wedges are counted. Wedges which are in a pillar count double.

The colour with the most wedges wins. The same amount is a draw.

Note that there's a difference between winning 'just' (eg.7-6)

or 'convincingly' (eg.12-2).



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