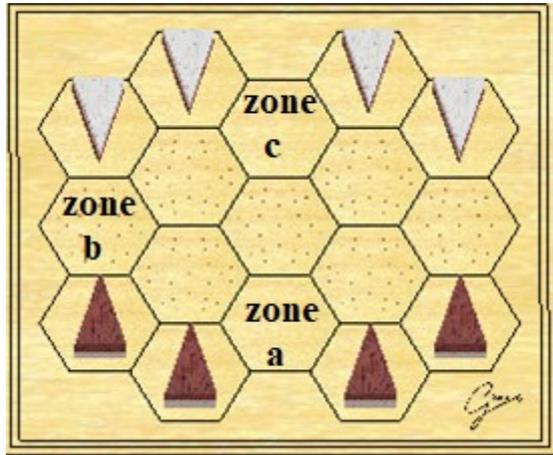


**Gunzi is an intellectual contest between two players.**

The game is played on a seventeen fields board.

The board is divided into three **Zones** (Two with solid, one with dotted fields).

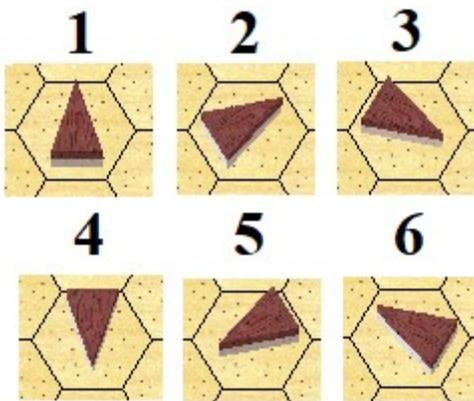
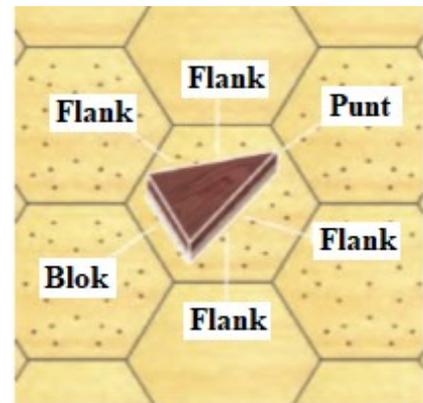


Both players start with four **wedges**.

They have a white and a black side.  
You can tell by the colour who owns it.

The power of the **wedges** influence the adjacent fields as a

**Block**, (Blok)  
a **Peak** (Punt)  
and 4 **Flanks**

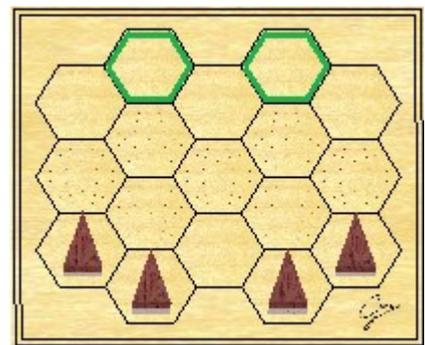


In each position the **Peak** and the **Block** are aimed to the centre of an adjacent field, and a **wedge** thus has six ways to stand in the field.

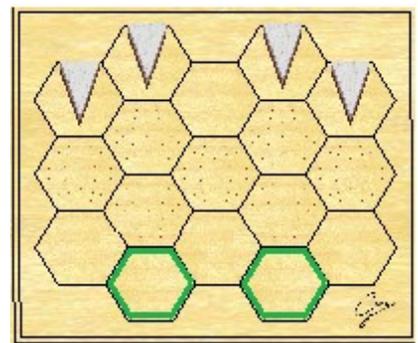
The final destination of the **wedges** is one of the two most distant fields on the other side of the board.

Called the **Promotion Fields**

*Promotion Fields black*



*Promotion Fields white*

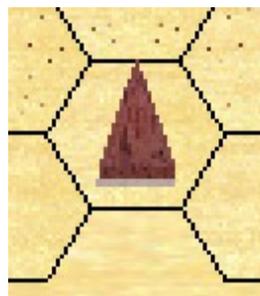


Aim of the game is to collect as many as possible **wedges** on those **Promotion Fields**.

On the way to the **Promotion Fields** four moves are possible;  
 You can choose from 1).The **Sway** = moving a **wedge** to an adjacent field ,  
 2).The **Punch** and 3).the **Multi Punch** = disarm one or more hostile **wedges**,  
 or 4).with the **Roll-Over** you can conquer a **wedge** of the opponent.  
None of these moves are mandatory.

At every move the **wedge** involved, must twist from its original position, one position to the left or to the right. This specific twist is called the **Swerve**

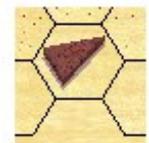
The **Wedge** twist one position after a **Swerve**



to the left>



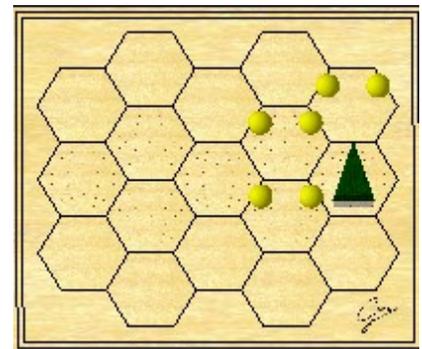
or to the right>



The players must make a move in turn.  
 Choose From:

*All possible Sways of the black piece.*

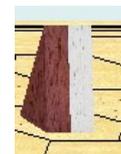
1)The **Sway**: A **Wedge** is moved to an empty, adjacent field and makes a **Swerve**. Doing a **Sway** the **Wedge** cannot go back to a previous **Zone** in its direction of play.



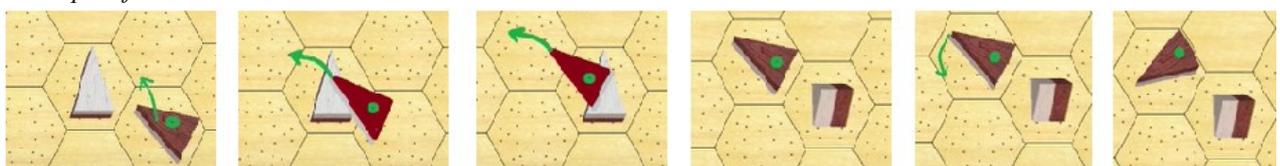
*The yellow balls indicate the position of the **peak** after doing a **Sway**.*

2) The **Punch**: Your **Wedge** jumps over an adjacent rival's **Wedge** to an empty field in a straight line right behind it and combine this with a **Swerve**. The **Punched Wedge** changes in a dead obstacle called:

The **Tombstone**



*Example of a black Punch*



*A **Peak** Punches a **Flank**, changes the white wedge into a **Tombstone** and makes a **Swerve** to the left.*





Summarized:

A **Block** can thus only **Roll-Over** through a **Flank**.

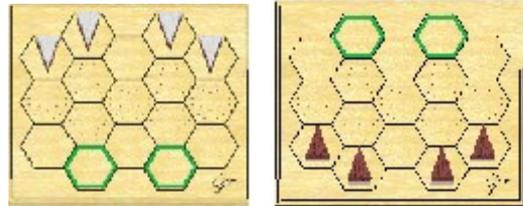
A **Peak** can **Punch** a **Peak** or a **Flank**.

A **Flank** can only **Punch** a **Flank**.

### 5) The Promotion:

*The promotion fields.*

You cannot go to a **Promotion Field** when this field is occupied, or defended by a **Peak** or a **Block**.



*For white*

*and for black*

Though if the **Promotion Field** is free and unprotected and you can **Sway** or **Punch** to such a field, or **Roll-Over** a rival's **Wedge** on such a field, the **Wedge** involved grows into an untouchable **Pillar**.

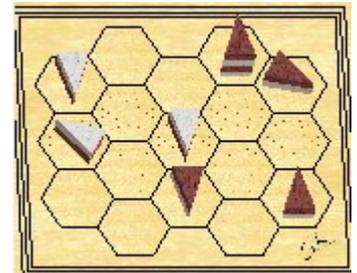
In this **Promotion**, one **Tombstone** must be chosen to be placed on the promoted **Wedge**. When no **Tombstone** is on the play board, one external **Wedge** is added.

*Black's turn*

1 can **Punch** 2 and **Promote** on the field **c4**.

1 cannot **Promote** on **c2** because of the **Block** of 2.

3 can also **Promote** on **c4** with a **Sway**.



*1 Punches 2 to **c4**. 2 turns into a **Tombstone** and thereafter placed on the promoted wedge. **c4** has a **Pillar** now.*

After the Promotion, the **Pillar's** territory includes the **Promotion Field** with all adjacent fields. N.B. The way the **Pillar** is positioned in his field is no longer relevant.

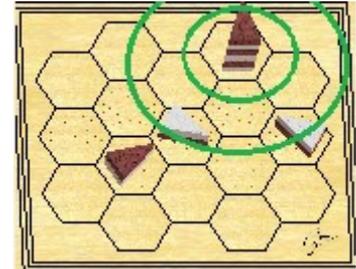
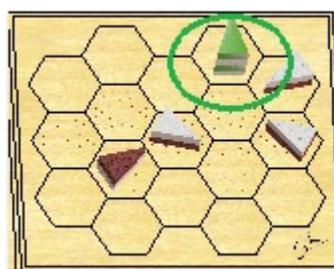
*Black's turn*

*White's turn*

### 6) The Pillar-Blow.

When, at the **Pillar** owner's next move, hostile **wedges** are in the **Pillar's** territory they must be taken and placed up upon the **Pillar**.

(The only mandatory move).



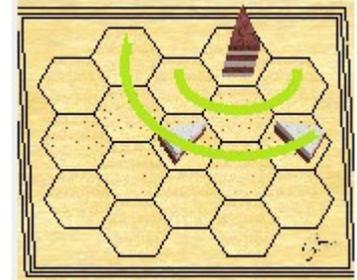
*The **Pillar** takes the white wedge and so enlarges his area. Two white wedges are threatened. White can only **Sway** one wedge out of the black's **Pillar's** territory.*

Every extra **wedge** placed on the **Pillar** expands his territory with one ring of adjacent fields.

### 7) The **Pillar-Raise**

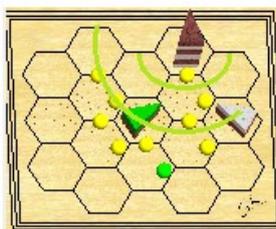
You can also level up your Pillar yourself by Swaying a wedge to your Pillar.

*Black's turn*



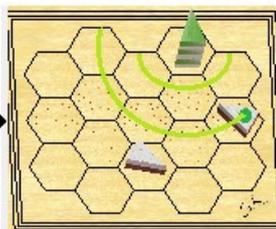
*Black heightens his Pillar and thereby threatens two white wedges.*

*White's turn*



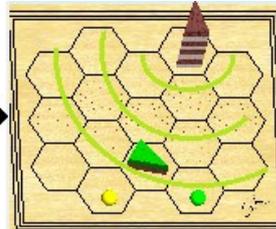
*White brings one wedge in safety. The other is taken by the black Pillar.*

*Black's turn*



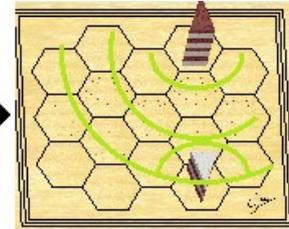
*by the black Pillar.*

*White's turn*



*White Promotes on a4.*

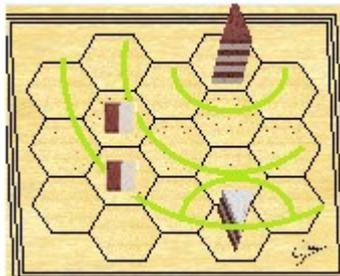
*Black's turn*



*No legal move possible*

If one of the players cannot make a legal move, the game ends and the **wedges** are counted. The **wedges** in the **Pillar** count double.

The player with most **wedges** wins.



*Black's turn*

*No legal move is possible. (The white Pillar is also untouchable and therefore cannot be taken by the black Pillar)*

*End of the game.*

*The black Pillar contains 4 wedges (counts 8).*

*The white Pillar contains 2 wedges.(counts 4)*

*No normal wedges on the board and Tombstones don't count.*

*Black wins with 8-4*