

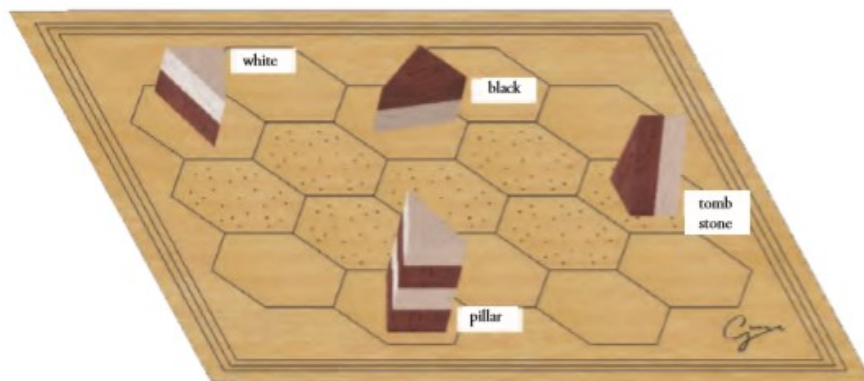
Introduction

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.

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 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 (Punch) a wedge of the opponent (it changes into a dead tombstone) or Roll-over (overturn an rival wedge and change its colour) or, at the second stage of the game, appropriate a rival's wedge with a pillar-blow (a wedge is taken by the existing pillar and increases the area belonging to this pillar).

The game knows two phases. At the first stage the wedges will be occupied especially for conquest and to 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.



A black wedge, a white wedge, a dead wedge (tombstone) and a promoted wedge (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 you'll find in the link [gunzi users manual](#) on top of this page. Better read this carefully, to be prepared to all the quirks and tricks your opponent might try on you.

Don't let them catch you!