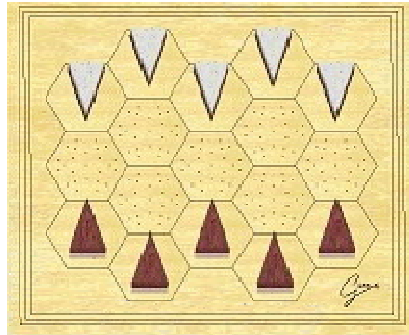


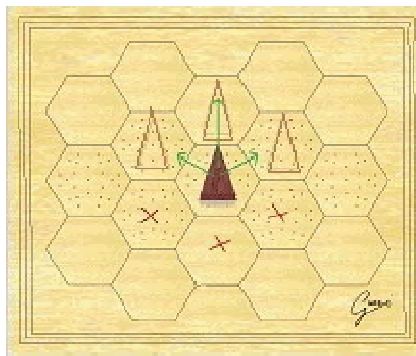
- **Mortale - Rules of the game**



Begin

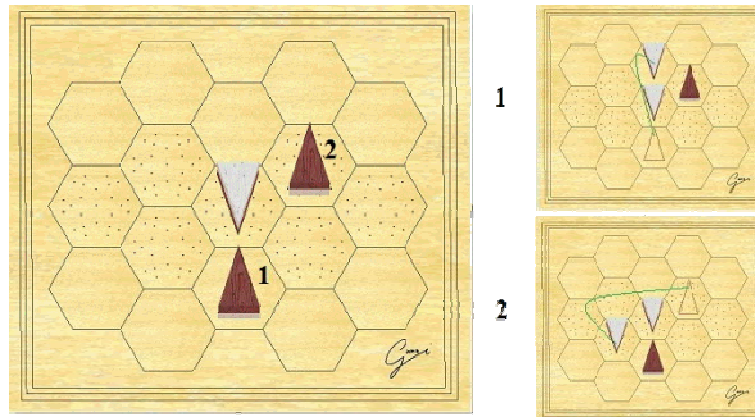
Mortale is a completely other game, but it can be played on the same Gunzi board with the same wedges. The game has very few rules. Initially, the wedges are placed on the board as shown above. The points of the wedges indicate the playing direction. All the wedges are the same. They have a white and a black side. The colour on top shows to which army they belong. The aim of ***Mortale***, is to reduce your own army, and to end up with the least amount of wedges.

There are two types of moves. The first type is the ***shove***. You move one of your wedges to an empty, adjacent field in a straight line, or sloping forward. After a ***shove***, the point of the wedge always remains in the same direction.



De schuiver / The shove

The second type of move is the ***summersault***. You make one of your wedges jump over an adjacent one of your opponent, to an empty field right behind it. In the ***summersault***, your wedge reverses its colour and direction, and by that it becomes a piece of your opponent's army. The wedge over which the jump is made, does not change in anything. A ***summersault*** can be made in all directions, even if it is contrary to your own playing direction. But it is not a compulsory move. If you decide not to attack, but to make a ***shove*** instead, it's a legal move (which might be handy, or not).



Examples of the 'summersault': it's black's turn. Alternative 1 or 2.

The game ends when one of both players cannot make a legal move. The player with the least amount of wedges is the winner of the game.