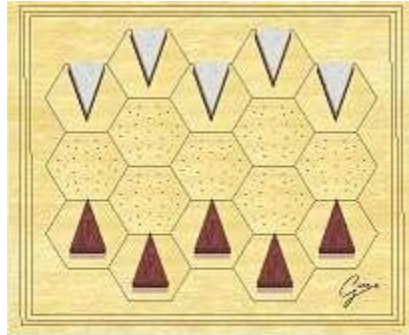


- **Mortale - Rules of the game**

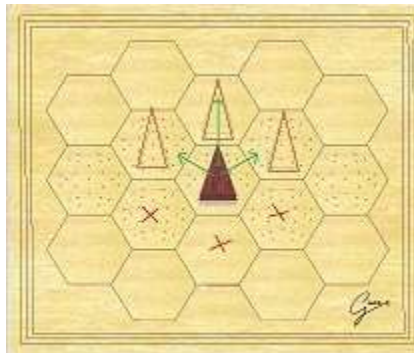


Begin

Mortale is a completely different 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. Black begins.

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 possible moves. The first one 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.



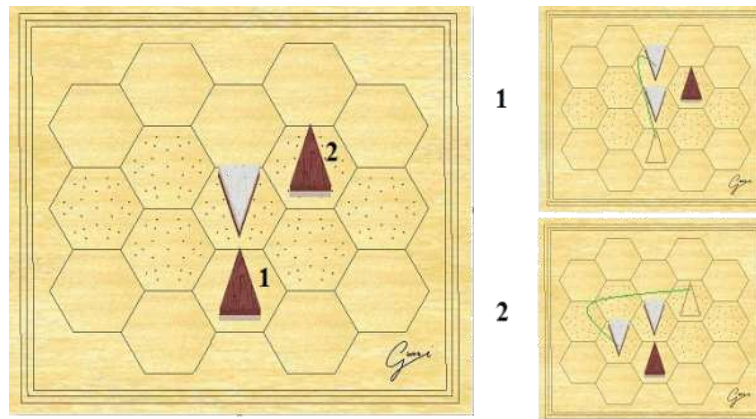
De schuiver / The shove

The second possible move is the **summersault**. This is a mandatory move.

If you can make one of your wedges jump over an adjacent wedge of your opponent, to an empty field right behind it, you must perform this move. In this **summersault**, your wedge reverses its colour and direction, and by that it becomes a piece of your opponent. The wedge over which the jump is made, does not change in colour or direction.

A ***summersault*** and can be made in all directions, also contrary to your own playing direction.

You can only make one summersault in a turn, so when there are more possibilities, you must choose and perform one of them.



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

The game ends when a player whose turn it is, cannot make a legal move.

The player with the least fewest wedges is the winner of the game.