

KUNIUMI 国産み

By Ignazio Panades



2 players



8+



15'

RULES

Introduction

In the shinto myth of the creation of Japan, the gods Izanami and Izanagi join to create the islands of the archipelagus of the Rising Sun. In *Kuniumi*, players take the role of the two gods and duel to be the first to create an enclosed area of land or sea.

Components: 1 wooden green pawn (the Earth God), 1 wooden blue pawn (the Sea God), 17 trasparent glass pebbles (Sea), 17 green stones (Land), the 6x6 whirlpools board printed on the back of the bag.

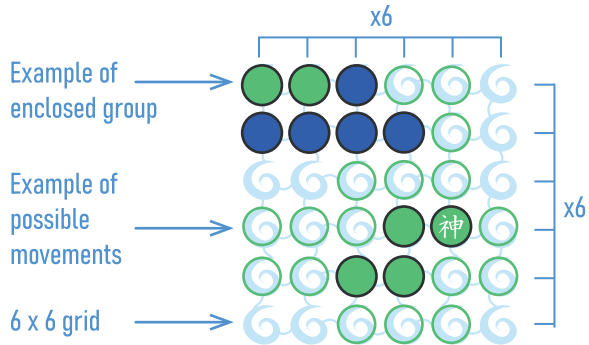
Setup: the first player, the one who most recently visited a shinto temple, takes the 2 God pawns and two tokens of each type, Land and Sea, and puts them on the board on any open whirlpool space, one per space. The second player can now decide which faction he wants to play: if he chooses the blue God he will take all the Sea tokens (glass pebbles), if he chooses the green God, he will take all the Land tokens (green stones). The first player will then take the remaining set of tokens.

Definition 1: a group is a set of one or more tokens of the same type orthogonally connected among themselves. If a God is orthogonally connected to a group of the same type, she is considered part of that same group. If the God is not orthogonally connected to a group of the same type, the God is considered a group on its own.

Example image

Example legend

- Sea token
- Earth token
- Possible movements
- God token



Gameplay: players take turns alternately starting with the first player. During her turn the player must move her God pawn. The God pawn can be moved on any free space that lays on any horizontal or vertical line that stems from the God pawn or from the tokens of the group the God pawn belongs to.

After moving, the player must place one of her token on the space previously occupied by her God pawn.

Definition 2: a closed group is a group that has no free orthogonally adjacent spaces (i.e. all orthogonally adjacent spaces are occupied by enemy tokens).

Game end: when a closed group is formed, the player that owns the tokens that form that group wins the game. In case multiple closed groups were formed simultaneously, the player that owns the tokens that form the biggest group wins the game.

If a player can't make a legal move during her turn, the opponent wins the game.