

Gungi Rulebook



About the "Gungi" Project

This project is a product that has been created based on the depiction of Gungi in HUNTER x HUNTER, as interpreted by the development team. While we have tried to stay as faithful to the depictions in the original work as possible, there are also some parts where we have created our own rules so that it can be enjoyed by a wide range of people.

After playing with the rules of this product, we would be delighted if everyone would feel free to play with their own interpretations. The development team sincerely hopes that Gungi will continue to evolve through everyone's various interpretations based on this product.

How To Play Gungi

Basic Rules

This is a game where 2 players compete by taking turns moving pieces on the board. The player who captures the opponent's "Marshal" first wins.

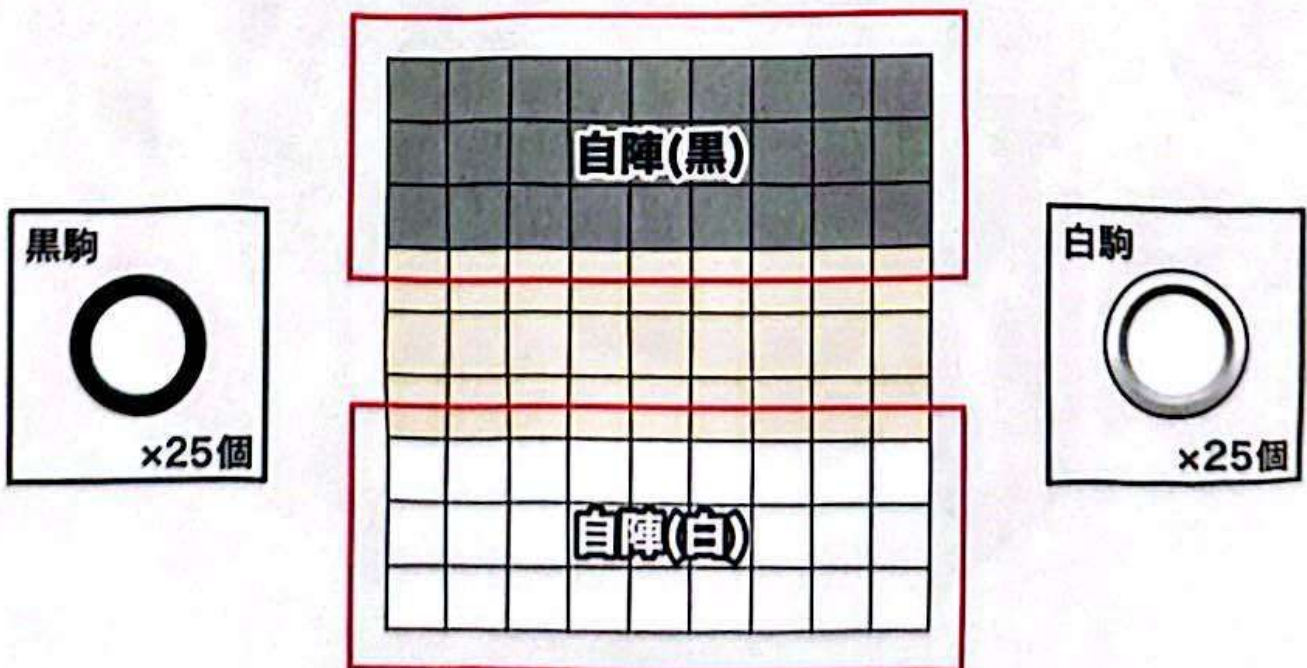
The board has a 9×9 grid, and pieces are placed within the squares. There are 50 pieces in total, with each player starting with 25 pieces.

Game Preparation

First, decide whether you will play as black or white.

Next, spread the board and place all 25 pieces of your color on the piece holders. Place the pieces with the characters facing up so your opponent can see them.

(Preparation is different for "Beginner" and "Advanced" rules. See the following pages for details.)



Names and Movement of Pieces

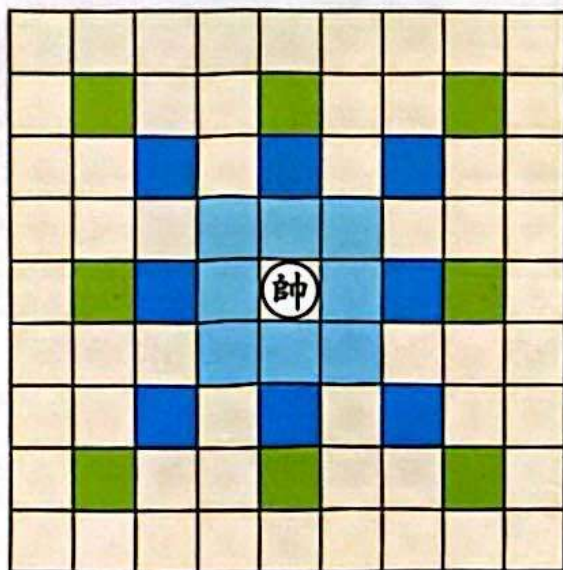
The game consists of 14 types and 25 pieces total.

The movement range changes according to the height of a stack.

Level 1 is light blue, level 2 is light blue & blue, level 3 is light blue, blue, and green.

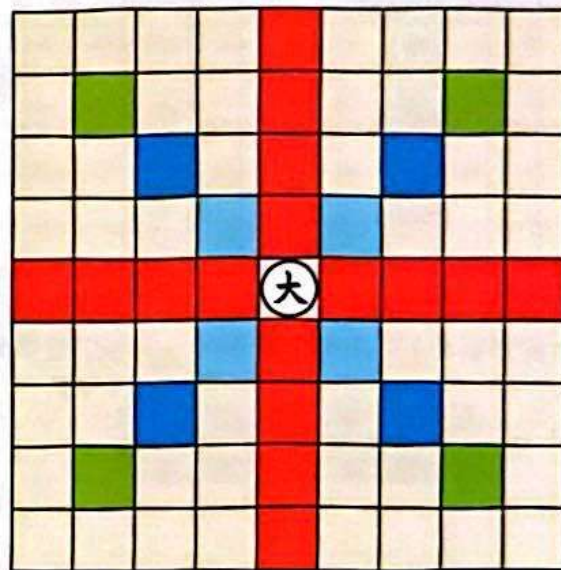
However, General (大) and Lieutenant General (中) have directions where they can move unlimited spaces (shown in red), and the number of levels doesn't affect this.)

Marshall × 1



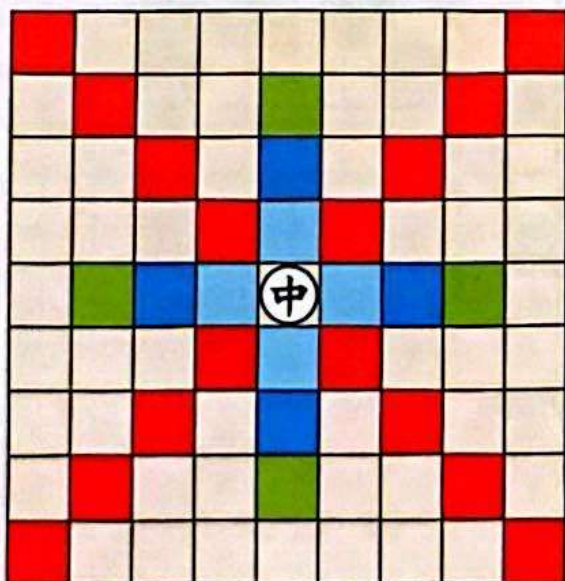
Basic Movement
1 space in all surrounding directions

General × 1



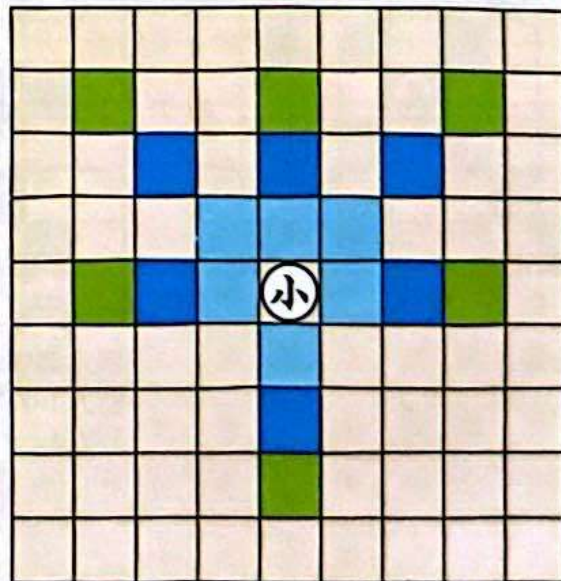
Basic Movement
Unlimited spaces in horizontal directions,
1 space diagonally

Lieutenant General × 1



Basic Movement
1 space horizontally,
unlimited spaces diagonally

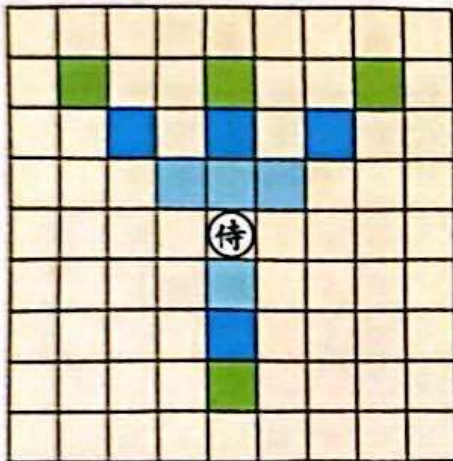
Major General × 2



Basic Movement
1 space orthogonally and forward diagonally

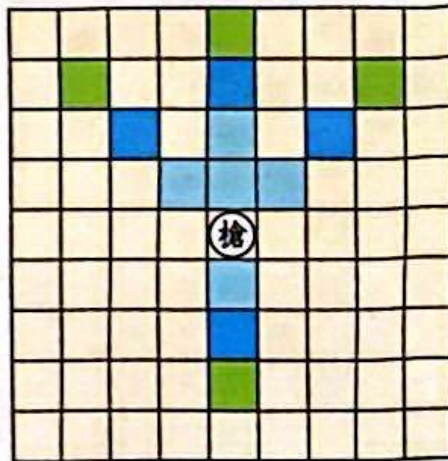
Names and Movement of Pieces

Samurai × 2



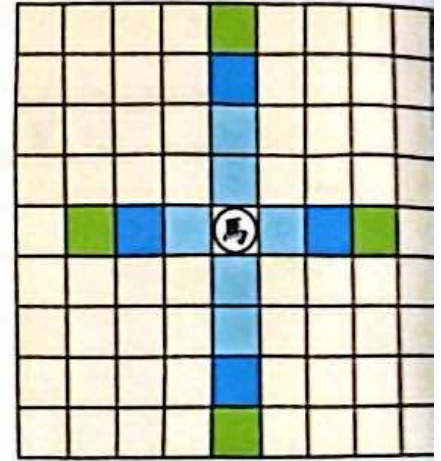
Basic Movement
1 space forward, backward,
or forward diagonally

Spear × 3



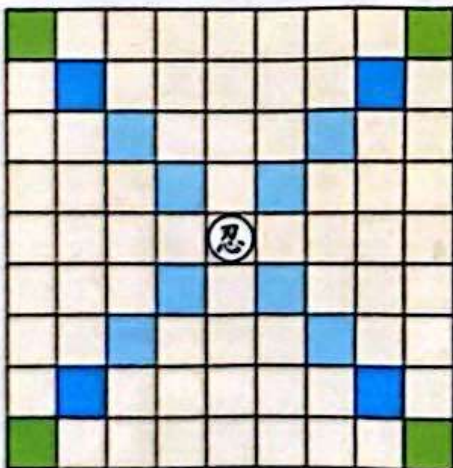
Basic Movement
2 spaces forward, 1 space
diagonally forward, 1 space
backward

Knight × 2



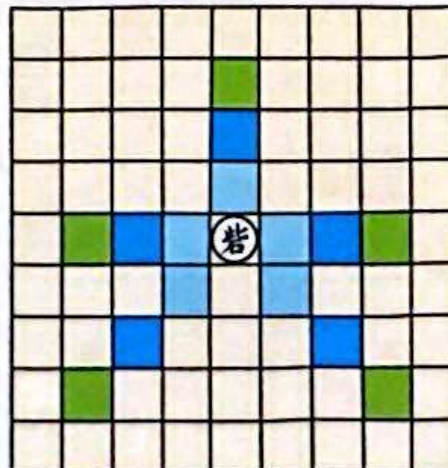
Basic Movement
2 spaces forward or
backward, 1 space left or
right

Spy × 2



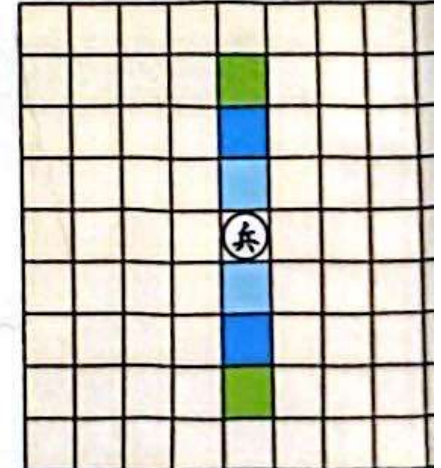
Basic Movement
2 spaces diagonally in all 4
directions

Fortress × 2



Basic Movement
1 space forward, left, right,
or backwards diagonally

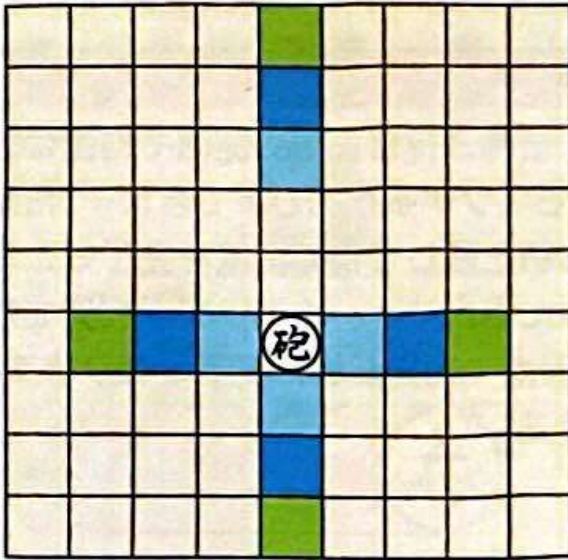
Pawn × 4



Basic Movement
1 space forward or
backward

Names and Movement of Pieces (Special Pieces)

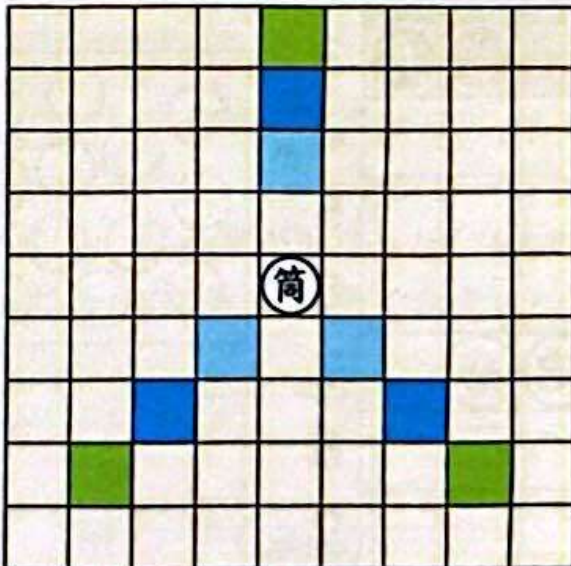
Cannon × 1



Basic Movement

1 space left, right, or backward.
Can jump to land 3 spaces forward, including over pieces.

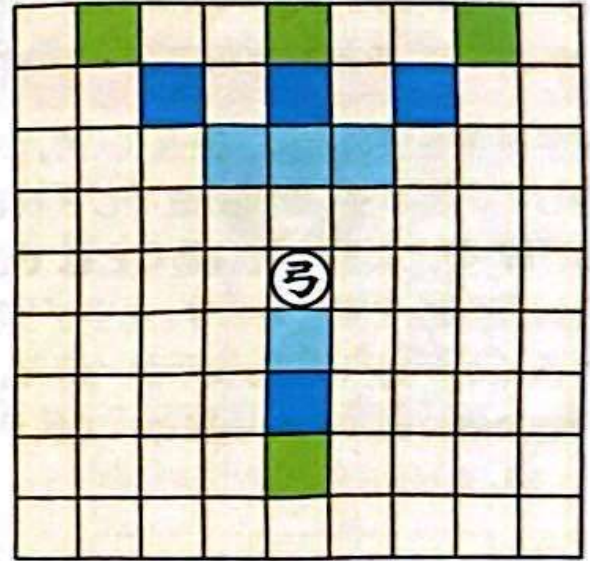
Musketeer × 1



Basic Movement

1 space diagonal backwards.
Can jump to land 2 spaces forward, including over pieces.

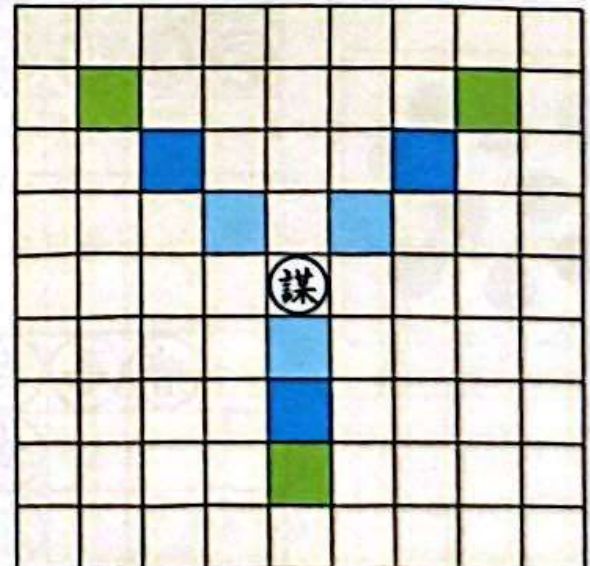
Archer × 2



Basic Movement

1 space backwards.
Can jump to land 2 spaces forward or diagonal forward, including over pieces.

Captain × 1



Basic Movement

1 square diagonally forward
and 1 square backward.

Note:

For the special pieces "Cannon", "Musketeer", and "Archer", they can jump over both friendly and enemy pieces if the stack height of the pieces they jump over are the same or lower. Additionally, the range they can jump increases based on the stack height.

For example, when moving forward with the Cannon, at level 1 it can jump over 2 squares and land on the 3rd square (light blue), at level 2 it can jump over 3 squares and land on the blue square, and at level 3 it can jump over 4 squares and land on the green square.

However, at higher stack heights, the movement range of the lower stack heights are still valid. So as long as it jumps a minimum of 2 squares forward, a Cannon can advance to any square between 3-5 squares ahead, based on its stack height.

How To Play (Initial Setup and Piece Movement)

Deciding Who Goes First

Any player grabs one white piece and one black piece in their hands, then lightly opens their hands over the center of the board to drop them. The player whose piece lands closer to the center goes first.

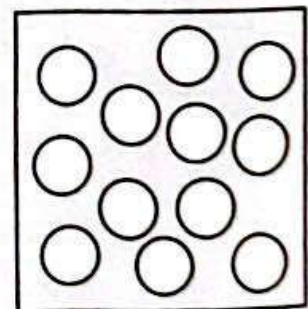
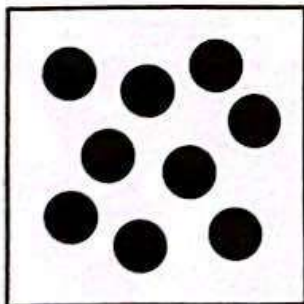
Initial Setup

After deciding who goes first, players alternately place one piece at a time within their first three rows of territory. During initial setup, pieces can be stacked up to three high. However, pieces cannot be stacked on top of a Marshal. If a player completes their initial setup while still having pieces in hand, they declare "Done." Even if the first player declares "Done," the second player can continue their initial setup. The initial setup phase ends when the second player declares "Done." Any remaining pieces can be used as hand pieces after the game begins.

(Initial placement is different in Intro and Beginner rulesets. See the following pages for details.)

Initial Territory (Black)

(Example Setup)



Initial Territory (White)

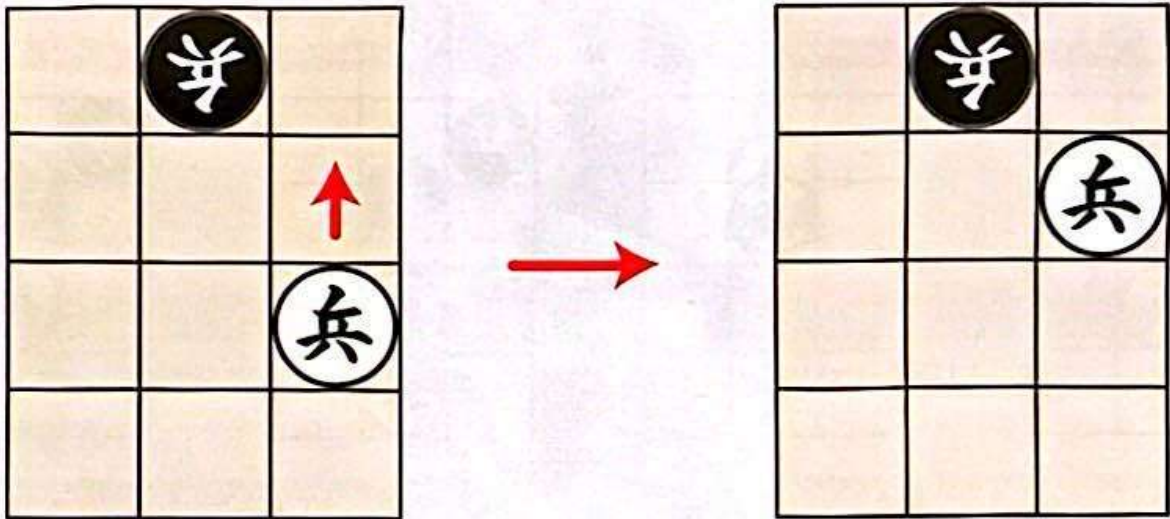
Notation

When placing pieces, the moves are read in the order of "Column-Row-Level-Piece." For example, when stacking a Samurai from 4-8 onto a pawn at 4-7, it is read as 4-7-2 Samurai.

Also, when adding a piece from your hand, it is read as "New". For example, when adding a Spy from your hand to position 4-7-2, it is read as "4-7-2 New Spy."

Moving Pieces

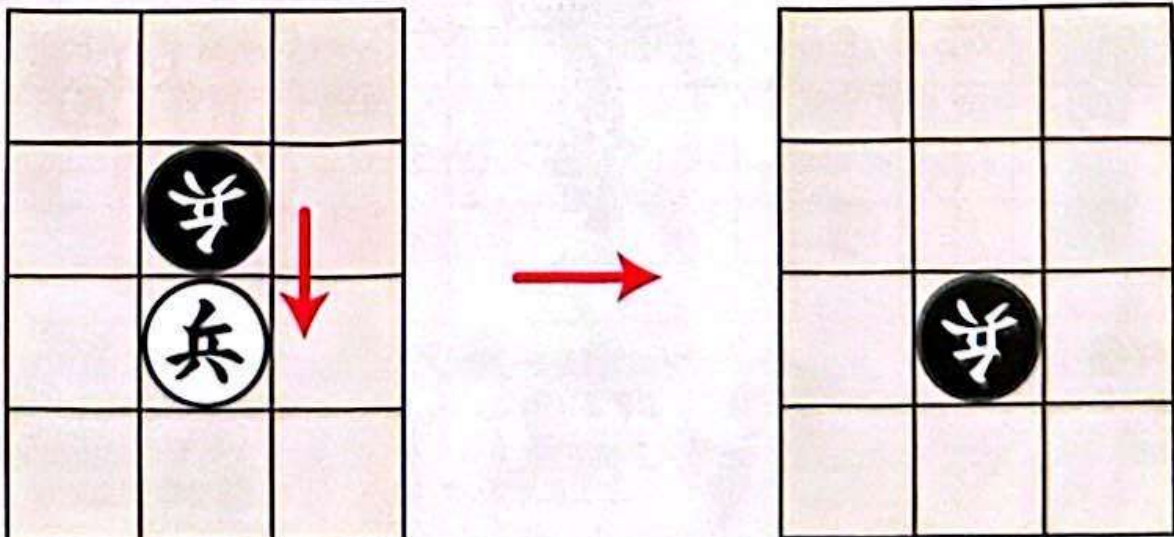
Players take turns moving one piece at a time, starting with the first player. Once you release your finger from a piece, the move is complete, and you cannot move it again on that turn. Pieces other than the special pieces "Cannon", "Musketeer", and "Archer" cannot jump over other pieces.



Capturing

When an enemy piece is within your piece's movement range, you can choose to either capture it or stack on top of it. Captured pieces are removed from the game and cannot be used again.

However, if the enemy piece is already stacked and has more layers than your piece, you cannot capture it nor stack on top of it.

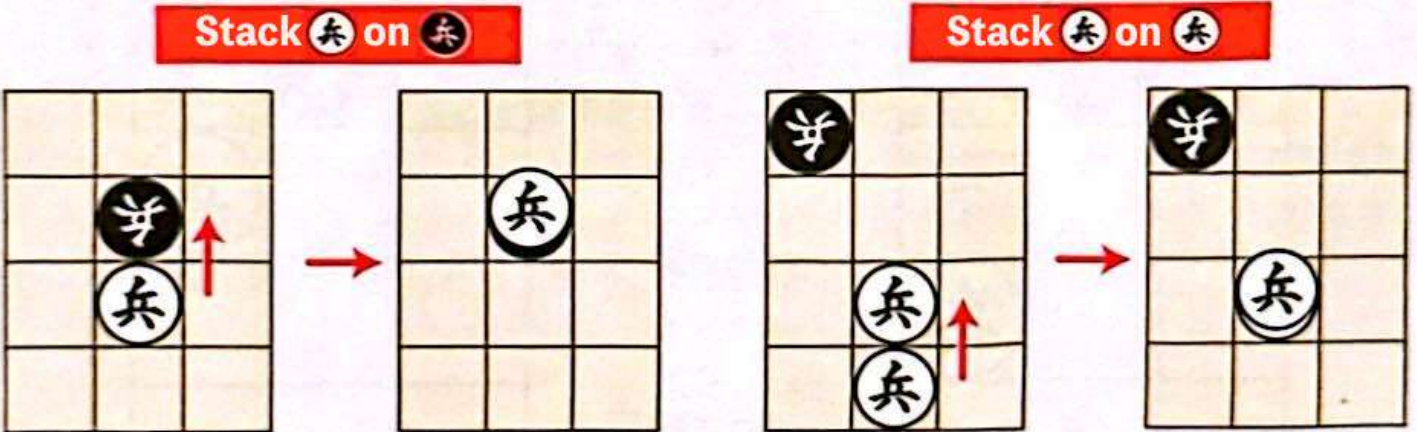


※ Note: If a black pawn is one layer and a white pawn is two layers, the black pawn cannot capture or stack the white pawn.

How To Play (Stacking)

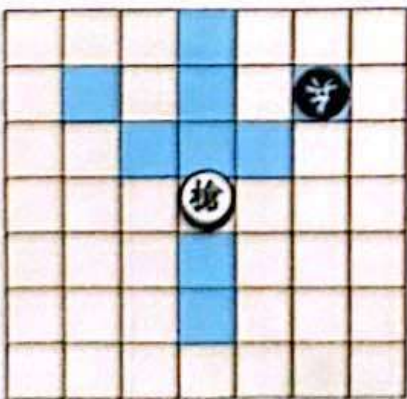
Stacking Pieces

You can stack your piece on top of another piece without capturing it. This can be performed on your own pieces, as well as your opponent's. The stacking limit is up to 3 high, and you can only stack upon pieces of the same level or lower. However, you cannot stack on top of a Marshall.



Movement Range of Stacked Pieces

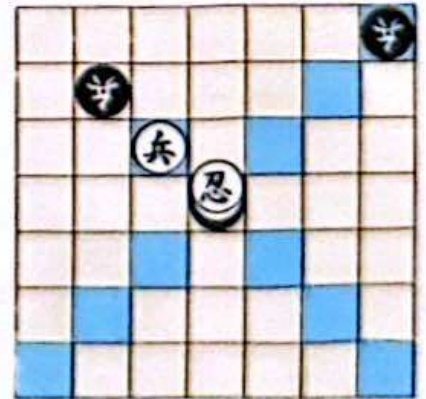
Only the topmost piece of a stack can be moved. Additionally, the movement range increases with the number of levels: for 2-high stacks, all possible movement directions get +1 square, and for 3-high stacks, they get +2 squares. Except for the special pieces "Cannon", "Musketeer", and "Archer", pieces cannot jump over other pieces in their movement path.



A 2-height or higher spear (♁) can either capture or stack upon the (♙) pawn



A 2-height Archer (♁) can jump over the Knight (♁) and stack onto the pawn (♙). It can stack or capture the pawn (♙) in the upper right, but cannot reach the pawn (♙) in the upper left because there is a 3-height (♁) pawn in its path



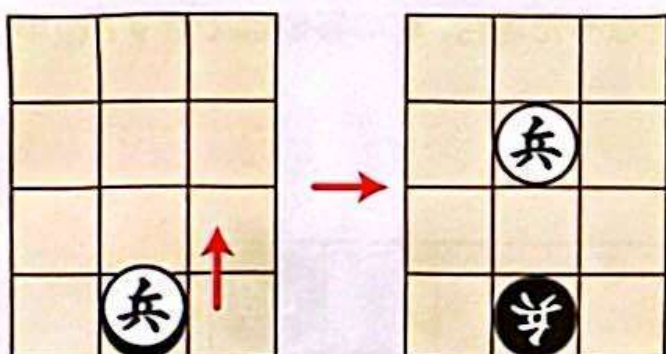
A 3-height spy (♁) can stack upon the (♙) pawn. It can stack or capture the (♙) pawn in the upper right, but cannot reach the (♙) pawn on the left, because there is a (♙) pawn in its path

* Special pieces are not used in the intro ruleset. Only Archers are used in the beginner ruleset.

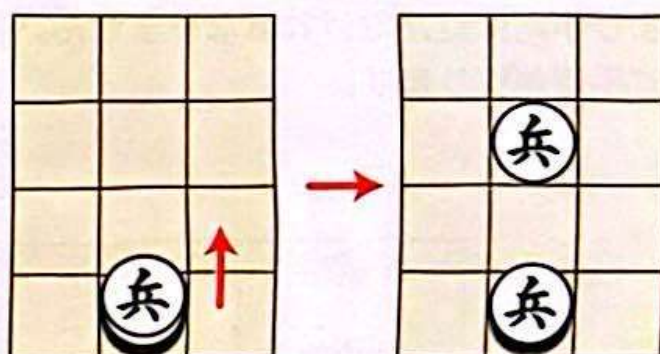
Moving Stacked Pieces

Only the topmost piece of a stack can be moved. Pieces that are underneath cannot move until the pieces above them are removed.

Moving a 兵 yields 兵



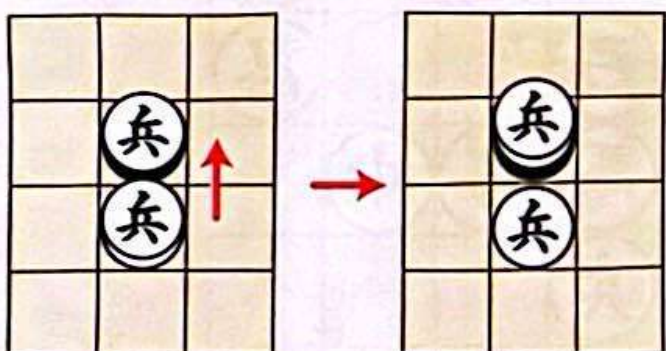
Moving a 卒 yields 兵



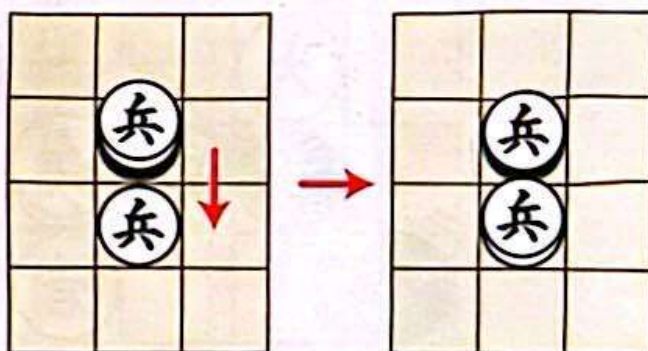
Stacking a Stacked Piece onto Another Piece

Regardless of whether it's your piece or your opponent's piece, you can stack upon pieces that are stacked at the same height or lower than your piece.

Stacking a 兵 onto a 兵



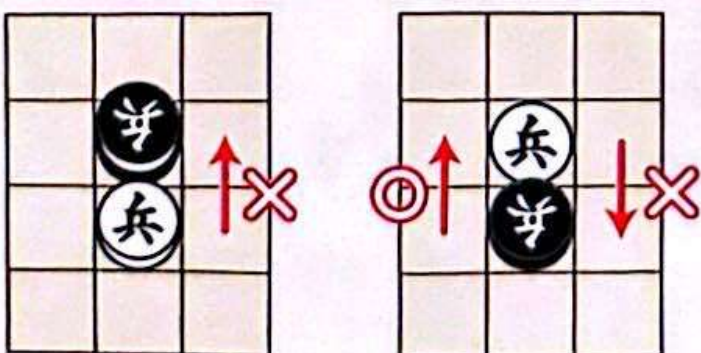
Stacking a 卒 onto a 卒



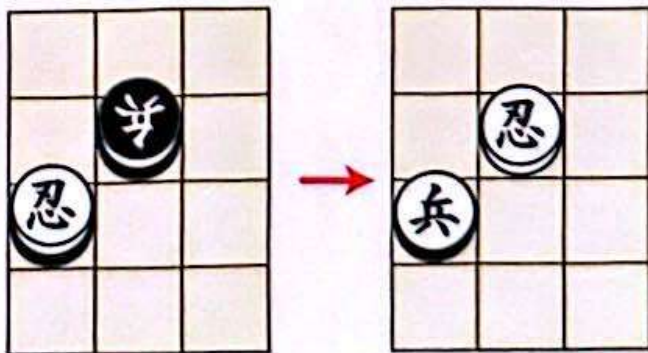
The Stack Limit and Rules about Stacked Pieces

The stack limit is 3 high. When capturing a 3-high piece, you capture all of the opponent's stacked pieces and only your pieces remain. For example, when capturing an opponent's 3-height 卒 with your 3-high 忍, you capture 2 black pieces (levels 1 and 3), and stack your 忍 on the remaining white piece. When the 忍 moves to capture, only the topmost piece moves, as normal.

When Stacking is / isn't Possible



Capturing

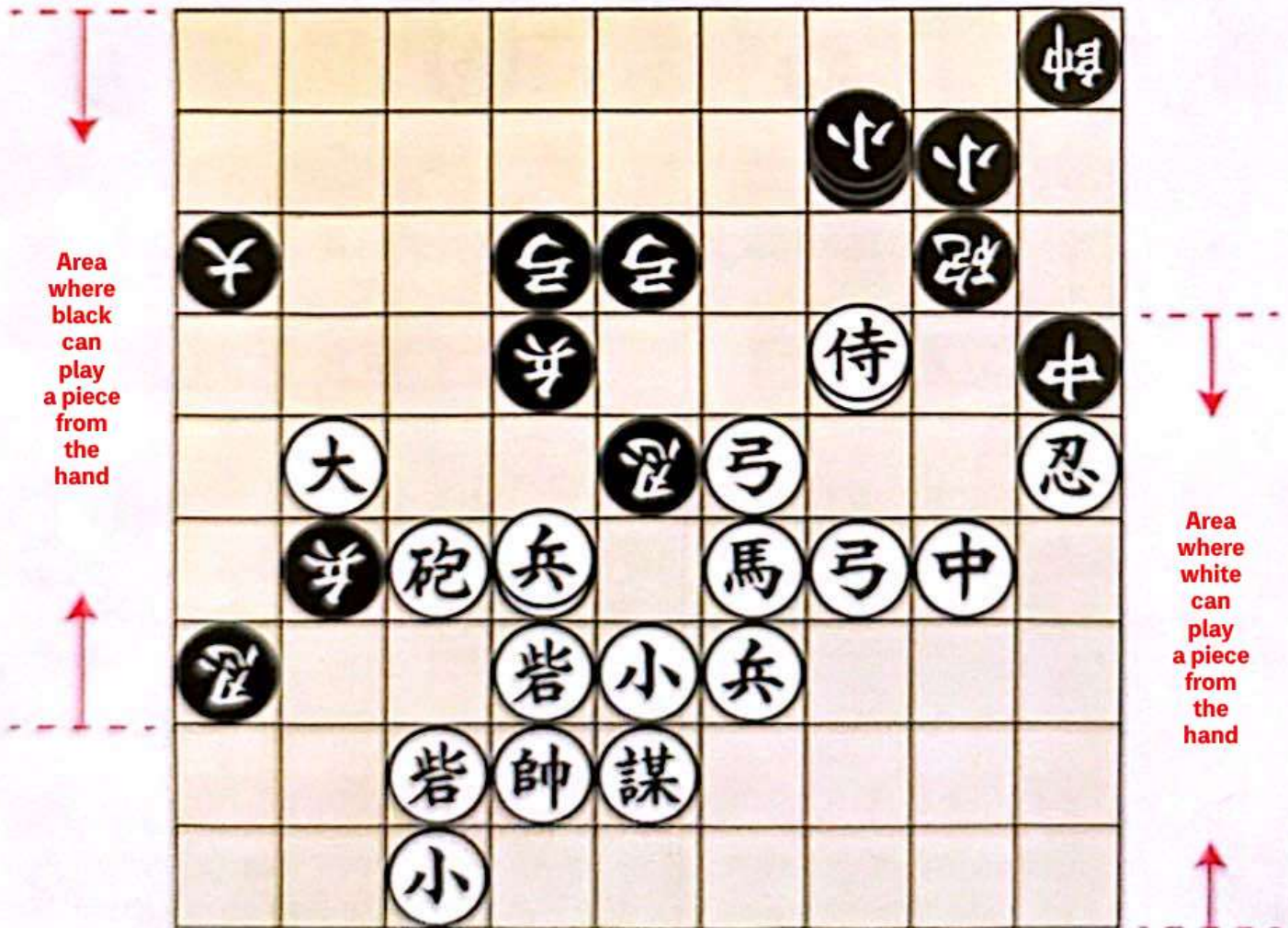


How To Play (Placing "New" / Arata)

Playing Pieces From Your Hand (Arata)

Pieces that were not used in the initial setup can be played from the player's hand on that player's turn. This is called placing a piece "New" (Arata).

Placing "New" can be done with any piece in the player's hand, but it must be placed in the area between your most advanced piece and your edge of the board. After placing a piece, that piece cannot be moved in that turn, and the turn passes to the opponent.



Placing "New" (Arata)

You can only place "New" on your own pieces. You cannot place "New" on top of opponent's pieces.

When you are White

⊙ Can place "New" because it's your own piece

✗ Cannot place "New" because it's opponent's piece

✗ Cannot stack higher than 3



⊙ Can place "New" because it's your own piece

✗ Cannot stack on top of a Commander

How To Play (Moving Special Pieces)

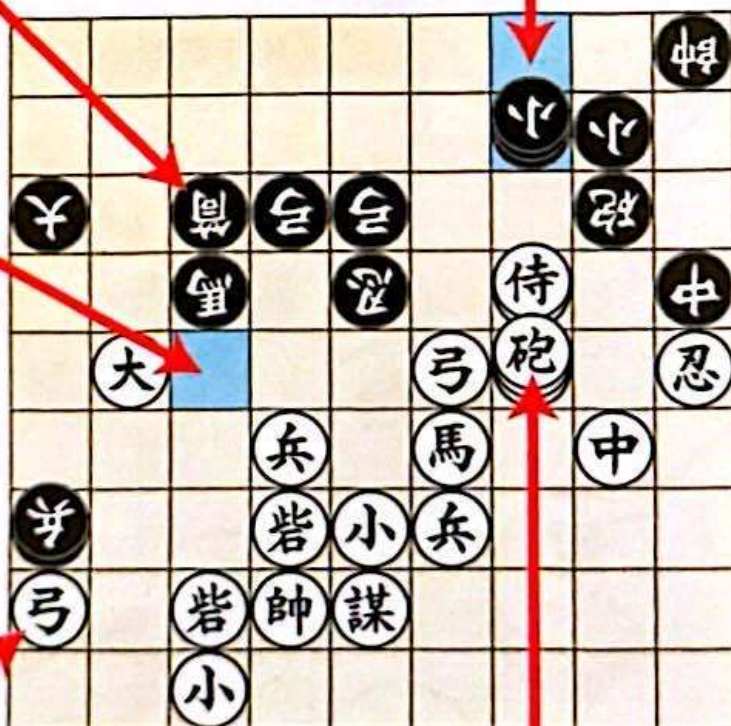
How to Move the Cannon (砲), Musketeer (筒), and Archer (弓)

The Cannon (砲), Musketeer (筒), and Archer (弓) can jump over pieces on their movement path, but they can only jump over pieces that are the same stack height or lower.

There is a piece (馬) in front of the (筒) Musketeer, but since it is the same height, it can jump over

(砲) Cannon's Movement Range

(筒) Musketeer's Movement Range



There is a stack of 2 in front of the (弓) Archer, which is only height 1, so it cannot jump over.

There are stacks 2 pieces tall (侍) and 3 pieces tall (小) in front of the Cannon (砲) which is height 3, so it can jump over. The (砲) Cannon can also capture the Lieutenant General (小) since it is the same height or lower.

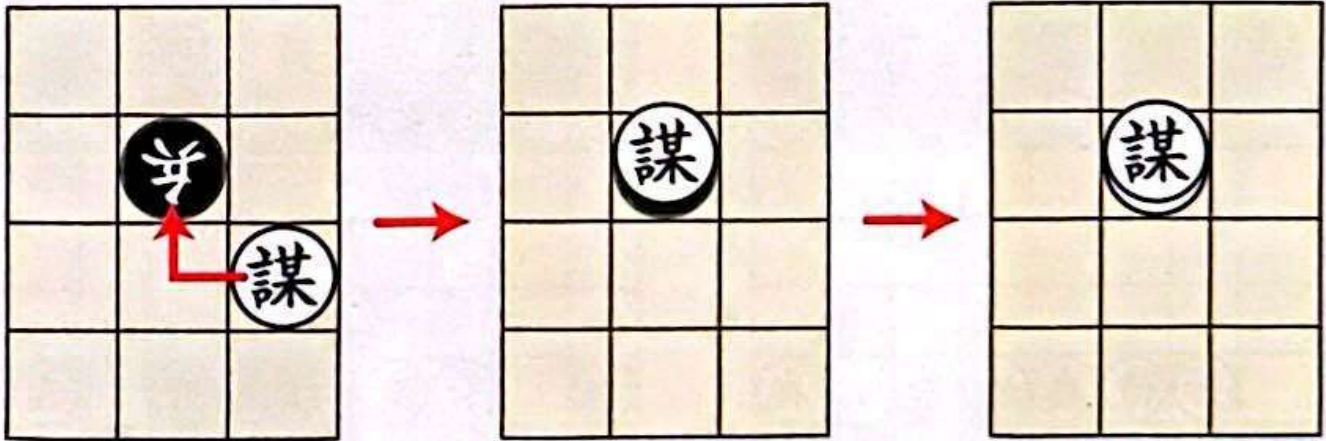
Using the Captain - Turncoat Rule

If you stack a Captain onto your opponent's piece, and you have the opposite color piece in your hand, you may swap your opponent's piece with your piece, and remove your opponent's piece from the board. This "turncoat" effect also applies to the level below the piece that was directly stacked upon. Turncoat can only be performed on the turn you attach a Captain to your opponent's piece.

For example, if you stack upon an opponent's height 2 piece (●) and you have the same piece in hand, you can make it into a height 3 piece (○). Because it's also possible to stack "New" upon your own piece (○ or ●), if you have that piece in hand, you can make it into a height 3 piece (○).

Placing 謀 onto 兵

If you hold 兵 in hand



※ In this case, the pawn 兵 is removed from the game.

Game End

The player who captures the opponent's Marshal first wins. The game is decided when either player's Marshal reaches a position of checkmate, where capture is unavoidable. The game can also be decided by resignation when one player judges that a comeback is impossible.

Repetition Rule

If the same board position is reached 4 times, the game is drawn, and should be replayed.

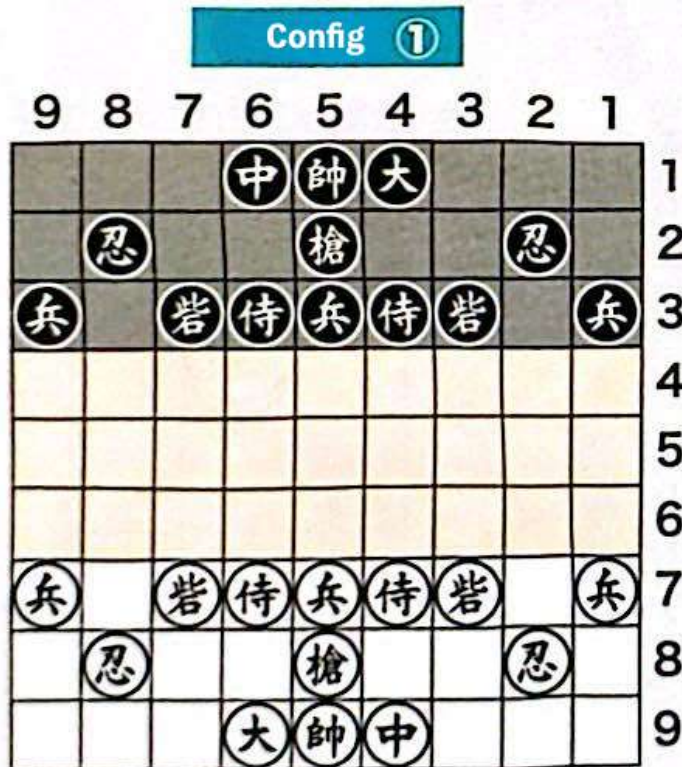
Ways to Enjoy Gungi (Rulesets)

Introduction Board Configuration ① Special Pieces: None Stack Limit: 2 Marshall can Stack No

Please enjoy with Initial Setup ①, which has a 2-level stack limit, and no special pieces. In this ruleset, the Marshall cannot stack upon other pieces.

Beginner Board Configuration ② Special Pieces: Archers Only Stack Limit: 2 Marshall can Stack No

Please enjoy with Initial Setup ①, which has a 2-level stack limit, and only Archers among the special pieces. In this ruleset, the Marshall cannot stack upon other pieces.

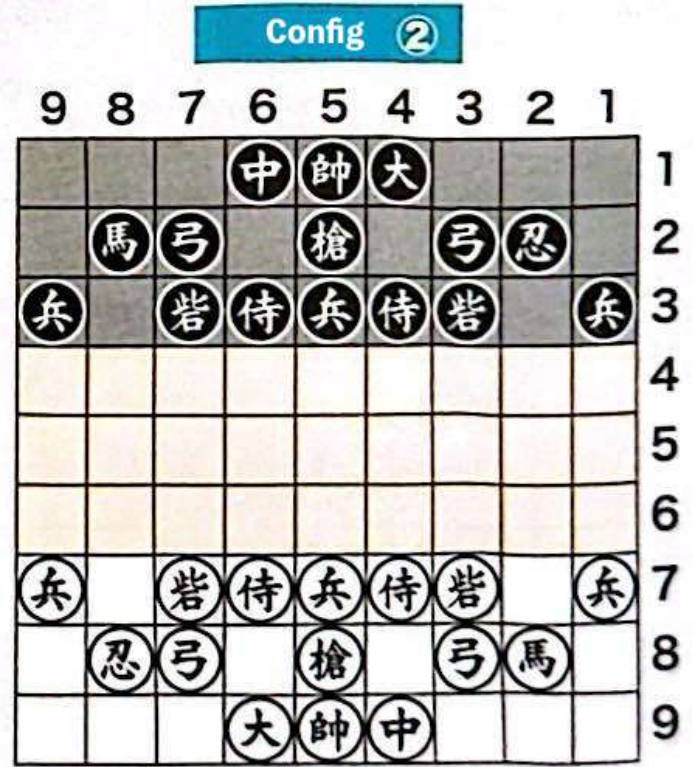


Hand Pieces

「小」×2・「槍」×2・「馬」×2・「兵」×1

Unused Pieces

「砲」・「筒」・「弓」×2・「謀」



Hand Pieces

「小」×2・「槍」×2・「忍」×1・「馬」×1
「兵」×1

Unused Pieces

「砲」・「筒」・「謀」

Intermediate Special Pieces: All Stack Limit: 2 Marshall can Stack Yes

Advanced Special Pieces: All Stack Limit: 3 Marshall can Stack Yes

Set Contents

[Standard Version]

- 50 pieces (25 white, 25 black)
- 1 Gungi Board
- 2 Piece Placement Mats
- 1 Gungi Rulebook
- 2 Piece Movement Charts

[High End Version]

- 50 pieces (25 white, 25 black)
- 1 Gungi Board
- 2 Piece Placement Mats
- 2 Piece Cases
- 1 Gungi Rulebook
- 2 Piece Movement Charts
- Index

of Players



2 Players

Precautions For Use

- Do not use this product for anything other than its intended purpose.
- Small children should play with adults or within sight of them.
- Please be careful not to lick or chew the pieces as there is a risk of choking.
- Do not throw or swing this product. This may cause damage or injury.
- Do not handle this product roughly. This may cause damage.
- The transparent bag is packaging material, so please discard it immediately after opening.

4 Minute
How To Play
Video



Contact:
Universal Music Japan Customer Service Center
TEL: 0570-044-088 (Main) (Monday to Friday 10:00 to 18:00 *Excluding holidays)

STAFF

Planning: Fujita Kei (Universal Music Japan)
Package and instruction manual design: Makino Naoki (Kami Art Co., Ltd.)
Supervision: Shueisha/HUNTER × HUNTER Anime Production Committee
Rules: HUNTER × HUNTER Gungi development team
Promotion cooperation: Yamagata Arcadia Editorial Company/Tankyu Gakkai

