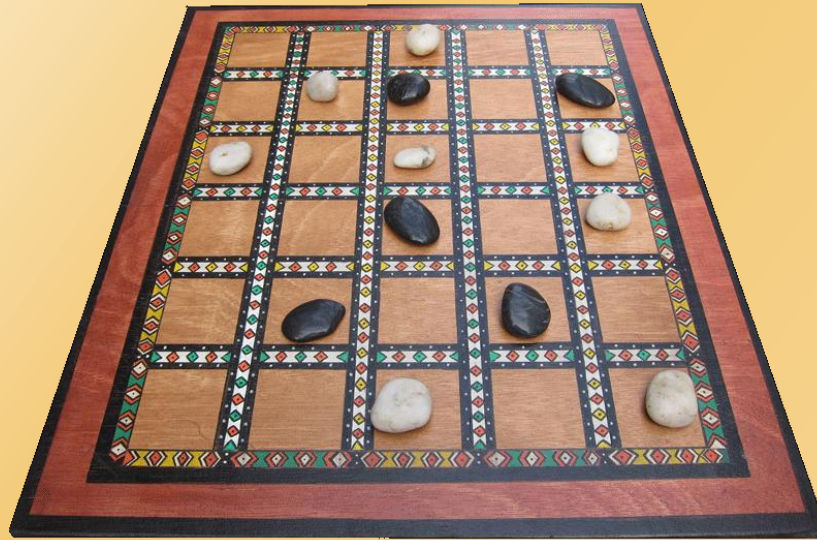


YOTE



2 players



8 and up



15 min

BACKGROUND

The game comes from central Africa. In Gambia is known by the name Choko. Often played with various objects found in nature eg shells or sticks, on a platform designed on the ground.

MATERIALS

A rectangular area of 30 square (6x5), 12 pieces for each player.
Object of the game: to get the opposing pawns out of the game.

PROGRESS OF THE GAMES

The player who starts the game puts a pawn on a square of his choice. The next player does the same. From this point onwards, the players in turns, move the pawn that is already in the game, or introduce a new pawn.

Moving is possible only horizontally and vertically to one free square at a time.

Pawns "captured" as in queens, i.e. passing over when the next block is free. The movement happens horizontally and/or vertically but not diagonally.

Also it cannot be sequential so to acquire other pieces in the same round with the same pawn.

However, each time a player wins a pawn has the right to pull out of the game one more pawn of the opponent, anyone he wants from those who are already in the game, or those who have not yet installed in, without doing any extra movement.

This is the peculiarity of Yote, or "double" neutralization with a single motion.

The game ends when:

- One player has won all the opposing pawns.
- A player cannot move any of his pawns.