Yavalath

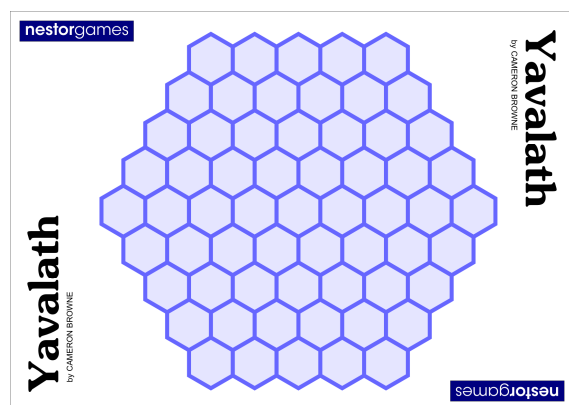A strategy board game for 2 or 3 players.

INTRODUCTION

Yavalath is a two-player abstract board game that was designed by a program called **Ludi** (invented by Cameron Browne) in 2007.

The goal of **Yavalath** is to place four stones in a row without first making three in a row.

MATERIAL

This is what you need in order to play **Yavalath**:

- A hexagonal board with 61 hexes like this one:

- 30 white counters and 30 black counters (stones).

- 20 red counters (for the 3 player variant)

GAME RULES

The game begins with an empty board.

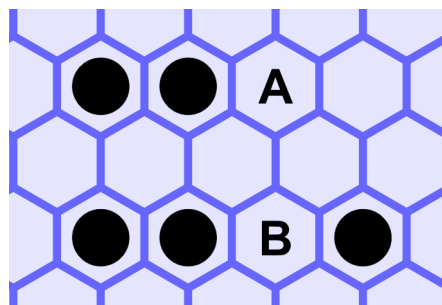Each player has an allocated color: *White* or *Black*.

Starting with *White*, players take turns placing a *stone* of their color in any empty cell on the board.

On his first move, *Black* may elect to swap colours (swap option). This is to stop overly strong opening moves.

END OF GAME

The game ends in one of the following cases:

∞ One of the players **wins** a game by making a line of four (or more) *stones* of his color.

∞ One of the players **loses** a game by making a line of three *stones* of his color without making a line of four *stones* the same time.

∞ The board fills up before either player wins or loses. In this case the game ends up in a **draw**.

Black player wins if he plays "B", but loses if he plays "A".

3 PLAYER VARIANT

This variant is played according to the same rules, except that players must block the next player's win if possible, and any player forming a line of three *stones* without also forming a line of four *stones* is removed from the game (but not their *stones*). The winner is either the last surviving player or the first player who forms a line of four *stones*.

(the 3rd player uses the red counters)

PENTALATH

You can also play a game called **Pentalath** with your **Yavalath** set! The aim is to make a row of five pieces of your colour, the twist being that enemy groups with no freedom are captured after each turn (as in Go). **Pentalath** was also invented by Cameron's Ludi system.

For tips and strategies please visit Cameron's page: www.cameronius.com