

YONMOQUE

"YONMOQUE" was designed by Mitsuo Yamamoto in Japan in 1997. The game is very simple (place 4 pieces in a row either horizontally, vertically or diagonally) and very compact (there are only 25 squares on the board) but the game is very difficult for either the blue or white player to win. This is because, a piece's move is defined by the color (blue, white or neutral) of the square it is on and, the number of squares for each color is not the same.

Game: 2 player abstract strategy game.

Board: 5×5 grid board; made up of 8 blue, 12 white and 5 neutral spaces.

Pieces: 12 double-sided pieces.

Quick Rules

- Players take 6 pieces of their colour.
- Players take alternate turns (the blue player going first).
- On their turn, players either place one of their pieces on the board or move a piece of theirs which is already on the board.
- If players trap (through movement) one or more of an opponent's pieces between two of theirs, then the opponent's pieces are flipped over to the capturing player's colour.
- If a player creates 4-in-a-row (through movement) then they win the game.
- If a player creates 5-in-a-row then they lose the game.



Introduction video on YouTube in Japanese

Complete Rules

- Each player chooses a different colour and takes 6 pieces.

A player's pieces should all be turned over so that they show only their colour (blue or white).

- Players alternate turns, with the blue player always going first.

The blue player always takes the first turn to ensure that the game is balanced fairly.

- On their turn players must choose to either place one of their pieces onto the board or move a piece of theirs which is already on the board.

Players must either place or move a piece; if they cannot, they lose. Players cannot skip a turn. On each player's first turn they must place one of their pieces onto the board.

【Placing a piece】

When placing one of their pieces onto the board, it must be placed on an unoccupied space.

When a player has already placed all of their pieces onto the board, then they must choose to move a piece.

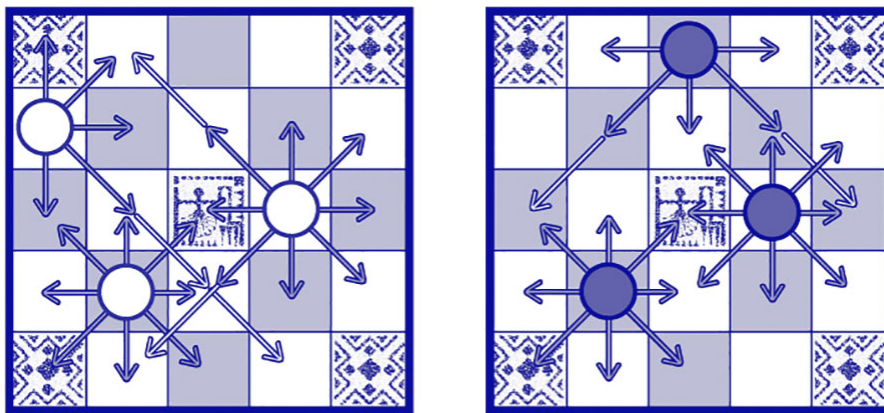
【Moving a piece】

When moving one of their pieces which is already on the board, the piece may move according to either of the following rules:

- It may be moved one space to any unoccupied neighbouring space (including diagonally).

- If the space it is currently on matches the colour of the piece, it may be moved as many spaces as the player chooses in a diagonal straight line along spaces of the same colour as the piece.

Neutral spaces are considered to be neither blue nor white.



【Trapping and flipping the opponent's pieces.】

A player can flip one or more of the opponent's pieces over to their colour by trapping them between two of their pieces.

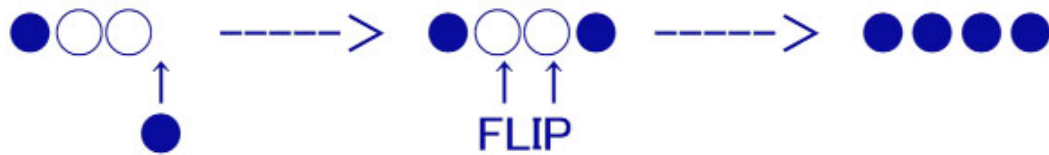
Flipping only happens when a player moves one of their pieces into a position which traps their opponent's piece(s).

The opponent's pieces are not flipped over if a player traps them when placing a piece onto the board.

A player cannot choose to not flip over the opponent's pieces, or to only flip over some

of them. All of the opponent's pieces must be flipped over when trapped by a piece moving.

If on their turn a player traps their own piece(s) between two of their opponent's pieces then they are not flipped over.



【Winning by creating 4-in-a-row.】

A player wins the game if when moving one of their pieces to a new space they create 4-in-a-row.

A player does not win the game if they place a piece onto the board to create 4-in-a-row. The game continues.

【Losing by creating 5-in-a-row.】

A player loses the game if they create 5-in-a-row.

A player can lose the game by moving or placing a piece to create 5-in-a-row.