

# Yonmoque

1997, Mitsuo Yamamoto, <https://www.logygames.com/english/yonmoque.html>

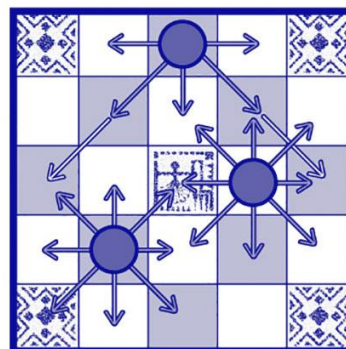
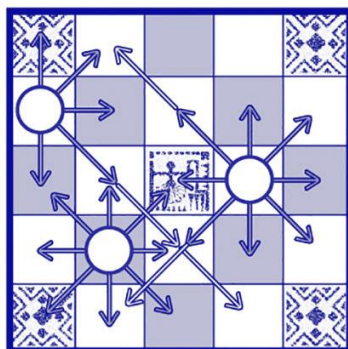
The game is very simple (place 4 pieces in a row either horizontally, vertically or diagonally) and very compact (there are only 25 squares on the board) but the game is very difficult for either the blue or white player to win. This is because, a piece's move is defined by the color (blue, white or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



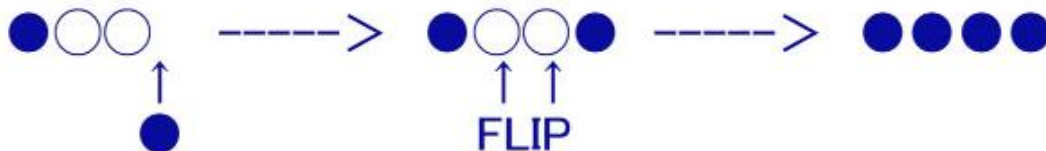
*5x5 board with five neutral spaces (corner plus center)  
there are 12 double-sided pieces*

## Rules

- Players take six pieces of their colour.
- Players take alternate turns (the blue player going first).
- On their turn, players either place one of their pieces on an empty square or move a friendly piece already on the board.
  - Pieces may move to an orthogonal or diagonal adjacent square
  - If the piece is a square of its color (neutral squares count for both colors) the piece can slide over a line of empty squares

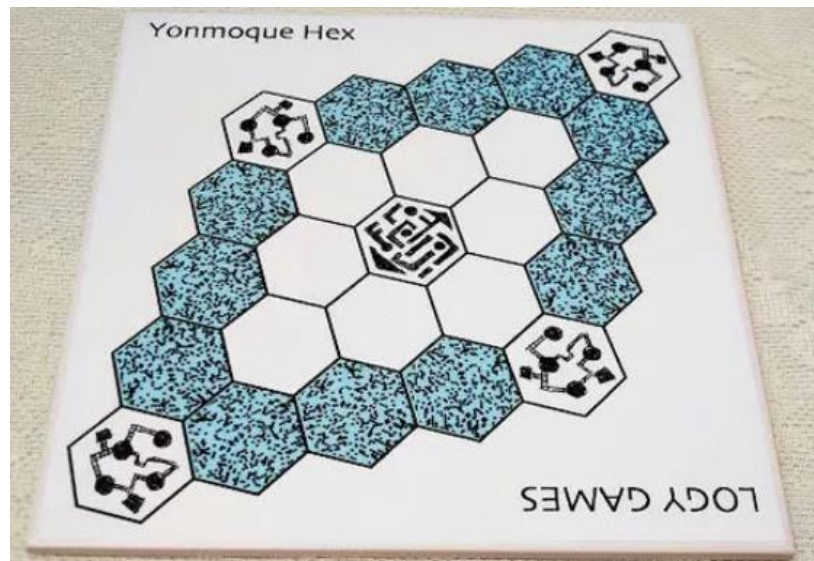


- If players trap (through movement) one or more of an opponent's pieces between two of theirs, then the opponent's pieces are flipped over to the capturing player's colour.
  - Flipping only happens when a player moves one of their pieces into a position which traps their opponent's piece(s).
  - The opponent's pieces are not flipped over if a player traps them when placing a piece onto the board.
  - A player cannot choose not to flip over the opponent's pieces, or to only flip over some of them. All the opponent's pieces must be flipped over when trapped by a piece moving.
  - If in their turn a player traps their own piece(s) between two of their opponent's pieces, then they are not flipped over.



- Endgame:
  - If a player creates 4-in-a-row (through movement), in any direction, including diagonally, then they win the game.
  - If a player creates 5-in-a-row then they lose the game.
  - A stalemated player loses the game

In 2025, Yamamoto designed a hexagonal variant, **Yonmoque Hex**.



*Each player has six pieces*

From [BGG](#)'s description: Yonmoque Hex applies the 'swapping mechanism' from Othello; opponent pieces that are trapped in between two of your own pieces are turned over so that they become your own. The differences with Othello are that you don't just place tiles on the board, you also move them around. Furthermore, placement and movement are determined by the colour of the fields of the board. There are fields in the colors of each of the players (white and blue), as well as 5 neutral fields. Given that there are less squares for the white player (8 versus blue's 12), the white player always gets to play the first move.