

Yavalax

A game for two players
inspired by both Yavalath and Connect6
by **Ken Shoda**

MATERIAL

- Square grid board 13x13
- 85 white stones and 85 blue stones

OBJECTIVE

Simultaneously create two or more rows of exactly four stones of your colour.

Important: In this game, n-in-a-row counts both **orthogonal rows** and **diagonal rows**.

PREPARATION

Place the board in the middle of the playing surface. Decide the colour (white or blue) for each player. Each player takes a supply of stones of their colour. The board starts empty.

GAME PLAY

White starts by placing **one white stone** at an empty cell. Players then take turns placing **two stones** of their colour at empty cells, one stone after another.

Players are not allowed to create a single 4-in-a-row of their colour, unless that move simultaneously creates at least one other 4-in-a-row of their colour to win the game.

This means that players **may not** make a single 4-in-a-row of their colour on the first move of their turn even if an additional 4-in-a-row on the second move is possible.

In no event are players allowed to create 5 (or more) -in-a-row of their colour.

END OF THE GAME

The first player to make simultaneous 4-in-a-rows of their colour wins immediately, whether it was their first or second move.

On the rare occasion that neither player is able to place their stones, the game ends in draw.

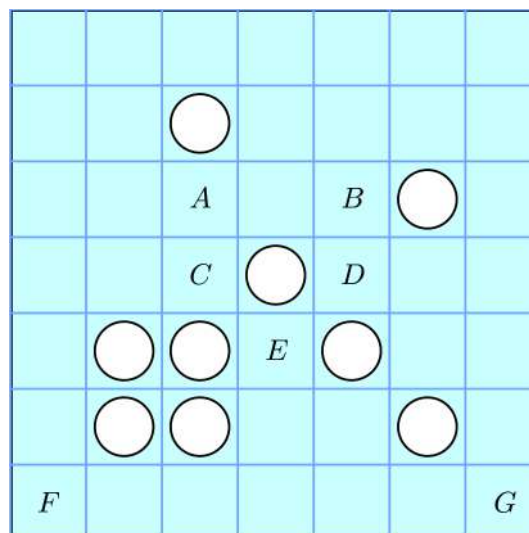


Figure 1: Placing a white stone at A, B, E, F, or G is not allowed as the first move of the turn because it would create a single 4-in-a-row. However, placing white stones at D followed by E is a valid and winning move, creating two simultaneous 4-in-a-rows. Note that placing white stones at C followed by A is not allowed because it would create a 5-in-a-row.

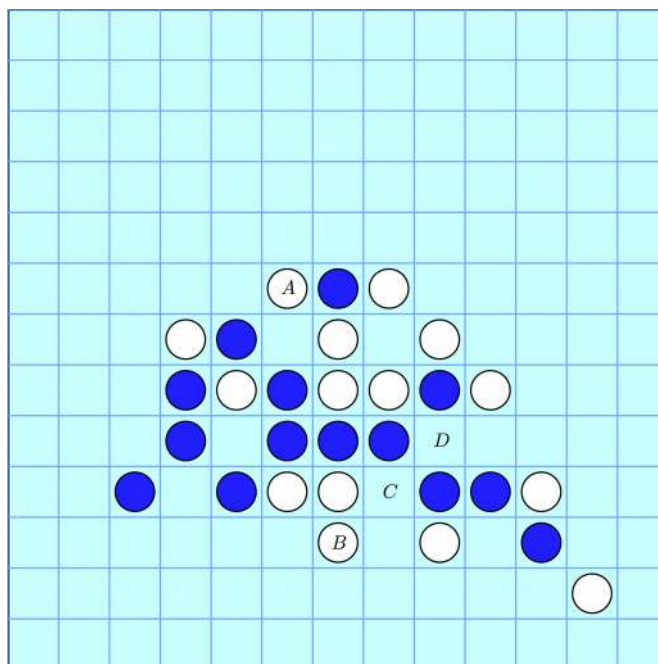


Figure 2: White just placed A and B (in either order) to guarantee a win next turn. Placing stones at C followed by D in his next turn will create two simultaneous 4-in-a-rows and blue can place his stones at neither C nor D.

Yavalax design and rules by Ken Shoda. Rulebook (c) 2017 Ken Shoda and Néstor Romeral Andrés.
Revisions by Cameron Browne.