

Yangsh – Order in chaos

By Aart van Essen, SN Games 2007

In **Yangsh** two players try to make rows of 5 markers by flipping them to their own color. Markers can be flipped by jumping over them with pawns, moving along straight lines in 8 directions. Pawns can only land on an empty field. Markers are placed when taking off from an empty field. When you succeed in making 5-in-a-row, you must take the row and one of your pawns off the board, making it harder for you to make the next 5-in-a-row. First player to play 3 pawns off the board wins.

Materials

- Chessboard or Othello board (8x8)
- 45 Yinsh markers or Othello pieces (one side black, the other white)
- 5 white and 5 black rings (Yinsh) or pawns (Chess)
- These rules

Goal

Every time a player succeeds in making a row of 5 markers in her own color, she may take one of her own pawns of the board, together with the 5 markers. First player to take 3 pawns off the board wins.

Setup

Draw lots to determine who begins. The starting player plays "white" and takes the 5 white pawns.

The other player takes the 5 black pawns.

Put the markers next to the board so both players can easily reach them. These markers are the "pool".

Starting position

First, you must bring your pawns into play. You and your opponent start putting them on the board, each in turn and one pawn at a time. The fields constitute the playing area. You may put a pawn on any field you want, except on one of the four corner fields of the board..

When you have both put your 5 pawns on the board, you have determined the starting position.

A move

First the player takes a marker from the pool.

Next, she places a marker under the pawn she wants to move, with her own color face up.

Then the pawn is moved, following these five rules:

- 1 Move the pawn in a straight line, in one of the 8 possible directions. (Like a Chess Queen)
- 2 A pawn may jump over one or several empty fields.
- 3 A pawn may jump over connected markers, but must land on the first available empty field along the line behind those markers.
4. Pawns can not be jumped, neither may a pawn land on a marked field.
- 5 All markers that are jumped over along the line must be flipped over to their other color side.

Special

It is possible to accidentally form 5-in-a-rows for your opponent. In such a case your opponent must first take this row of 5 markers and one of his pawns from the board, before he takes his turn.

It is possible to make two (intersecting) 5-in-a-rows simultaneously. First choose which 5-in-a-row to take from the board first and take it off, along with a pawn. If the second 5-in-a-row is still intact, you may take this of the board as well, along with another pawn.

Winning

The first player to take the 3rd pawn of her own color from the board, wins.

Variant

Start with 7 pawns each. First player to take 5 pawns off the board wins.

About the author

Aart fronts as a Dutch F-techie (Food, Feed & Fermentation), making the world a safer place for steak tartar enthusiasts on the dayjob. But in the evenings he takes on the globally enterprised world of card- and boardgames, by cranking out free games on his label SN Games, to be enjoyed by "everyone". (ie. "no one", as of yet.) Send feedback and other ramblings to: sngames@gmail.com

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