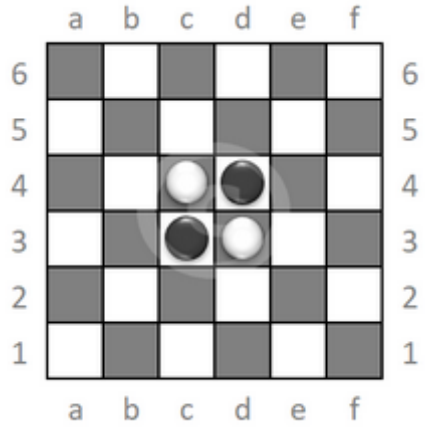
Introduction

There are many games that bear the name Yin Yang, but this version was born in 2003 in the North Berkshire Game Group, a collective of about twelve people gathered by the passion for board games, who meet regularly to reflect, discuss, play and design new playful ideas. Yin Yang is a finalist at the 2004 edition of the design competition organized by About Games e from the magazine Abstract Games.

How to play

The game consists of a 6x6 tables with alternating two-tone boxes and about fifty pieces, equally divided between black and white.

It's played in two. Players play in turn. Each player has one move per turn. The initial position is shown in figure 1.



The two players have antithetical objectives: the first player tries to end the game with as many checkers placed on the same color boxes as possible; the second player aims instead at the opposite result, or to maximize the number of checkers on boxes of color different from their own.

Each round consists of two mandatory actions: a) Displacement of a pawn already present on the table (of any color); b) Positioning of a new pawn of the color opposite to that of the newly moved pawn.

In the first phase of the move, the player selects a pawn and moves it in a straight line, horizontally or vertically (not diagonally), crossing only empty boxes and without jumping other checkers, until you reach an empty box. The movement cannot be done at will: the exact distance is determined by the number of checkers of the same color present in the eight (six on the edges, three in the corners) adjacent boxes (orthogonally and diagonally). An isolated pawn, i.e. devoid of adjacent pawns of the same color, cannot move. A pawn, whose movement is hindered by the board edge or any other pawn, cannot move.

It is essential to point out that no player is associated with a specific color: in each turn, each player can move a pawn of any color.

After making the move, the player must place a new pawn of the opposite color on the box just released. If he has moved a black pawn, he places a white one, and vice versa.

The game ends when a player, on his turn, is unable to complete a move, i.e. he cannot perform both actions required. This sooner or later inevitably happens, as each move adds a new pawn to the board, progressively reducing the chances of movement.

At the end of the game, the points are counted: the first player receives a point for each token on a box of the same color; the second player receives a point for each pawn on an opposite color box.
Empty boxes are not considered.

The player with the highest score wins. In the event of a tie, the victory goes to the second player. Absolute equality is therefore impossible.

At the beginning of the game each pawn can move by a single box in the orthogonal direction, since it is adjacent to a single pawn of the same color. The black pawn in d4, for example, is adjacent to the area between the c5-e5-e3-e3 boxes, to a single pawn of the same color (the pawn in c3). The pawn d4 can then move to d5 or e4 (see figure 2).

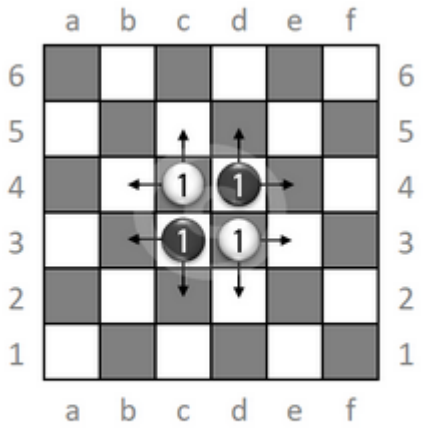


Figure 2

Suppose the first player executes the d4-d5 move. The new situation on the table is the one shown in figure 3. Note that now no black pawns have adjacent checkers of the same color, so no one can move.

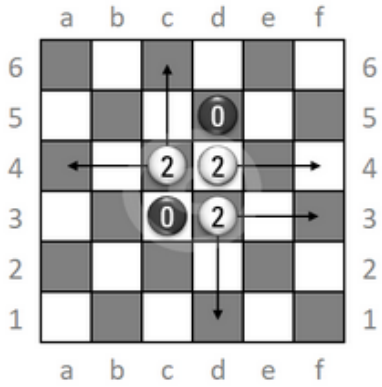


Figure 3

The game continues with the move d3-d1 (see figure 4). Now the pawn in d1 can not move.

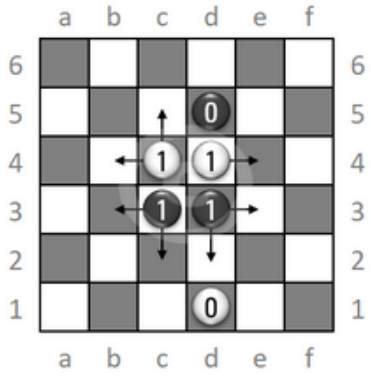


Figure 4

The next player moves d3-d2 (see Figure 5), then the game continues with d3-f3 (see Figure 6). The next move is d4-e4 and you get to the situation represented in Figure 7. Note that the black pawns in c3, d3 and d4, despite having each three pieces of the same adjacent color, cannot move: they are in fact blocked by the edge of the table or other checkers. The knob in c3, for example, can not move either to the left or down, as it is hindered from the edge.

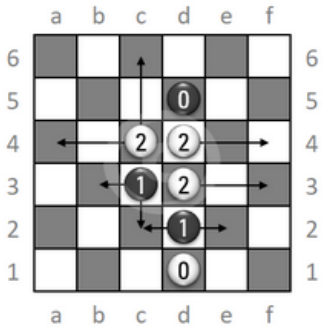


Figure 5

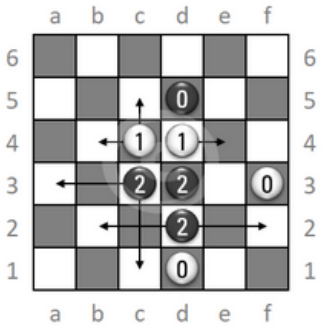


Figure 6

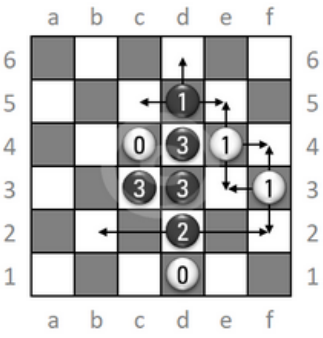


Figure 7

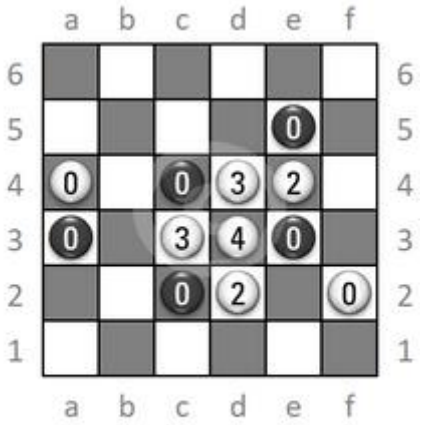


Figure 8

In Figure 8 we see a match-final example. In the situation shown no pawn can be more moved: seven checkers, marked with the number “zero”, do not have checkers of the same adjacent color; all the others are blocked by the edge of the tables or by nearby checkers. The game is then completed and the final score is calculated. The checkers placed on boxes of their own color are six in total: four white and two black. Also the checkers on the boxes of the opposite color are six: three white and three black. In this situation of perfect parity, the rules state that the victory goes to the second player.

Ref: https://www.pergioco.net/6/yin-yang.html