

# Migoyugo

2025, @TheNightfly, <https://www.migoyugo.com/>

The game is played on an 8x8 board, initially empty.

## The Migo

- White always moves first by placing a piece, called a **Migo**, on any open square on the board
- Players take turns placing Migos, alternating white and black
- A player may place a Migo on any open square on the board, unless it creates an unbroken line longer than four pieces of their own colour

## The Yugo

- When you form an unbroken line (horizontal, vertical or diagonal) of exactly four pieces of your own color, the last Migo placed in this line becomes a **Yugo**, represented by a red mark in the center
- When a Yugo is created, all Migos in the line are removed, leaving behind only the Yugo created and any other Yugos in that line
- Yugos can never be moved or removed from the board

It is possible to create different types of Yugos if multiple intersecting lines of exactly four are formed in a single move:

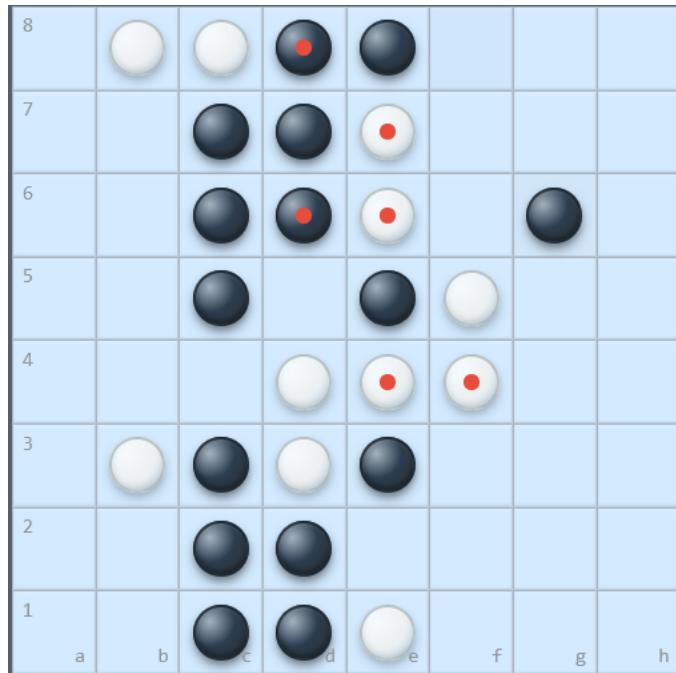
- One line: Single Yugo (red dot)
- Two intersecting lines at once: Double Yugo (red oval)
- Three intersecting lines at once: Triple Yugo (red triangle)
- Four intersecting lines at once: Quadruple Yugo (red diamond)

## No Long Lines

- At no time may either player create a line of more than 4 in-a-row of any combination of Migos and/or Yugos of their own color

## Winning

- Form an unbroken line (horizontal, vertical or diagonal) of exactly four Yugos of your own color and you win instantly (denoted a **Igo**)
- If no Igo can be made and no legal moves are available to either player at any time, the game ends with a **Wego**, and the player with the most Yugos is declared the winner. Notice that doubles, triples and quadruples Yugos are counted as multiples rather than as a single Yugo
- If both players have the same number of Yugos, the game is drawn



*White to move. He decides to play at g4*

*This is a winning position, since it will produce an open-three Yugos  
which Black cannot counter*