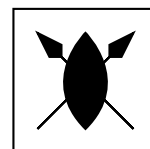
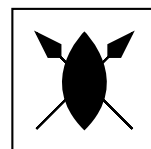
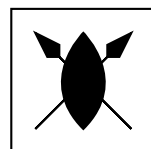
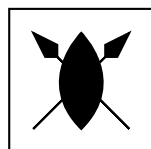
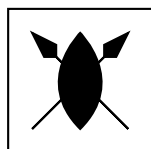
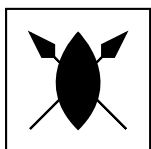
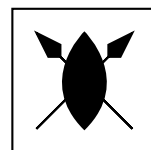
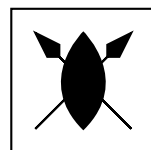
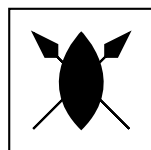
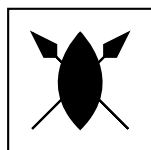
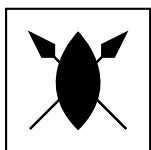


CYNINGSTAN

TRADITIONAL BOARD GAMES

YOTÉ







ASSEMBLY INSTRUCTIONS

The attached print-and-play sheet is designed for printing in black and white onto A4 paper. To assemble the game, you will need: a black and white or colour printer capable of printing graphics onto A4 paper; a craft knife and ruler, an A4 sheet of thick card, a pair of scissors and some good paper glue.

1. Print out the print-and-play sheet onto A4 paper. If using an inkjet printer, give time for the ink to dry.
2. Glue the printed paper onto the thick card. Ensure that the entire surface of the card is evenly covered with glue, as the board and pieces will be cut out. Leave the glue to dry.

3. Cut out the board and individual pieces. You may want to apply more glue if the paper is coming loose around the edges.

There are alternative methods. If you have only scissors, you can still make the board but the results may be poor; it's probably best to cut the paper and card to fit before gluing in this case.

If you have access to a laminator, the print-and-play sheet could be printed onto thin card before laminating; when cutting out the board and pieces you may want to round-off the corners to prevent scratching.

SUGGESTED RULES

Yoté is played by two people on a board of five rows of six squares, as shown in the diagram. Players may sit anywhere and are not assigned any side of the board as their own. Each player has twelve pieces which start in his hand. In keeping with tradition the pieces will be referred to as pebbles and sticks.

To begin: At the start of the game, the board is empty. The player holding the pebbles goes first, after which the player with the sticks takes his turn, play then alternating between them.

Placement & movement: Each player on his first turn must place a piece on any vacant square of the board. In subsequent turns, a player may opt to place another piece if he has any left in hand, or instead to move a piece already on the board. A piece moves one square horizontally or vertically, to an adjacent square, which

must be empty. Some example moves are shown in the diagram. There are no diagonal moves in this game.

Capture: An enemy piece is captured by jumping over it and landing on the square beyond, which must be vacant. This is shown in the diagram. The captured piece is removed from the board and takes no further part in the game. Having captured a piece, the player then selects a second enemy piece and removes it from the board. As with movement, diagonal captures are not allowed. This game does not have multiple leaps as some other games do.

To win: The game is finished when a player has captured all enemy pieces, in which case he is declared the winner. If both players are reduced to three pieces or fewer, the game is declared a draw.