



Yin Yang



A game for two players, created by Gauthier Fourcade.

Winner of the Silver dice at Boulogne-Billancourt's International Competition of Board Game Creators of 1997.

Warning ! Here are the official rules for playing with the wooden board. On BGA the red tokens for adaptation laws have been replaced by the symbol 

PRESENTATION

Yin Yang is a strategy board game where you make up your own rules of combat and regeneration. You secretly define on dominoes the laws by which you fight, then lay them down throughout the game in order to destroy your adversary's pieces or regenerate your own.

MATERIALS

- 1 game board with 16 squares,
- 16 two-colored pieces,
- 8 dominoes,
- 65 plugs (30 white, 30 black and 5 red).

SET-UP

The pieces are placed as shown on the diagram.

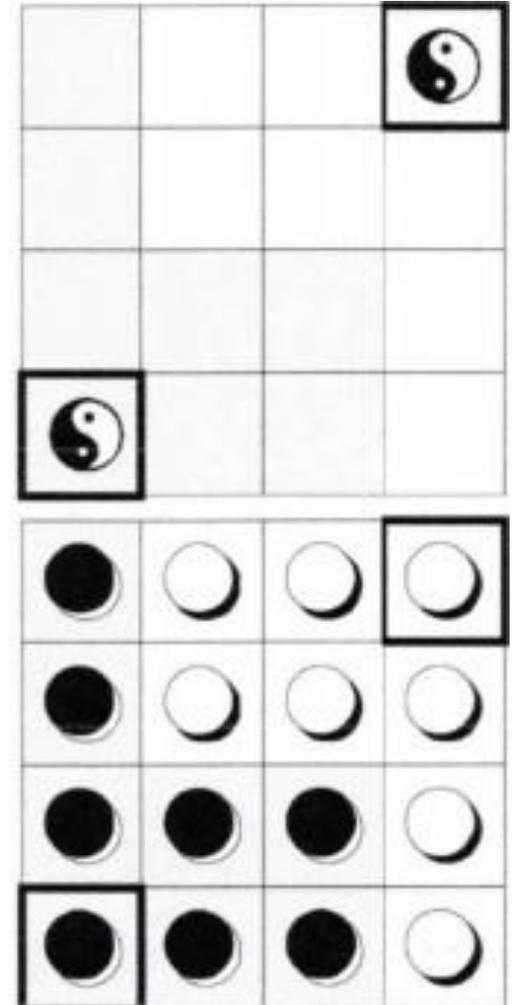
AIM OF THE GAME

To win, you must either reach the opposite Yin-yang corner (the square where the symbol of yin and yang is) with one of your pieces, or force your opponent to have no available actions to play.

Game turn

Black plays first, then white. During his turn, each player must either:

- Move one of his pieces
 - Apply one of his laws
 - Move one of his pieces then apply one of his laws. (only in this order).
- If he is unable to perform any of these actions, he loses the game.

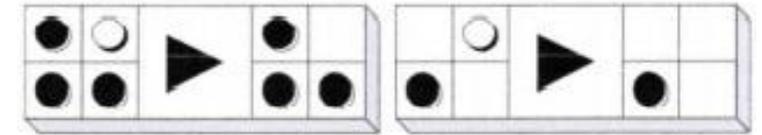


LAWS OF DESTRUCTION, REGENERATION AND ADAPTATION

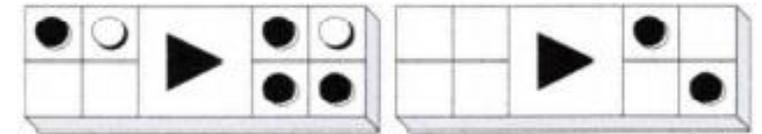
Each domino defines a law. A domino has four slots representing 4 squares on the board, then an arrow pointing to 4 other slots. In each of the first 4 slots, you can insert a white plug, a black plug or leave it empty : together, they represent a cause. In the other 4 slots, which represent an effect, you will insert the same combination of plugs, albeit with one of these modifications :

- One plug has disappeared. This is a destruction law.
- Two plugs (of the same color) have appeared on previously empty slots. This is a regeneration law.
- The four slots are now empty, with the exception of one RED plug. This is an adaptation law.

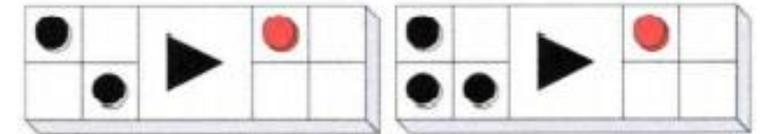
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CREATION OF LAWS

Before the start of the game, players secretly define 4 laws each. They then place the 4 dominoes in front of them face down so that the opponent can't see them.

LAYING DOWN A LAW

When a player decides to apply a law for the first time, he turns it over face up and places it to the right of the game board (from his viewpoint), with the arrow pointing to the right.

It is forbidden to lay down a law without applying it in the same round.

Once layed down, the law can be used by its owner at any of his turns, whenever the cause is met.

WHEN CAN YOU APPLY A LAW ?

A law is applicable when on the game board we can isolate 4 adjacent squares where the placement of the pieces match those of the plugs constituting the cause.

In case of a destruction/regeneration law, applying the law means modifying those 4 squares on the board so that it matches the effect of the law.

In case of an adaptation law (red plug), you do not modify the placement of the pieces on the board, but one of your own laws. Pick one of your dominoes, whether it's already layed down or not, and modify it as you please. Then, keep it face down until you decide to apply it in a further round.

You can modify the adaptation law itself, like any other law. You can't change one of your opponent's laws. You can't modify a law and apply it in the same round, since the modification already counts as your action.

The law is always oriented with the arrow to the right. It can't be rotated.

A law can only be applied on one place at a time.

A law of destruction will allways make only one piece disappear, and a law of regeneration will only make two appear.

The application of a law is not compulsory, but remember a player always has to play at least one action per round.

You can't apply one of your opponent's laws.

CONFLICTING LAWS

Two laws are said to be conflicting if they have the same cause, but two different effects. They cannot coexist: it is therefore forbidden to lay down a law which is conflicting with a law already laid down. You will have to modify it with an adaptation law or wait for your opponent to modify his. The situation is more delicate if one cannot lay down an adaptation law.

