

# Yoté mali

Yoté, a game of cunning and quick reversals, emerged from the bustling marketplaces of West Africa from the nomadic Fulani people over 200 years ago.

Yoté is a game often played at social gatherings and has become a local favorite for friendly competition, and even wagers due to its unpredictable nature.

Yoté's rapid gameplay mirrors the vibrant energy of West African life. As we play the game, we imagine two rival merchants trying to dominate the markets of Timbuktu.

For us, the thrill of Yoté is the unexpected changes. One moment you're on the brink of defeat, the next you've snatched victory! If you love strategic surprises as much as we do, this is the game for you. And once you've mastered Yoté, try the Gambian game of Choko for an exciting new challenge.

Krisztina & Tamas, Lemery Games

Amidst the bustling markets of Timbuktu, the scent of spices mingles with the sounds of rustling silk and clinking gold. In this strategy game, two rival merchants guide their caravans of camels through the market. Each camel that leaps over an opponent's camel will gain a tactical advantage in the marketplace.

Which merchant will seize control of the trade routes to this legendary city?

- Narrative based on the imagination of Lemery Games -

Yoté is a 2-player jump-and-capture game from West Africa. Each player controls a caravan of 12 camels.

## OBJECT OF THE GAME

Tactically place, move, and jump your camels to drive away all of your opponent's.

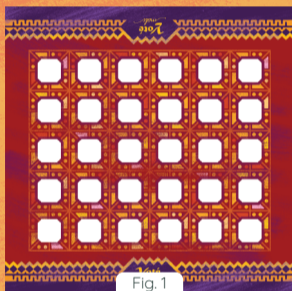
## GAME CONTENTS

- 1 travel bag
- 1 game mat
- 12 dark purple Camel pieces
- 12 light purple Camel pieces
- 1 rulebook



## SETUP

1. Lay out the game mat with the 5x6 side up (Fig. 1).
2. Give each player 12 matching Camel pieces.



## HOW TO PLAY

Both players begin the game with their Camels off the board. Camels enter play as players deploy them. The player controlling the light purple Camels goes first. Then players alternate turns.

**On your turn, you have 3 options:**

### Deploy a Camel:

Place 1 of your Camels onto any empty space on the board (Fig. 2A).

### Move a Camel:

Choose 1 of your Camels on the board and move it 1 space orthogonally (horizontally or vertically) to an adjacent, empty space (Fig. 2B).



### Capture your opponent's Camel:

- If your Camel is orthogonally adjacent to one of your opponent's Camels and there is an empty space on the opposite side, your Camel may "leap" over your opponent's Camel (Fig. 3A). If you do so, return your opponent's Camel to the bag.

- Whenever you capture a Camel, remove 1 MORE Camel from anywhere on the board (Fig. 3B) or, if there are none on the board, remove 1 from your opponent's unplaced Camels. In this way, every capture removes TWO of your opponent's Camels.



## GAME END

There are 3 ways for the game to end:

1. The player who captures all of their opponent's Camels wins the game.
2. If a player cannot deploy or move any of their Camels, the game ends. Then the player with the most Camels (on the board or in their hand) wins.
3. If each player has 3 or fewer Camels left AND the game enters a stalemate (where it becomes obvious that neither player can win), the game is a draw.

## TIPS AND TRICKS



Don't rush all your Camels into play, as that can make them vulnerable to capture.



Placing your Camels in the middle spaces of the board gives you more options to move and capture.



Sacrificing a Camel can help you force your opponent's Camel into an unfavorable space.

## GAME VARIANTS

### Advanced rules

Choose to modify the game with any or all of these variations:

- **Mandatory Capture:**

If a Camel can capture, it must. If 2 or more captures are available, the active player decides which capture to make.

- **Chain Capture:**

If a player captures and their Camel lands in another capture position, they may continue capturing (Fig. 4A). The capturing player then removes 1 additional Camel for each capture (Fig. 4B).

- **Friendly Leap:**

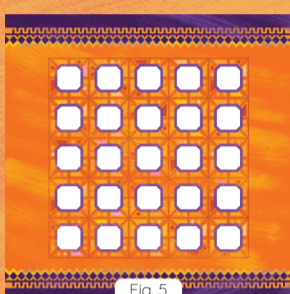
Camels may leap over their own comrades. The 'leaped over' Camel remains in place (Fig. 4C).



### Choko

In Gambia, the game of Choko is similar to Yoté. Unlike Yoté, Choko is played on a 5x5 grid (not 5x6). You can play Choko using the same rules as Yoté with these modifications:

1. Lay out the game mat with the 5x5 side up (Fig. 5).
2. Choko has a unique "drop initiative" mechanic. The first player starts the game with drop initiative. This means that every time they deploy a Camel, the other player must also deploy a Camel on their next turn.



- A. If at any point, the first player decides NOT to deploy a camel (i.e., they decide to move or capture a Camel instead, the second player then has the option to take any action:
  - If the second player moves or captures, the first player keeps the drop initiative.
  - If the second player decides to deploy a Camel, they now have drop initiative.
4. Once all Camels are deployed players simply alternate turns moving and capturing pieces just like in Yoté.
5. No chain jumps are allowed.

## MINI EXPANSIONS

### Heroes of Africa

Coming soon..

### Challenges of Africa

Coming soon..

The rules of Yoté described in the LUDOS collection were inspired by the 2011 book, *The 10 Best Games in the World* by Angels Navarro.

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