

SQUAVA

A **Yavalath** simplification by
Néstor Romeral Andrés

INTRODUCTION

Yavalath is an abstract game for 2 players that was designed by a computer program called **LUDI** (invented by [Cameron Browne](#)) in 2007. The goal of the game is to place four stones in a row without first making three in a row.

'**LUDI**' is the winner of the **Gold Medal** of the **GECCO Humie awards!** The Genetic and Evolutionary Computation Conference (GECCO) is the largest annual conference on evolutionary computation.

SQUAVA simplifies **Yavalath** by changing the board shape and size to an orthogonal 5x5 grid.

MATERIAL

- 5x5 board
- 13 red pawns
- 13 black pawns
- Bag

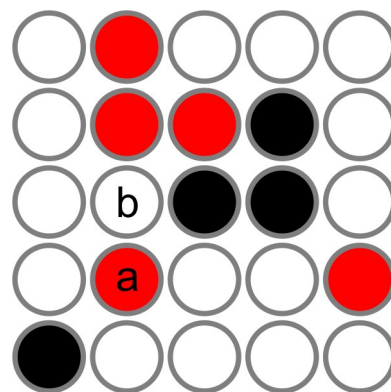
This edition is **specially designed for blind people**. The pawns have a different 'head' depending on their colour. Also the board has holes so the pawns stay in place once played.

HOW TO PLAY

The board starts empty.

2 players (Red and Black) alternate turns placing a pawn of their colour on an empty space of the board.

Players strive to make a line of 4 pieces of their colour, but lose if they make a line of 3 before doing so. Lines can be orthogonal or diagonal.



Example:

Red places a pawn in hole 'a', threatening with playing 'b' and making a line of 4 on her next turn. Black can't block by playing in 'b' as he will create a line of 3 but not 4. Red will win the game.

PIE RULE (optional)

On her first turn, the second player can swap colours with her opponent, therefore becoming the first player.