

# Yoté

Yoté is a game originating from the region of West Africa. In class, your student learned a bit about the history and culture of Senegal, a country in West Africa, and heard a Senegalese folk tale. Here are the instructions for playing the game and a printable game board. The game is played between 2 people or teams.

Playing the game:

- Each player needs 12 counters, making sure you can tell which ones belong to which player. These can be pebbles, coins, bottle caps, game pieces, etc.
- Once you choose who will go first, two players or teams take turns placing one counter at a time into an empty square on the board.
- Players do not need to place all of their counters before moving onto the next phase. A player may keep some counters to place later.
- Next, players take turns moving one counter to the next empty space. Moves may be made up, down, or sideways, but not diagonally.
- A player may jump over an opponent's counter into the next space, if it is empty, and remove that counter from the board. In addition, this player may remove another of the opponent's counters from the board as a bonus.
- The winner is the player who has captured all of the opponent's counters. If each player has only three or fewer counters on the board, the game ends in a tie or draw.

The game board for this game is similar to a small checkerboard, with 5 rows and 6 columns of open squares of the same color. The other file sent to you contains a full-page printable grid similar to the one below to use as a board for Yoté. You can also use part of a checkerboard to play the game.

