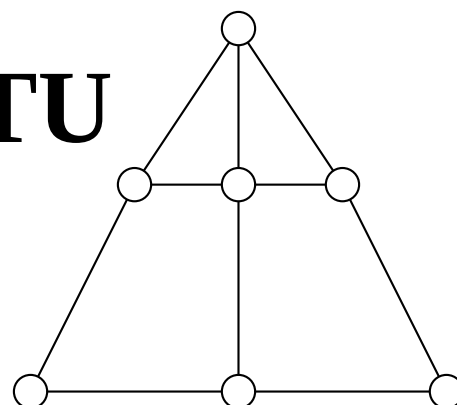


TSORO YEMATATU

Seven points, six stones and one restless vacancy



WHAT THE RECORD SUPPORTS

A directly reviewed university outreach guide presents Tsoro Yematatu as a game of Zimbabwe. Its form uses a seven-point triangular board and three pieces per player. After placement, pieces step or make a straight jump into the one empty point. The jumped piece stays: there is no capture.

The earliest record located in this research lane is a 1964 report by J. B. Matthews, reached through the Digital Ludeme Project. Ludii attributes a triangular, three-piece form played in Zimbabwe to that report. This is a record of play, not an invention date or origin story.

WHY THE TINY BOARD IS INTERESTING

- 1 Six pieces crowd seven points, so only one vacancy remains.
- 2 Every step or jump sends that vacancy somewhere new.
- 3 A jump crosses either player's piece but removes nothing.

ONE DOCUMENTED FORM, NOT A UNIVERSAL ORIGIN CLAIM

The reviewed guide is an educational presentation, not fieldwork or a complete history. It supports this board and rule sequence, but not an age, a place of invention, a universal 'authentic' ruleset, present-day participation or a claim that every game called tsoro is this game.

THIS PAMPHLET TEACHES

The Forgotten Games seven-point tabletop edition. It follows the reviewed board, placement, step, straight non-capturing jump and three-in-line aim. Its placement-time win and exact draw triggers are disclosed project choices.

Rules

2 players / 3 counters each / Player A begins

1 SETUP

Put the empty board between the players. Give each player three matching counters. Choose Player A; A takes the first turn.

2 PLACEMENT

Take turns placing one of your counters on any empty point. In this edition, a completed line wins immediately, even if the sixth counter has not yet been placed.

3 MOVEMENT

If nobody has won after all six counters are down, movement begins. Move one of your counters along a marked line to an adjacent empty point.

4 STRAIGHT JUMP

Instead of a step, jump along one marked three-point line over one adjacent occupied point into the empty point immediately beyond. You may jump over either player's counter.

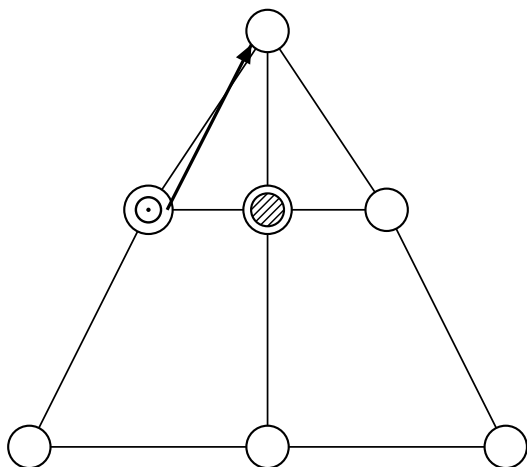
5 NO CAPTURE OR CHAIN

The jumped counter stays on the board. A jump never captures and cannot continue as a chain. Your turn ends after the one step or jump.

6 WIN AND DRAW

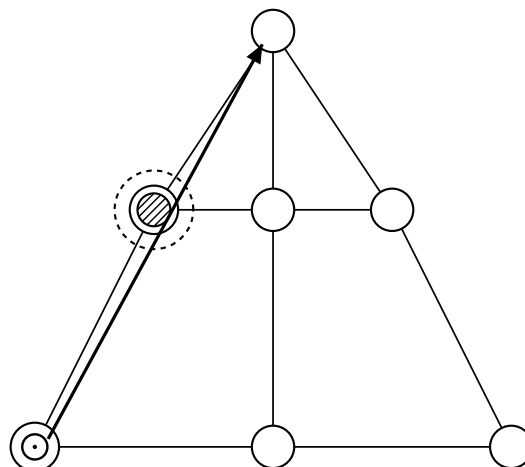
Win by occupying all three points of any marked line: either side, the centre, the middle row or the base. This edition draws on the third occurrence of the same complete position or when the player to move has no legal move.

STEP: USE THE ADJACENT VACANCY



Move along one drawn segment into the empty point.

JUMP: THE MIDDLE COUNTER STAYS



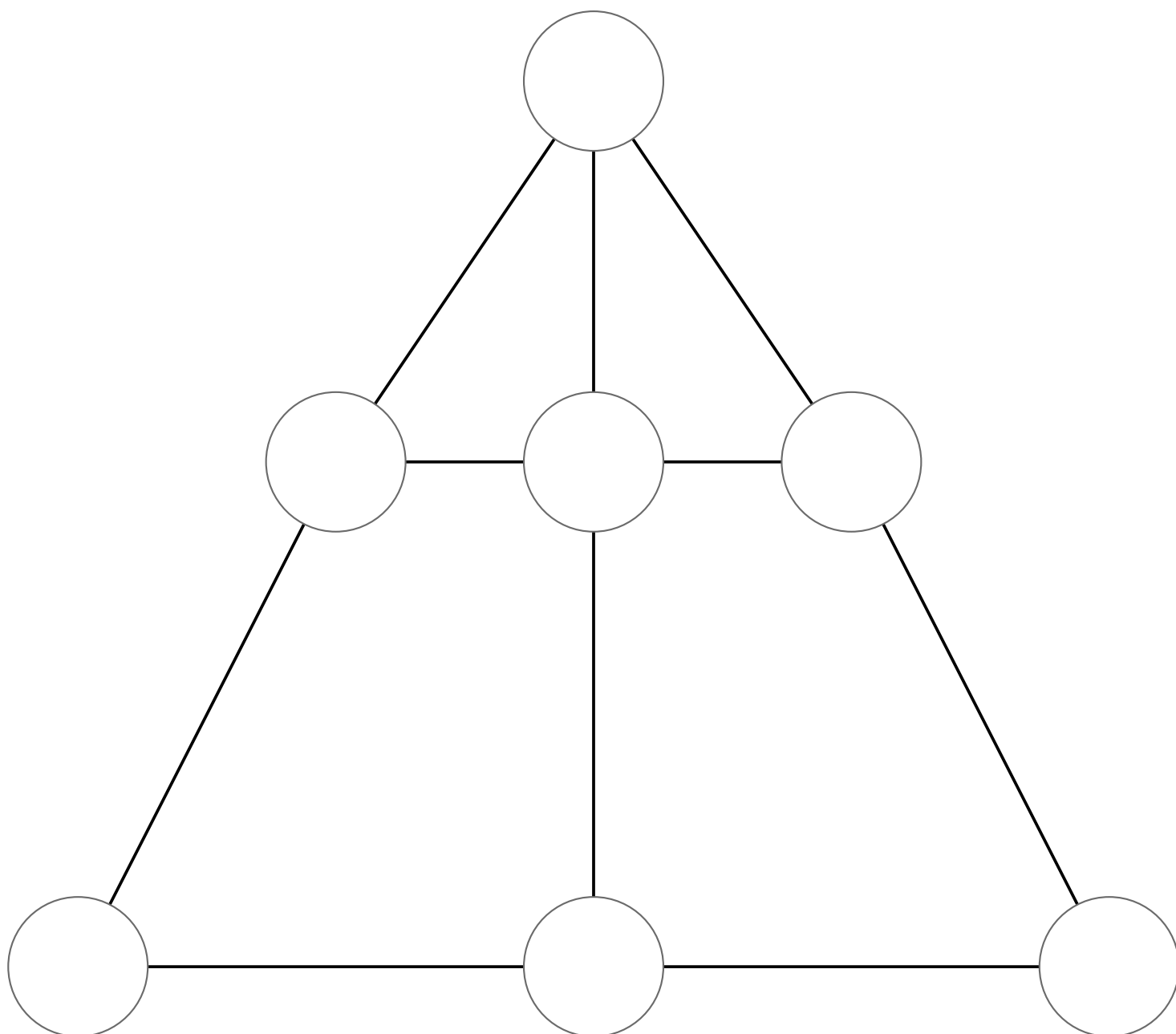
Jump over either side. Remove nothing. Stop after the jump.

EDITION NOTE

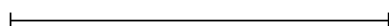
The reviewed guide places all six counters before moving to its alignment check. Forgotten Games checks after every placement, so a third counter can finish the game early. The guide allows players to agree a draw after repeated play; the third-repetition and no-legal-move draws above are deterministic project choices.

The seven-point board

Place counters over the seven circles. All five drawn paths are winning three-point lines and legal routes for steps or straight jumps.



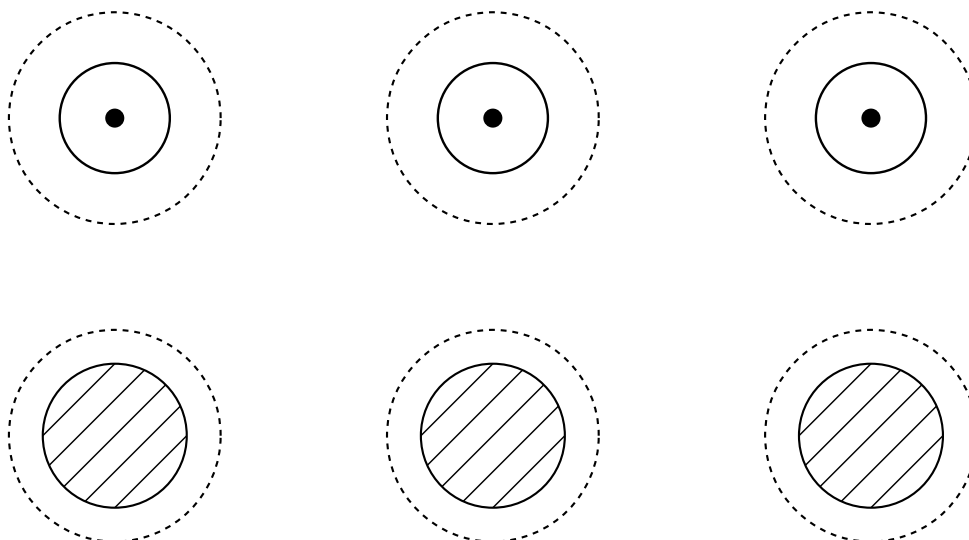
Project-drawn seven-point topology. The circles are placement points, not holes to cut.


50 mm calibration line

If this line is not 50 mm, disable 'fit to page'.

Six counters and source notes

Cut along the dashed outer circles. Player A uses the dot counters; Player B uses the striped counters. Coins, buttons or pebbles work just as well.



SOURCES AND SCOPE

Jaqueline de Santana Silva, Ondjango Asili - Africa e Matematica, Universidade Federal da Bahia, 'Regras e Tabuleiro do Tsoro Yematatu' (2019-2020), pp. 1-2: the directly reviewed board and core rules. Digital Ludeme Project, 'Tsoro Yemutatu (Triangle)' (DLP.Games.1390): the Matthews 1964 source trail. Phillip T. Chidongo and Ezra Chitando, HTS Teologiese Studies (2016): a brief contextual mention of tsoro ye mutatu. Forgotten Games pack: the edition choices disclosed on page 2.

No source scan, photograph, external diagram, translation or app screenshot is reproduced. The prose, board, diagrams and counters are original project work. Matthews's original page was not directly reviewed; the 1964 statement remains an attributed source trail, not an origin claim.

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