

윷놀이 Yut-nori: Korean Board Game

Yut-nori is a traditional Korean Board Game.

Koreans commonly play Yut-nori on New Year's.

It's a game for people of all ages. Yut-nori brings the entire family together for a fun, fierce match. It may be a simple board game but has much history and meaning behind it.

History:

The game has its origins in Korea's Three Kingdoms period (57 BC–668 AD).

It started out as a form of fortune telling. Yut-nori was used to predict whether the new year would bring good fortune and harvest. Ancestors of Korea used to think of the board as their farming grounds. While moving the pieces around -- a symbol of going through the seasons, they prayed for a good harvest and fortune in the new year.

This method of fortune telling using Yut has passed on and eventually evolved into the game it has become today.

To play Yut-nori, you need Yut (four wooden sticks), a game board, and 4 playing pieces (coins, Lego pieces, etc.) for each player or a team.

The four wooden sticks are used as dice.

Object of the Game:

Be the first player(team) to move all 4 playing pieces around the board.

Rules:

In turn, a player throws four Yut sticks together.

The player can move a playing piece on the board depending on the four sticks landing on its front (flat side up) or back (showing markings i.e., XXX):

도 [Do]: 1 flipped over flat side up and 3 landed on their back. **1 step forward.**

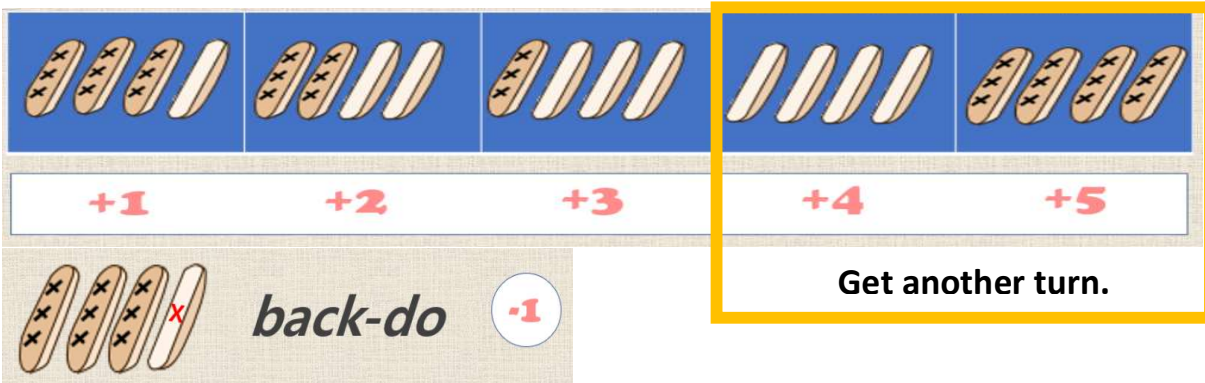
개 [Gae]: 2 flipped over and 2 landed on their back. **2 steps forward.**

걸 [Goel]: 3 flipped over and 1 landed on its back. **3 steps forward.**

윷 [Yut]: All flipped over. **4 steps forward. Get another turn.**

모 [Mo]: All landed on its back. **5 steps forward. Get another turn.**

백도 [Back-Do]: 1 with the **X** flipped over flat side up and 3 landed on their back. **1 step back.**



In each turn, the player can either put a new piece or move one of the pieces already on the board.

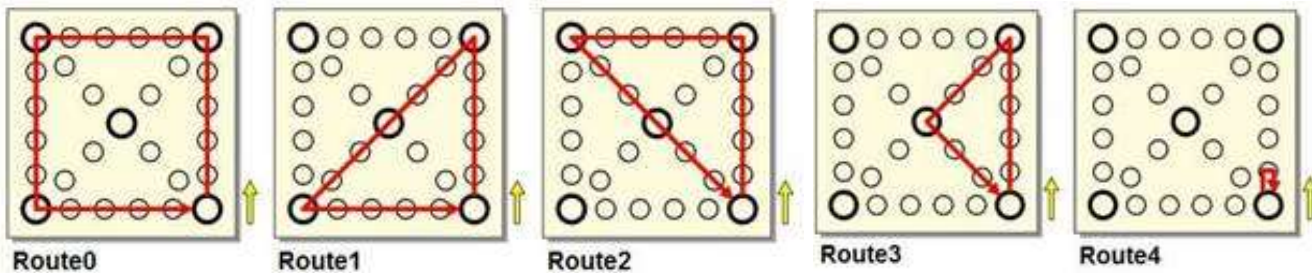
If the piece lands on your opponent's space, you get to kick your opponent's piece back to the beginning and get an extra turn.

If the piece lands on your own piece, the pieces can be stacked together and move together as one.

There are five possible routes to go around the board.

To take the shortcuts, the piece must land on the big circles on the four corners or in the center.

Otherwise, the piece goes around the perimeter of the board.



말판 Mal-pan: Game Board

