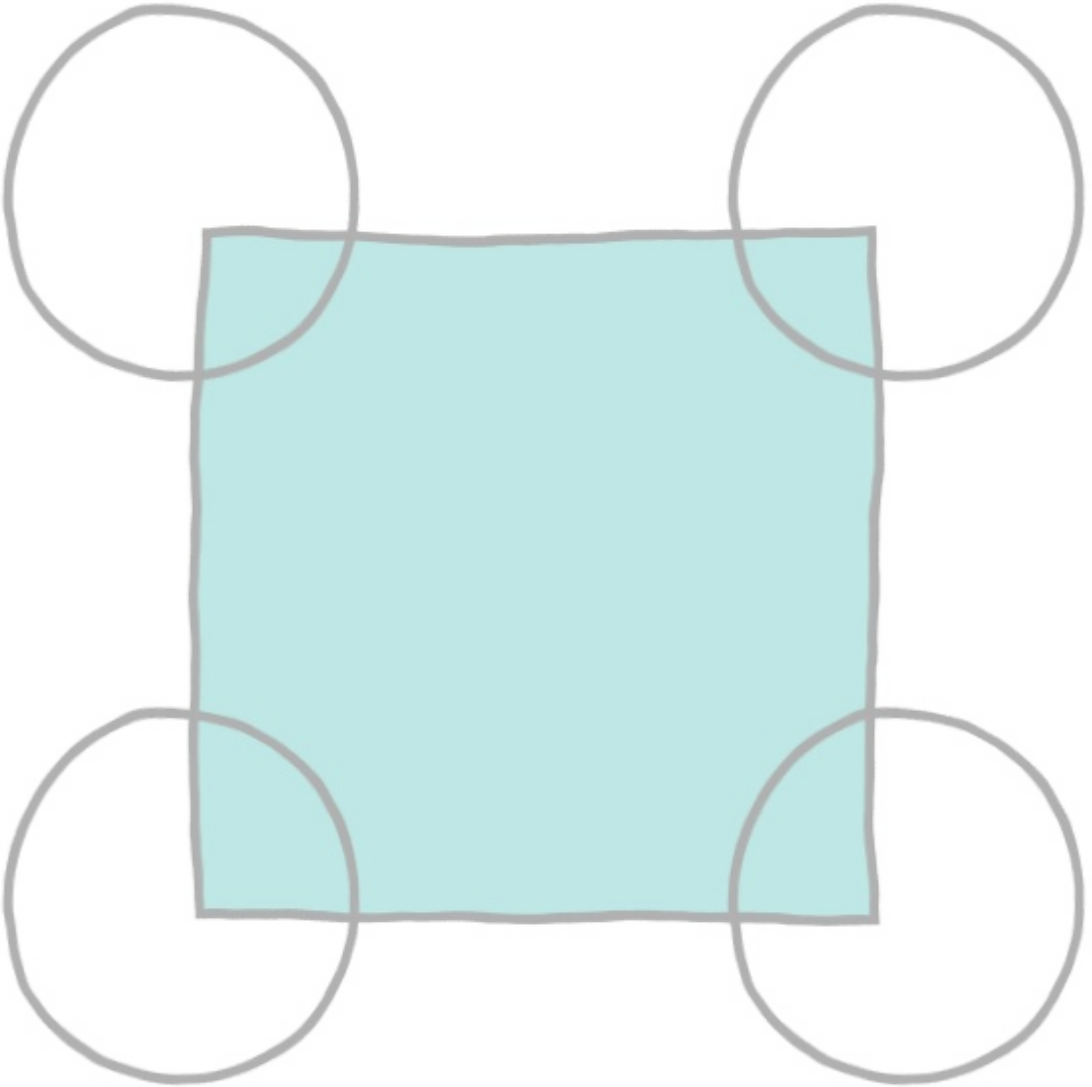


studios
about this game

This is a traditional board game from Korea. It is part of a series of games by Ocastudios with original design but rules kept unaltered as possible. It is released under Public Domain (for more information, access www.ocastudios.com/rights).

Printing instructions:
- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).

JUL GO NU

줄 고 누

HISTORY

In Korean there is a class of games known as Gonu, related to the Chinese kùdāng qí. These can be understood as a family of quick 2 player games whose boards are drawn on the floor or on paper, and whose pieces are improvised on spot with pebbles or wood chips.

These games vary greatly from village to village, and the version we're presenting, called 'lines-gonu', is just one of them. Gonu games are related to the Tibetan game Ming Mang and belongs to a broader family of games that can be traced back to the greek Petteia.

RULES

Setting Up

Pieces start the game on the first rank of his player's side.

Moving

On your turn you may move one of your pieces one space, orthogonally. Your move may never be to undo the move you did in your previous turn.

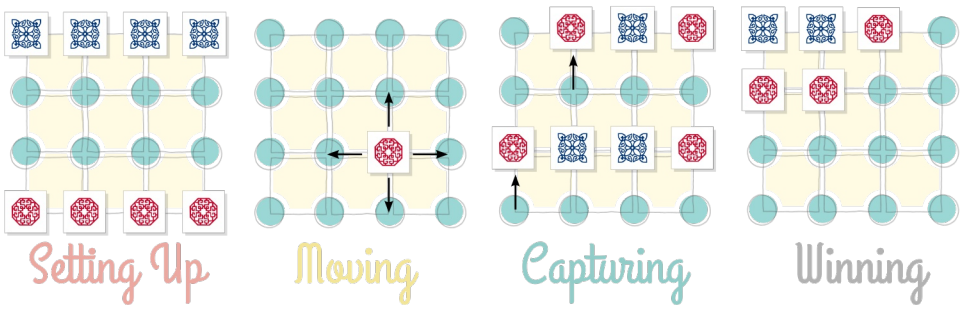
Capturing

To capture an enemy piece, you must flank it with two pieces (opposite to each other). You can even capture more than one enemy piece with one movement. Also, remember that if you move your piece, placing it between enemies, it is not captured! Your opponent must be the one to surround you.

This is called 'custodian' capture.

Winning

The object of the game is to capture three of the opponent's pieces, or prevent him from moving at all.



OCASTUDIOS

number of players	ages	duration of a match*	duration of assembly
2	7	10	10

*IT TAKES 5' TO LEARN THE GAME. DURATIONS MAY VARY.

COMPLAINTS OR SUGGESTIONS?
get in touch!
oca@ocastudios.com

CLASSICS

Jul-Gonu is a traditional Korean game. It is part of a series of great games from around the world, put together by Oca.

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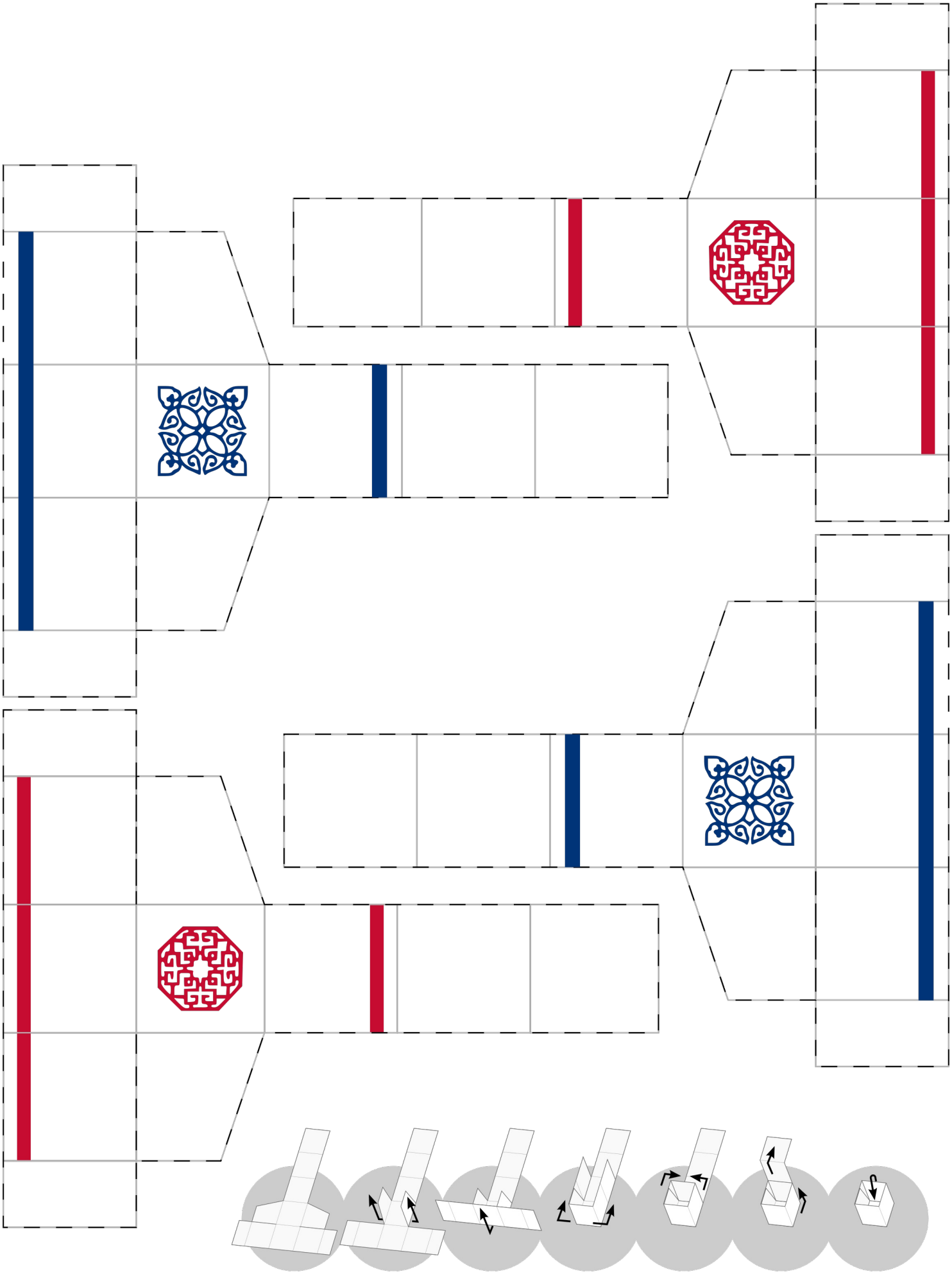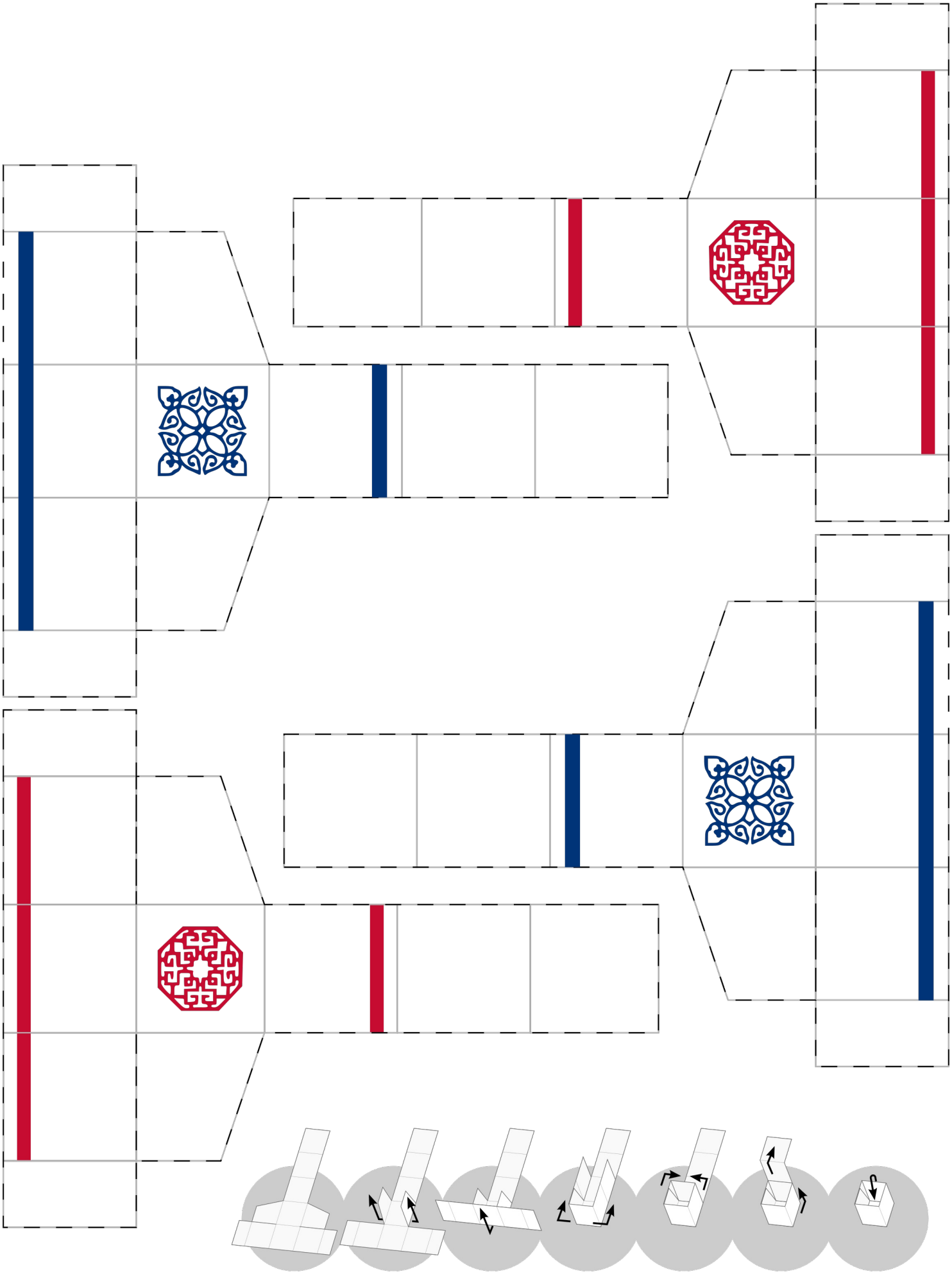
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