

윗놀이

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yut nori



studios
about this game

This is the "bronze" version of Yut Nori, in English. It is a traditional Korean game and the rules, as well as this design by Ocastudios, are in Public Domain. This game is distributed as a PDF so anyone can download, print and play it. For more information, visit 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).

윷놀이

game of yut

역사

history

The game of Yut, or 'Yut Nori', is well known and appreciated in Korea and is an important part of its culture. It was developed around the 4th century in the Kingdom of Buyeo (today's North Korea and Manchuria) and represents the activities of farmers, which would raise animals and take them to the market. The game, in its original Korean, is filled with references to animals, such as cows, horses and pigs, both in the names given to throw results and to board spaces.

A more exotic explanation for the game tells us it's a representation of the cosmos under a Confucianist perspective. The central space represents the Pole Star and each space represents a constellation. The four paths represents the seasons and the four regions of the board represent the four regions of Korea. The game is, then, a representation of the journey of life in a balanced cosmos. This less likely explanation is indeed supported by the ancient practice of divination with the help of Yut sticks.

The game of Yut spread through the Korean peninsula, suffering few modifications on the way, and is today considered one of the three major local board games (the others being Baduk and Janggi, which are local variations of Go and XiangQi, respectively). Yut is played in holidays and celebrations and is specially associated with the Seollal festivities – the Korean New Year and its most important holiday.

소개

introduction

Yut is a dispute by two teams, each controlling a set of tokens (called 'mal'). The teams alternate turns throwing the Yut sticks and moving tokens according to the results. The goal is to move all tokens around the board and back to the starting point.

(Yut teams usually have more than one participant and the game can be played by several at once. In this version we've included four sets of tokens in case players want to participate individually, although it wouldn't be the traditional way to play it.)

준비

setting up

Tokens of both teams start outside the board. Each team throw the sticks and whichever gets the higher results start.

In its turn each team must throw the four Yut sticks. Each stick has only two possible outcomes, which can be either an image or an 'XXX'. The number of spaces a token can move is defined by the combined result of all Yut sticks.



With 1 image, move 1 space.
We call this result 'do'
(meaning 'pig').



With 2 images, move 2 spaces.
This result is called 'ge' (dog).



With 3 images, move 3 spaces.
This is the 'geol' (sheep).



With 4 images, move 4 spaces. That's the 'yut'
(meaning 'cow').



With 0 images, move 5 spaces.
This result is called 'mo'
(horse).

When throwing Yut sticks, every time you get a 4 or a 5 (yut or mo) you must throw the sticks again. After throwing as many times as needed, you must move your tokens according to the results of your throws. You need not use your results in the same order you've thrown them, and the same token may be moved multiple times.

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game turn

In its turn, a team must throw the Yut sticks. It must then choose a token and move it according to the result.

If it has a token still out of the board, it can use the throw to introduce it into the board. To do it one must first place it in the initial space (the one with a circle) and move it from there.

If a token lands in a space occupied by an opponent token, that one is taken from the board and the other team will have to reintroduce it. The team that made the capture must throw the Yut sticks again and move accordingly.

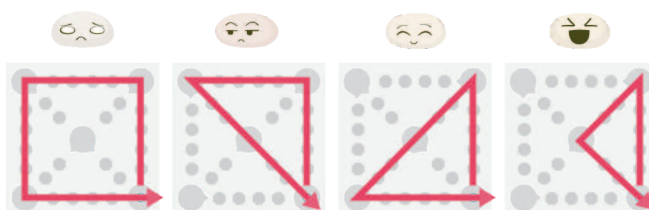
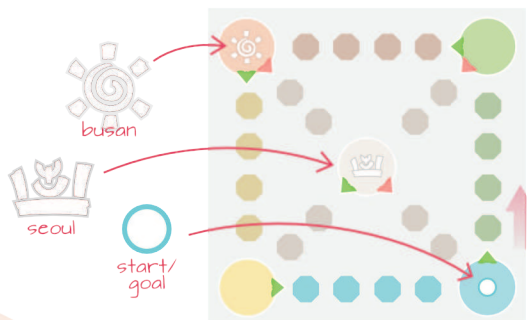
If a token lands on a space that houses allied tokens, they'll join. When moving one, the others will follow and if an opponent token land on their space, they'll all be captured (and if so they'll be joined no longer).

It is possible for tokens to take shortcuts through the middle of the board instead of going around it. To do so a token must be at one of the larger spaces in the corners or center of the board (moving through them is not enough). The token may then cut through a diagonal path, as long as it stick to one of the four allowed routes illustrated on the image below.

승리

winning

When a token crosses the goal space (moves at least one space beyond it) it completes its journey. The object of the game is to complete the journey with all four tokens and the team to do it is the winner.



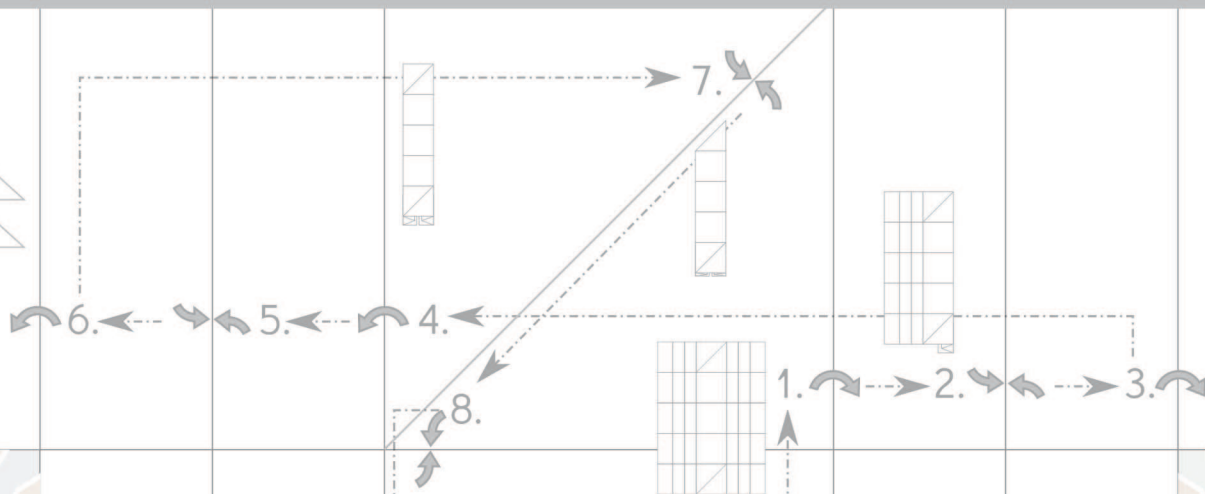
4 possible routes

특별 규칙

special rules

The rules of the game of Yut varies slightly according to region and level of players. The following rules are common and add dynamism to the game – we advise you to test them.

1. If you get only one image and it's a crown (representing the city of Seoul), you may move one token from outside the board to the space marked with a crown. If you have no tokens outside the board, treat the result as 1.
2. And if you get only one image and it's a sun (representing the city of Busan), you may move one token from outside the board to the space marked with a sun. If you have no tokens outside the board, treat the result as 1.
3. And finally if you get only one image and it's a returning arrow, you must go back one space with a token. If you have no token in the board, treat the result as 1.



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Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.



III. Lock a tab into the pocket of the tab to its left.

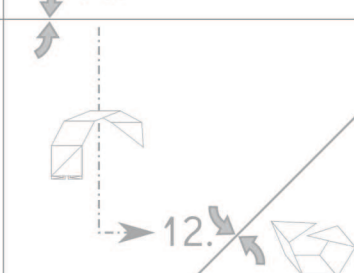


IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



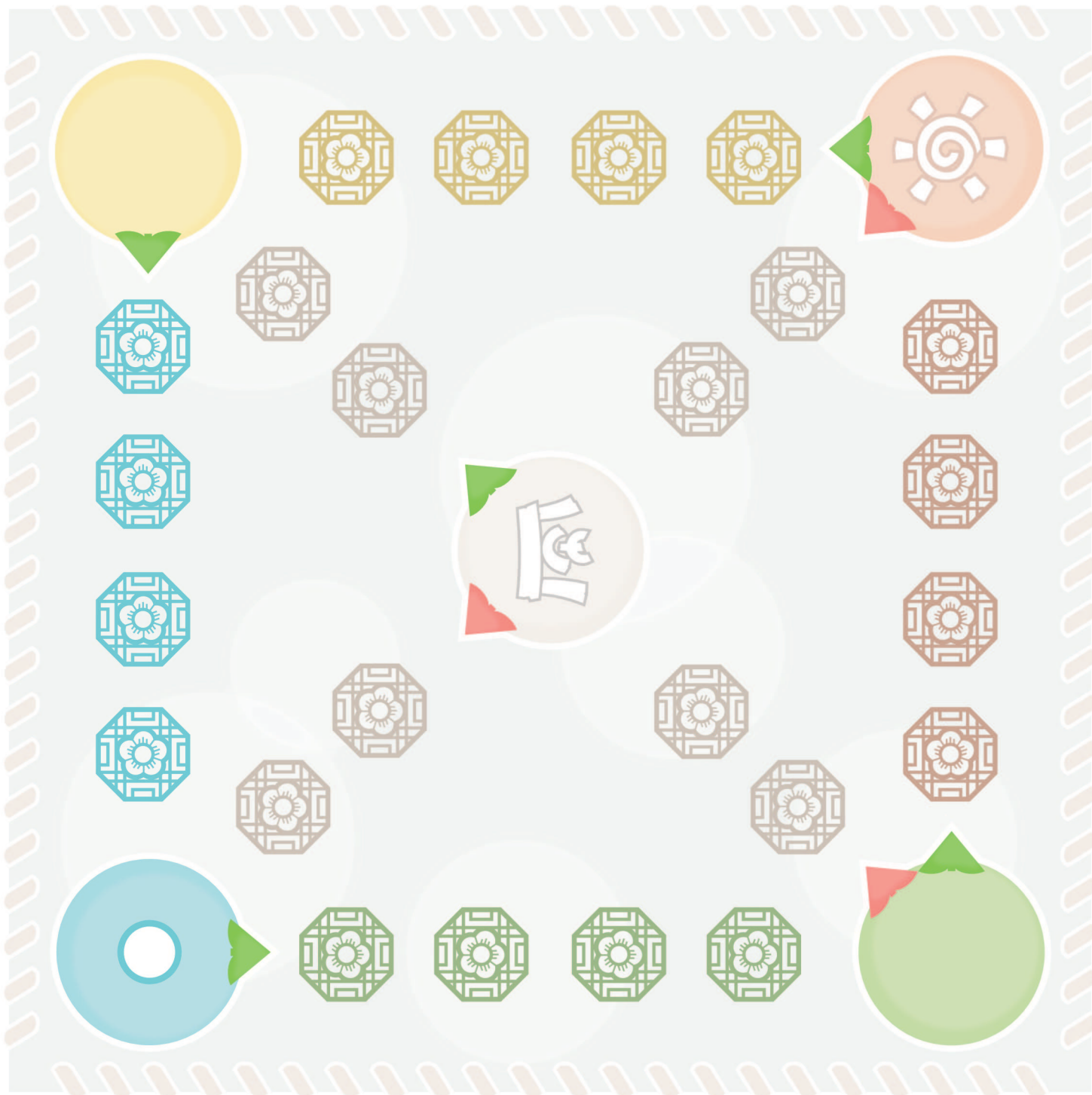
number of players	2-4	ages	7+
duration of a match*	10'	duration of assembly	20'

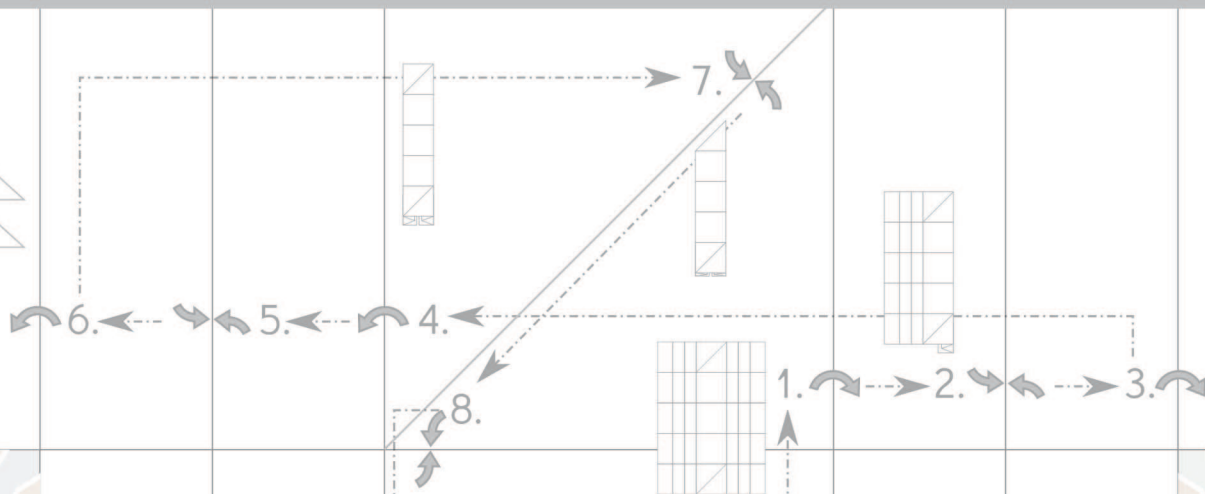
*IT TAKES 10' TO LEARN THE GAME. DURATIONS MAY VARY



Ludos classics

This game is part of a series of classics in public domain. It is designed by ocastudios, but the rules are kept as unaltered as possible.





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Start here

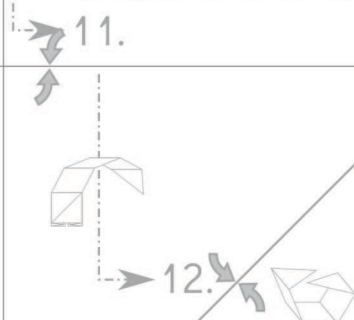
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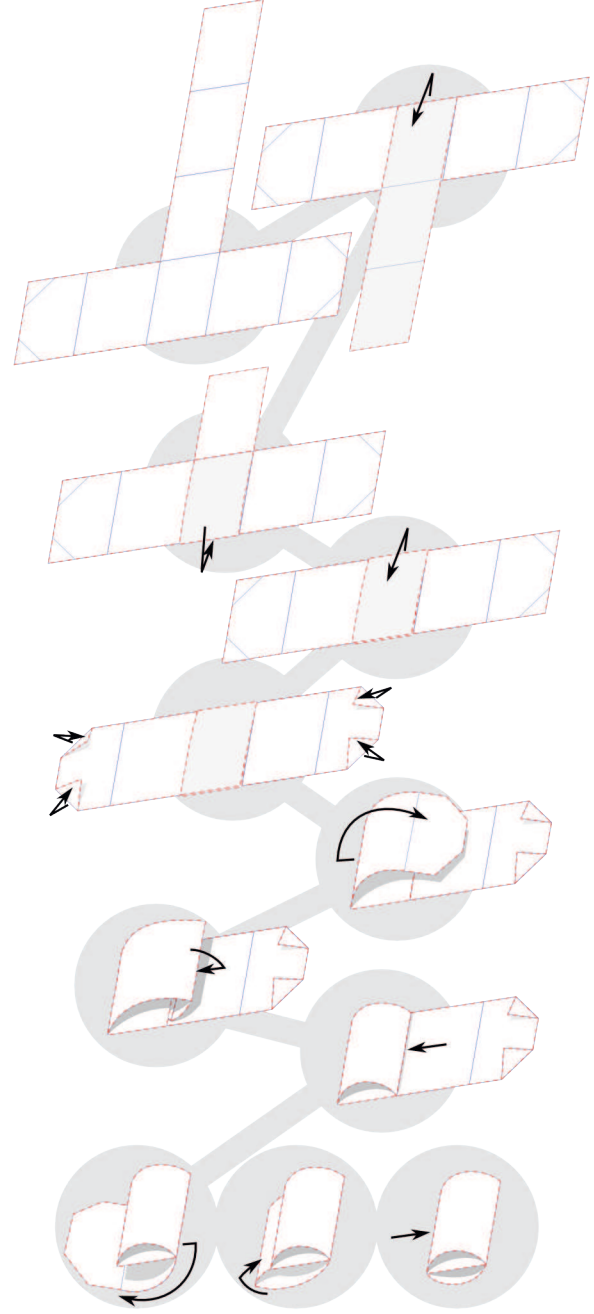
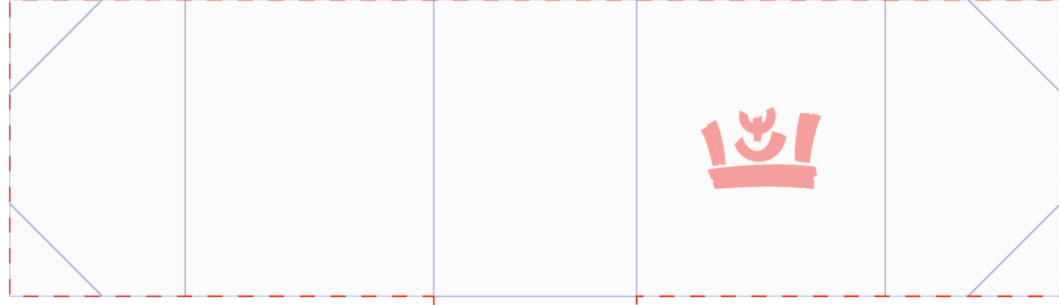
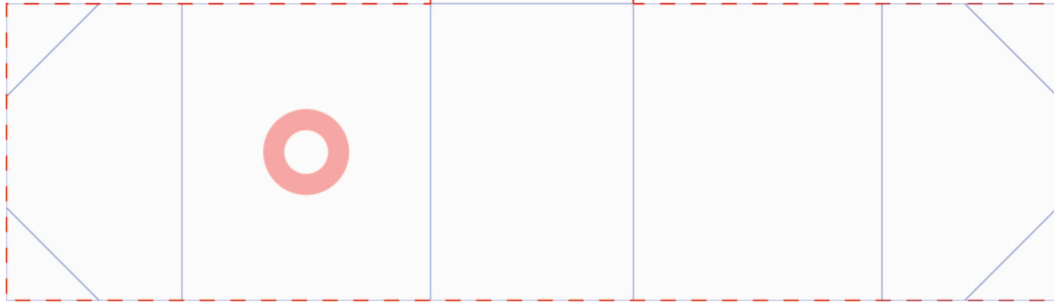


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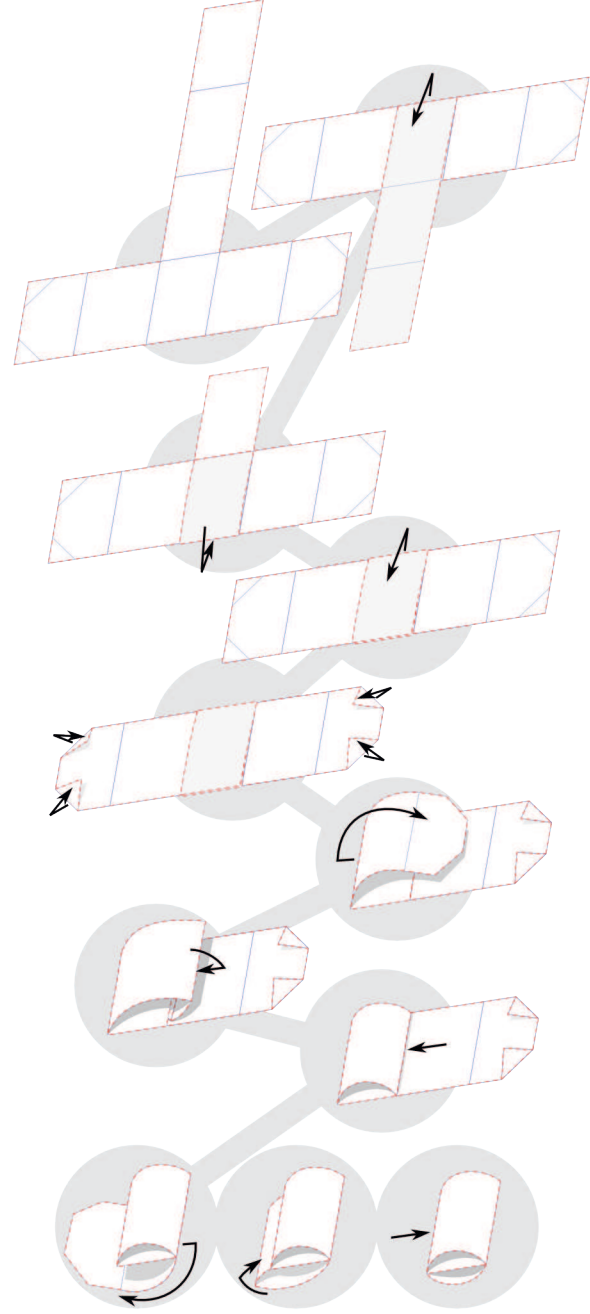
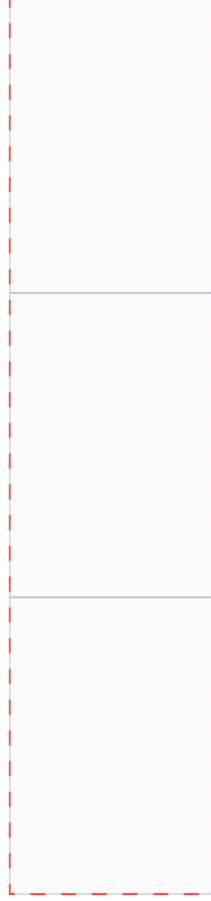
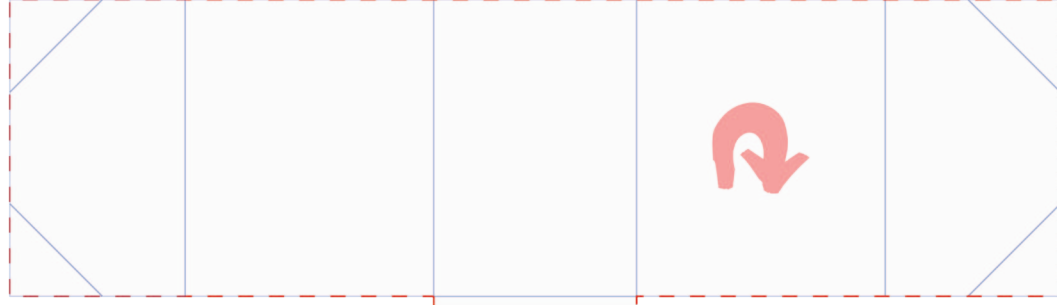
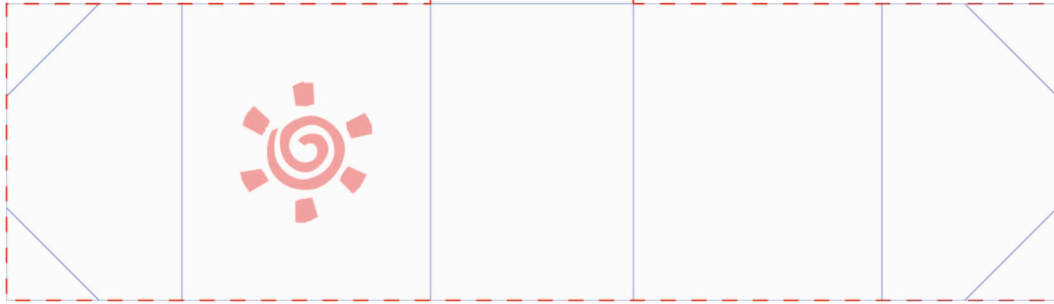
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