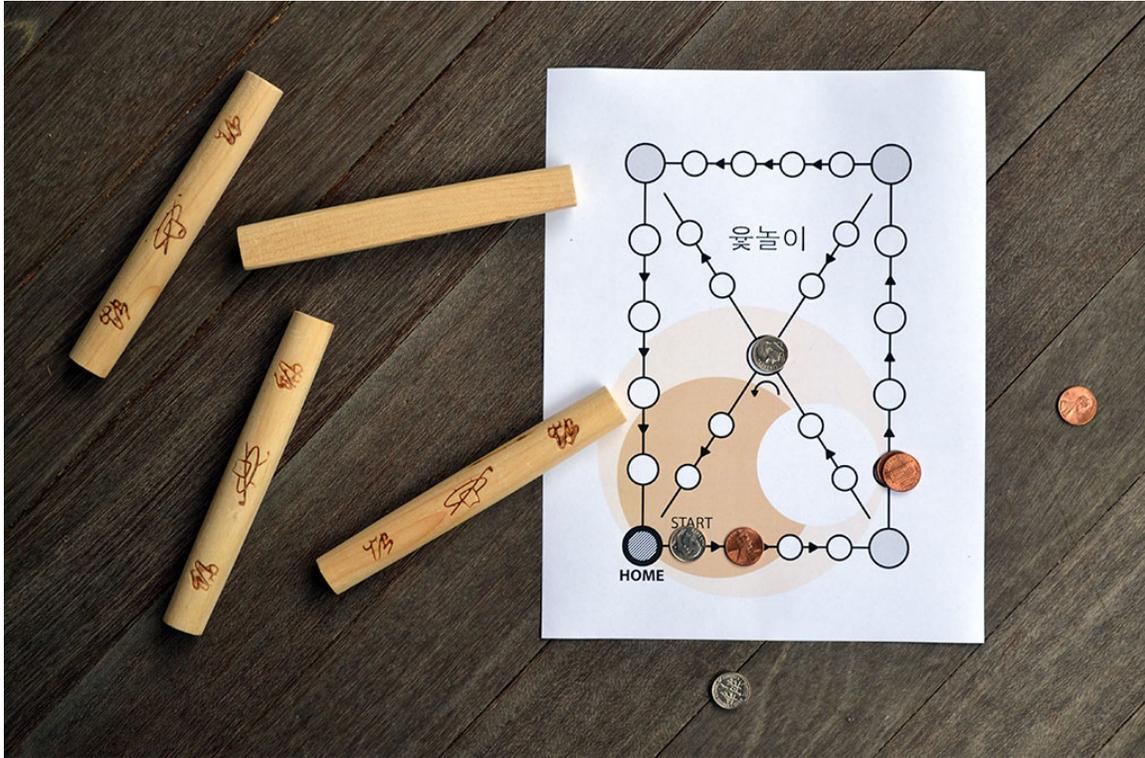


# Rules to Yut Nori

*A two-player game with a playing time of about 20 minutes*



*Yut Nori* is a Korean game that is often referred to as simply *Yut* (“*nori*” is the Korean word for “game”). It is an elegant circle & cross game (a class of racing games that take place on circular or cruciform-shaped tracks). The best known cross & circle is the traditional Indian game *Pachisi* and its modern derivatives (*Ludo*, *Parcheesi*, *Trouble*, *Sorry!*).

*Yut* traditionally uses tossed sticks (as shown in the photograph above) to determine the number of spaces the pieces can move. This version of the game substitutes coins for the sticks.

These game rules & components were created to accompany Ethan Ham’s *Tabletop Game Design for Video Game Designers*. Visit [www.funmines.com](http://www.funmines.com) for more information and more free games.

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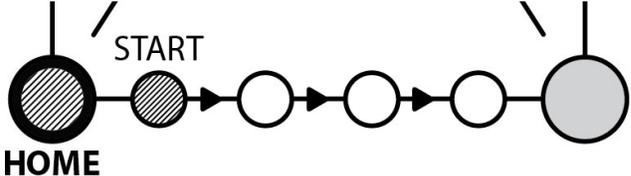
## Object of the game

Be the first player to have four pieces complete a circuit around the board.

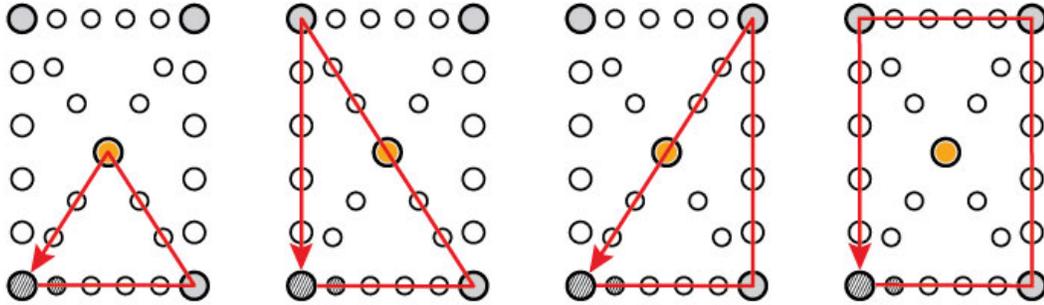
## Game Pieces

In addition to printing out the board that is provided with these rules, you will need two sets of four game pieces (four U.S. pennies and four U.S. dimes work well). The game also requires four coins to use as “dice.”

## Rules

1. Determine who will go first. Players alternate taking turns.
2. A player begins her turn by shaking four coins in her hands and smacking them on the table.
3. The player then moves one of her pieces a number of spaces equal to the number of coins that landed heads up. If the coins are all tails, then the player moves a piece five spaces.
4. A player can choose to either move one a piece that is currently on the board or, if all four pieces are not already in play, add a game piece to the board. When a game piece is added to the board, it lands on the space to the right of the home space that corresponds to the toss. So a roll of 1 would be on the “start” space, a roll of 5 would have the piece enter the game on the space in the bottom-right corner.
5. A coin toss of all heads or all tails gives the player an extra turn. There is no limit to the number of extra turns a player can take in a row.
6. If the piece ends its movement on space occupied by any of the opponent's pieces, the opponent's pieces are returned home and the current player takes another turn.
7. If the piece ends its movement on a space occupied by a friendly piece, they can join and be moved together in future coin tosses. No more than two pieces can be joined into a single set. If the joined game pieces are landed upon and sent home, they become disconnected.
8. The game pieces move in only one direction: counter-clockwise.

9. A game piece (or set of game pieces) that begins its move on one of the corner spaces or the center space can take a shortcut. The figure below shows the four routes a piece might take.



The four possible game piece routes

10. To complete a circuit, a piece must complete one of the four paths in the figure above and move *past* the home space. A piece that lands precisely on the home space will need to be moved an additional time for it to complete the circuit.
11. The first player to have all four pieces complete the circuit wins the game.