

NYOUT

Text from R C Bell's: Board and Table Games from many civilisations.

In 1949 North Korea invaded South Korea across the Thirty-ninth parallel and the war that followed made this obscure country a household word throughout the western world. The Kingdom of Korea was founded in 1122 B.C. and before the Christian era the Koreans were highly civilised. One of their games, Nyout, is an example of a Cross and Circle game that has survived unchanged down countless centuries.

The Nyout board consists of twenty-nine marks which are often drawn on a piece of paper. Those in the centre and at the four quarters are larger than the others. The mark at the top is CH'UT—Exit.

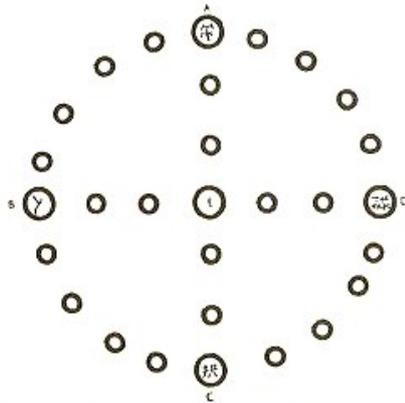


FIG. 1. Nyout board (after Culin, *Korean Games*)

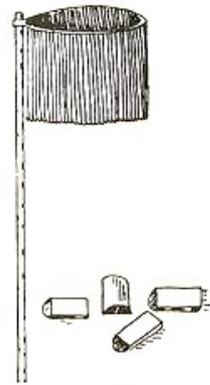


FIG. 2. Nyout ring and four pam-nyout (after Culin, *Korean Games*)

The pieces are called Mal or horses, and are made of wood, stone or paper and are moved according to the throws of four dice known as PAM-NYOUT.

These are about 1 inch in length, white, and flat on one side, convex and blackened by charring on the other. They are usually made of the wood of a thick bushy tree like the prunus. Ebony makes an excellent substitute. To prevent cheating the dice are thrown through a ring of straw about 2 inches in diameter, which is fastened to the end of a stick a foot long which is stuck in the ground.

Scores: 4 black sides up .. 5 and another turn.
 4 white sides up .. 4 and another turn.
 3 white sides up .. 3.
 2 white sides up .. 2.
 1 white sides up .. 1.

If a block falls in an upright position it counts as though it fell with the black side up.

Rules of Play

1. All the players throw the blocks in turn, the highest becoming the leader and the others follow in the order of their throws.

2. Throwing a five or a four allows the player another throw which is made before moving his piece.

3. The players enter their men on the mark to the left of that marked with an X (EXIT) and move anti-clockwise according to their throws. The object of the game is to get an agreed number of horses around the circle and out at A. If a horse lands on one of the cardinal marks it short-circuits along a limb of the cross.

4. If two play, each player has four horses; if three play each has three horses; and if four play the players sitting opposite are partners and have two horses each.

5. If a player's horse catches up with another of his own, he may double them up as a team and then move them around as one piece.

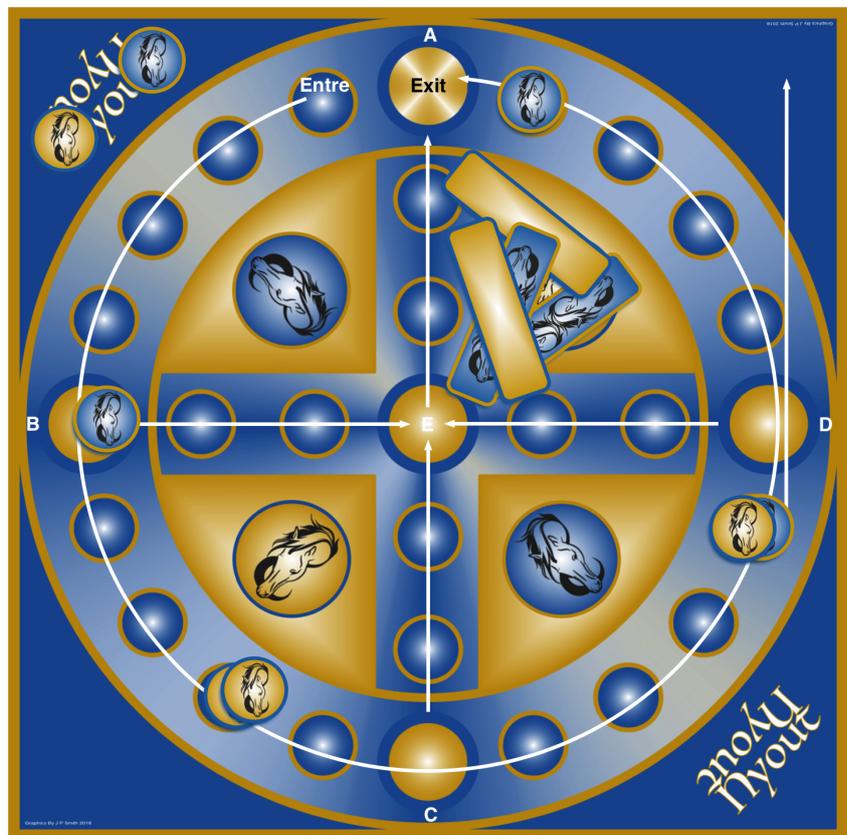
6. If a player's horse moves on to a mark occupied by an opponent's piece the latter is caught and must go back to the beginning and start again. When a player makes a capture he has an extra turn.

7. When a player throws a 5 or a 4 and has a second throw he may divide the throws between two horses.

8. A player may move his partner's horses instead of his own.

9. When a horse is about to enter the board a throw of 5 takes it to the spot marked B and it may move towards the exit by the radius BE. If the throw is less than 5 but the next throw brings it to B it may travel along the radius BE and EA, otherwise it must continue on to C. If it lands on C it can travel along CE and EA, otherwise it must continue on towards A, the exit.

Nyout is popular among the Korean lower classes and is played as a gambling game for money in the public houses. There are records of a game similar to Nyout being played in Korea in the third century A.D.



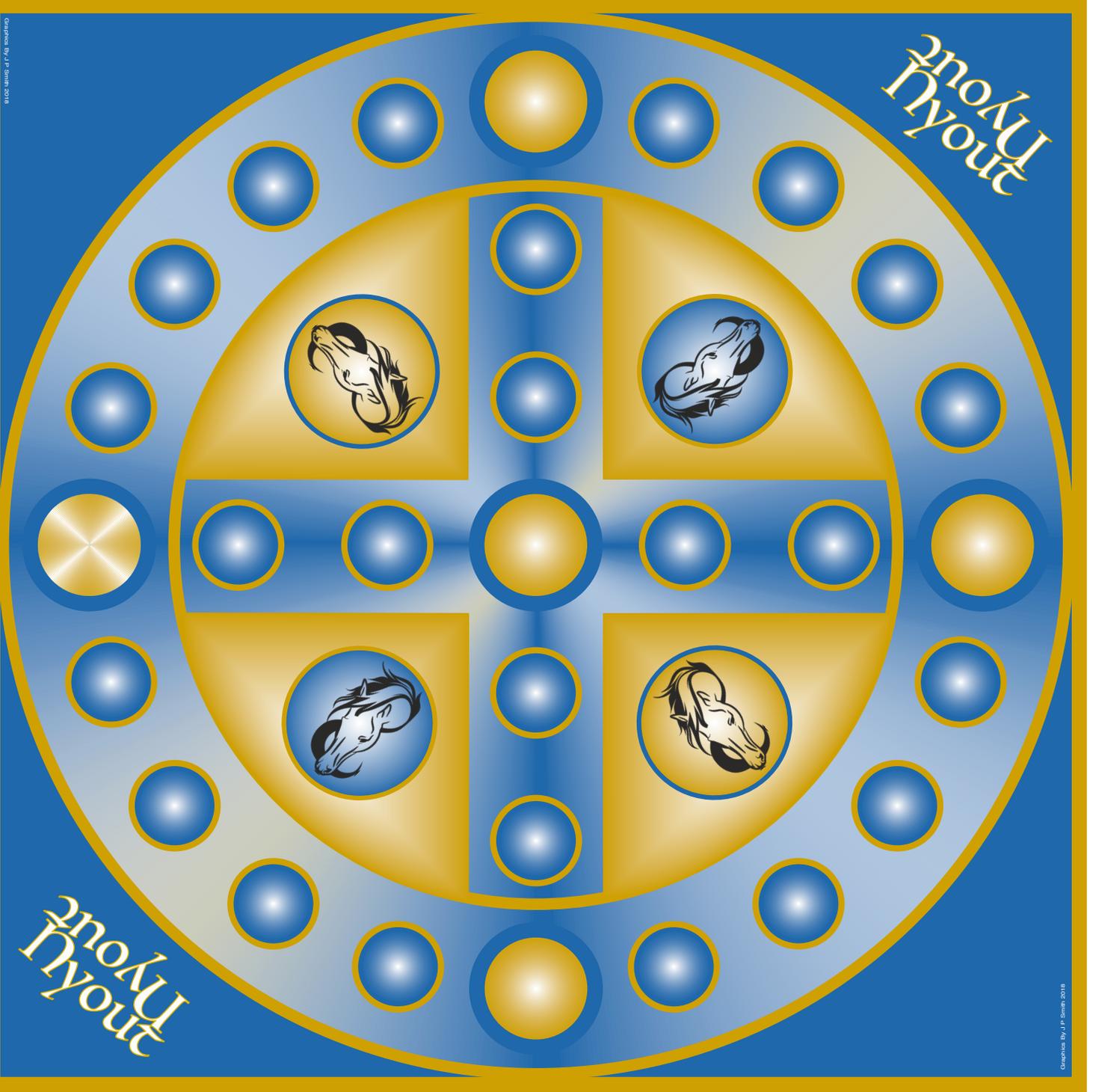
Contents

Page 3. Main printable board.

Page 4. Printable counters, Pam-Nyout dice and Spinner dice 1-5. Stick to card and cut out. Insert a small pointed stick or pencil through the centre of the spinner dice. Alternatively, use a 6 sided dice and roll again if you roll a 6 till you get a number between 1 & 5.

Page 5. Printable board with the word Yutnori in place of Nyout.

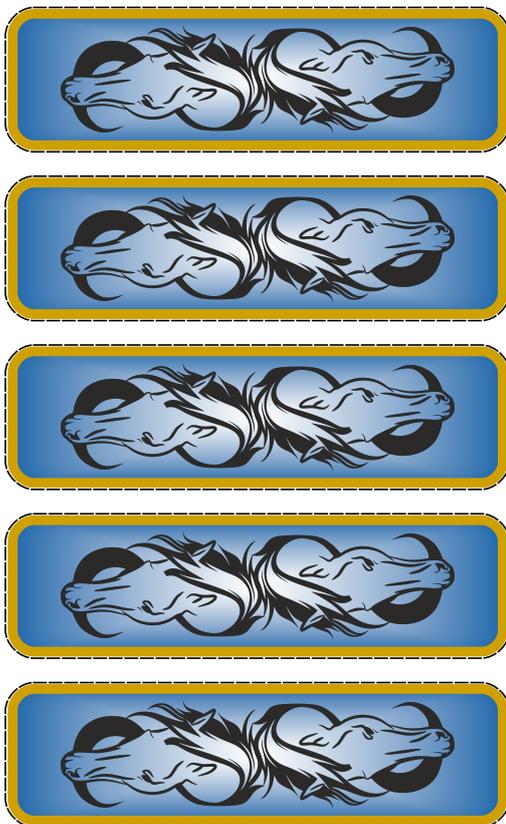
Proly
Myout



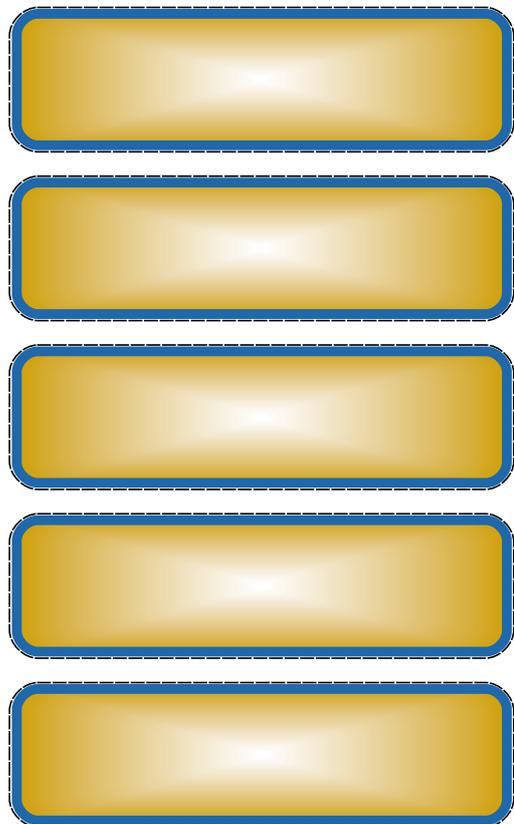
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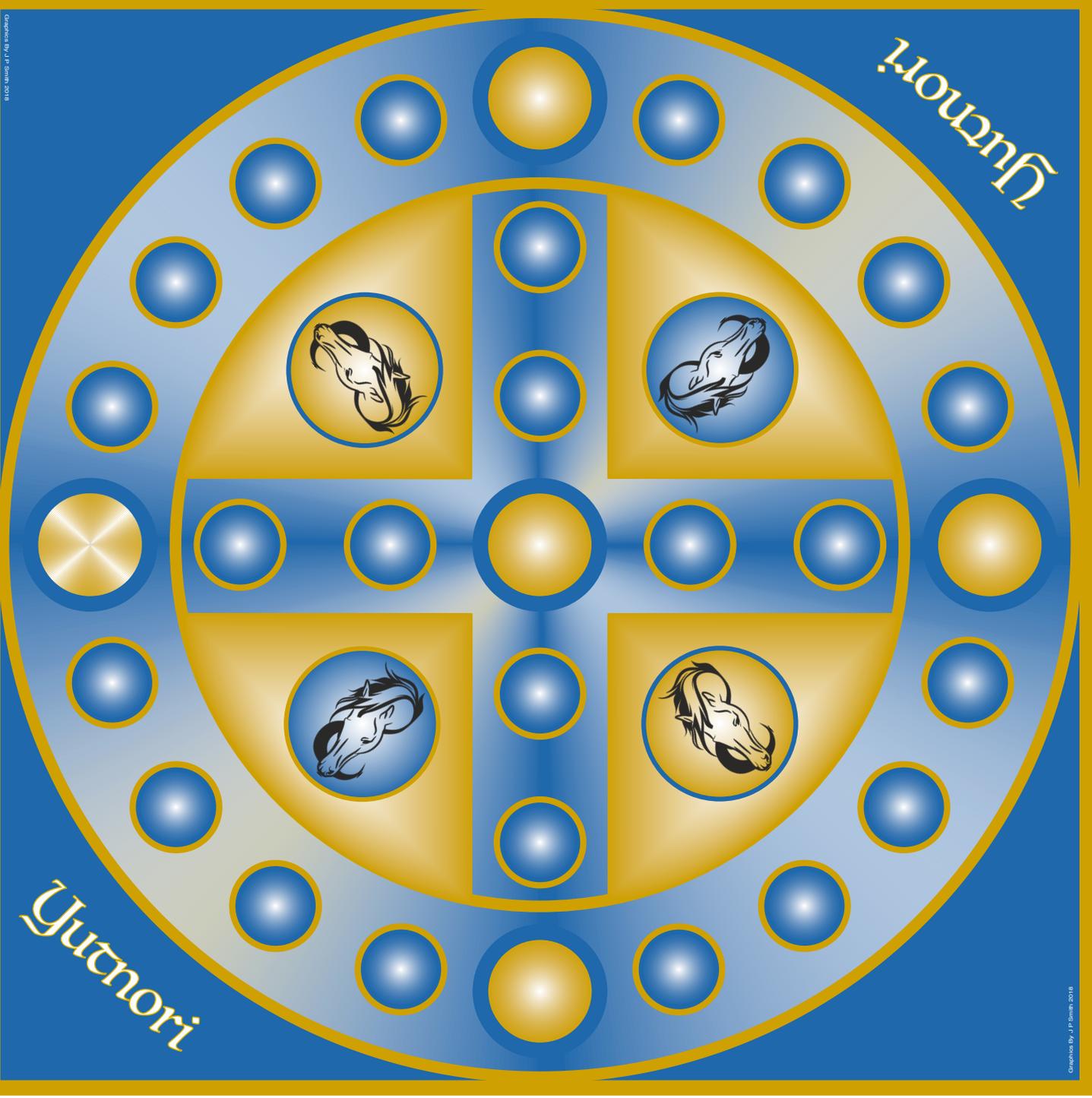
Casting Sticks Back



Casting Sticks Front



Gutnori



Gutnori