Yut
korea

Yut (pronounced "Yoot") is a horse racing game from Korea with roots going back almost 2000 years. In centuries past, it was primarily used for gambling, but today, many Korean families gather to play Yut as a fun activity during Chinese New Year.

In the game, two to four players control teams of horses, trying to win a race.

The rules described in the Ludos collection are those presented by ethnologist and board game historian Stewart Culin in his 1985 book Games of the orient Korea, China, Japan.

While in South Korea, our local friends raved about this great little race game, and it's become one of our favorites. We love that Yut can be played with up to 4 players and it's super fun to play with kids too.

Krisztina & Tamas, Lemery Games

The country's most elite horses and riders have assembled for the event of the year. The animals are sturdy, proud, and fierce, but that won't be enough—strategy, timing and luck will be crucial to win the race.

Which team will gallop to victory?

- Narrative based on the imagination of Lemery Games -

Yut is a race game from Korea for 2 to 4 players. Each player controls up to 4 horses.

OBJECT OF THE GAME

Be the first player to cross the winning post ( ) with all your horses.

GAME CONTENTS

• 1 travel bag
• 1 game mat
• 4 orange Horse pieces
• 4 blue Horse pieces
• 4 casting sticks
• 1 rulebook

SETUP*

*The rules below are for 2 players.

1. Lay out the game mat
2. Give each player 4 Horses of the same color.
3. Each player places their Horses in a stack, just off the board, near the winning post ( ) (Fig. 1).

Fig. 1

HOW TO PLAY

Players will take turns casting sticks and moving their horses around the track – sometimes "capturing" other horses (removing them from the board) or "merging" their own horses together (stacking their own pieces on top of one another so they may be moved together). Players will continue alternating turns until one player wins.

Casting sticks

The game uses casting sticks. Casting sticks is similar to throwing dice, with the result determined by the number of marked (flat) sides that are visible (Fig. 2).

• 1 flat side up = 1
• 2 flat sides up = 2
• 3 flat sides up = 3
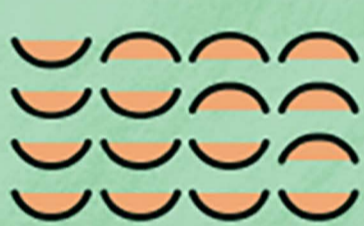• 4 flat sides up = 4*
• 0 flat sides up = 5*

*If a player throws a 4 or 5, they may throw 1 more time before moving. See 'Moving' section.

Fig. 2

Determining the First Player

At the start of the game, each player throws the sticks. The player with the higher result goes first, using their result for their first move. (If tied, throw again.)

Moving

The active player uses the exact result of their throw (or sum of their 2 throws) to EITHER:

• Add a new Horse to the track, counting from the first space counterclockwise from the winning post (Fig. 3A), OR

• Move a Horse that is already on the track (Fig. 3B).

If a player is entitled to a rethrow*, they may combine the results to move 1 Horse by the total amount, or move different Horses, using each result to move 1 Horse.

Example: A player throws a 4, so they must throw again. They then throw a 3. They may choose to add a new horse to the 4th space of the track, and then move a different horse exactly 3 spaces (Fig. 4A), OR they may choose to move 1 Horse exactly 7 spaces (Fig. 4B).
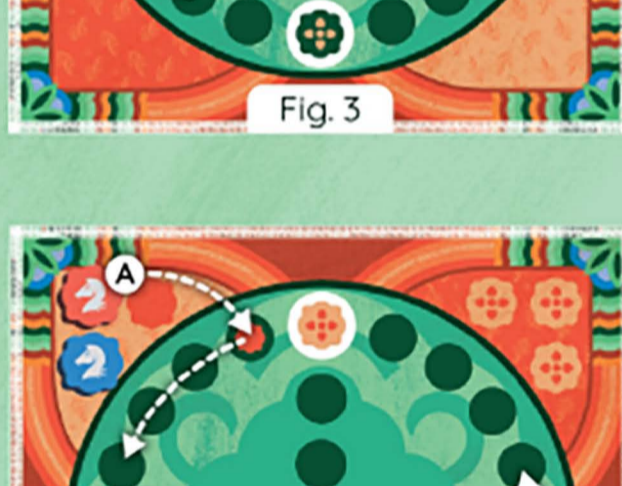
Fig. 3

Fig. 4

Shortcuts

If a player's Horse begins its move from any of the 4 intersections (shortcuts), the player may choose to use the shortcut, or continue along the track (Fig. 5).

Stacking Horses

If a player's horse lands on a space occupied by 1 of their own horses, the 2 horses are stacked on top of each other and continue the race together. Up to 4 horses may be stacked this way. These horses must remain stacked, and are treated as 1 horse until they are captured (see "Catching Rival Horses") or the game ends.

Fig. 5

Catching Rival Horses

If a player's horse lands on a space occupied by a rival horse, the rival horse is "caught." It is removed from the board and must restart the race. The active player is then rewarded with 1 more throw.*

*Players may rethrow a maximum of 2 times per turn (rethrow once for throwing a 4 or 5 and rethrow once for catching a rival horse).

Fig. 6

The Winning Post

Once a horse moves past the winning post, place it in the stable (Fig. 6).

GAME END

Winning the race

The first player to move their final horse into the stable wins the game.