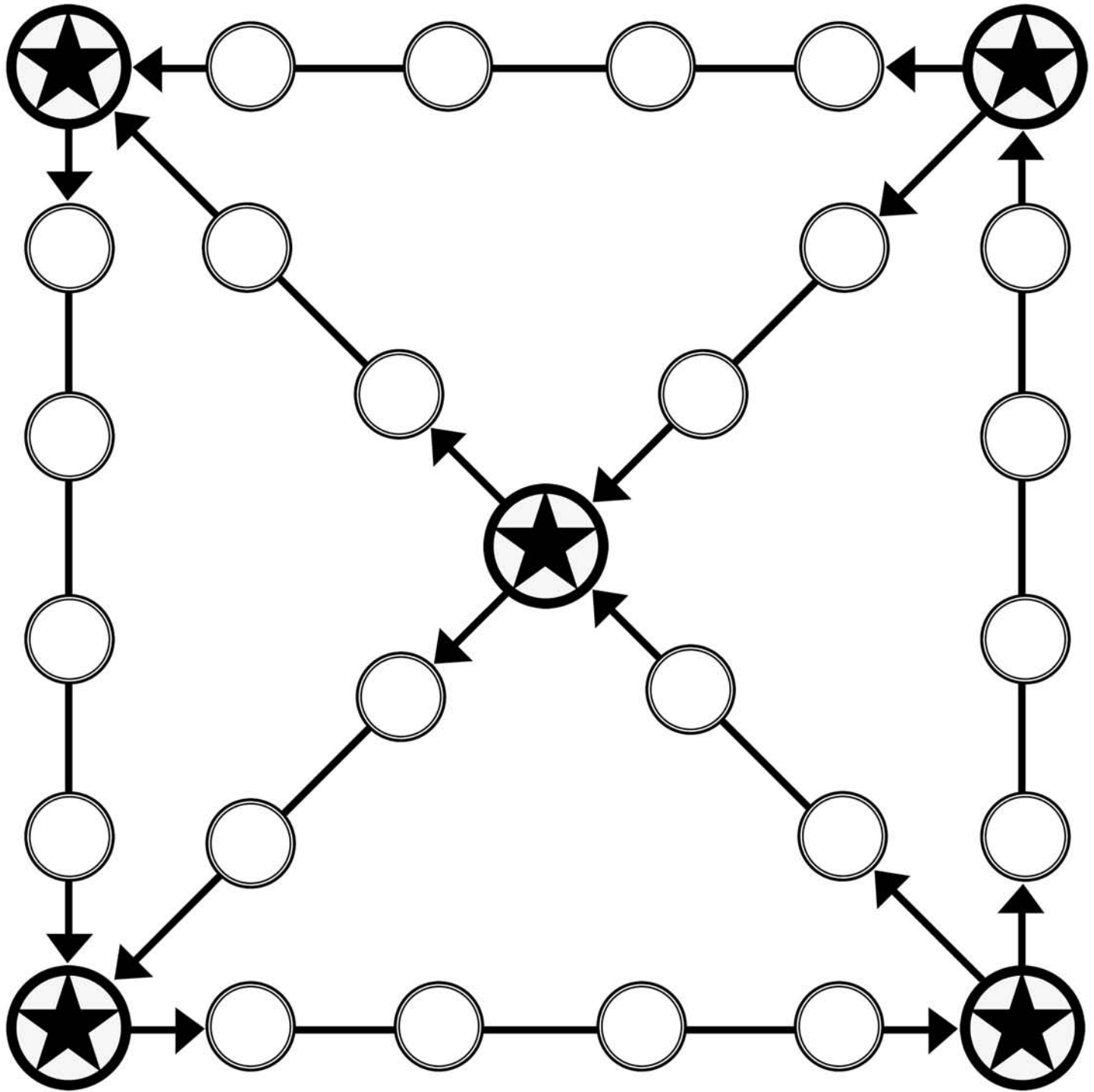


Yut-Nori



START

Be the first team to return to the starting point. Use pebbles, buttons or other small items for game pieces (mal). Each team gets four markers. Decorate four craft or popsicle sticks on one side with markers or paint to be the yut-sticks.

How to play:

On your turn, throw the four yut-sticks in the air.

Move 1 space if one blank stick lands face up: Do (pig)

Move 2 spaces if two blank sticks land face up: Gae (dog)

Move 3 spaces if three blank sticks land face up: Geul (sheep)

Move 4 spaces if four blank sticks land face up: Yut (cow)

Move 5 spaces if four marked sticks land face up: Mo (horse)

Each team can either put a new mal onto the board, or move a mal already on the board.

If you roll Yut or Mo you can roll again.

If a player lands on a space occupied by another player they must move back to the start. If a player lands on their own mal they can travel on as a group.

If a player lands on a corner or the center space, they can choose to take a diagonal that crosses the middle of the board.

