

Yut the Game

Culture

Yut is a game in Korea. This game is well known to be played on holidays such as New Years and Thanksgiving. It is unclear where it originates but evidence had suggest it was played at the time of the Three Kingdoms (57 BCE- 668 CE) It is still being played now. It is a game for all the Korean. The game is played for an audience where both the audience and team members are shouting. The game is played by members of the family and their relatives despite age. This game is well known to be played at special occasion for Koreans. It is also a popular family game.

Play

The game involves two partners or two teams to play. For teams there is no limit for how many players there are in the game. Even if its a large team, some members may not be able to participate but can still help with strategy. The game takes place around the board. It is an exciting game because it involves the family on special occasions and involves betting as well.

Rules

The game involves a board that is made up. It would be made up by stiched cloth or on a simple piece of paper. It has to be a rectangular shape. The board is designed to have an X- shape that is shown by circles or points. There are four circles in each

corner and one in the middle. Then there are four circles going around that form a square. Then there are two circles that go from the middle circle to the corners of each one of the corner circles. The game does not use dice. Instead they use what is called yut sticks. There are four sticks of this kind used in the game. Each one is flat on one side and round on the other. There are tokens used in the game that are called Mal. Each team gets four tokens. The tokens known as mals can be black and white but it is also known to be coins, buttons, or small pebbles.

How to play

The game board works by a circle on the lower right side of the board that is the starting point for one team. The point at the opposite lower left side is the end point known for the other team. Both teams have it where their mals are opposite of each other. The objective of the game is to move all of your mal pieces from their starting point thru the course back to their starting point. The mals are moved depending on the roll of the yut sticks. The yut sticks are used like dice. The bam yut are thrown into the air and the landing of them is the result. The result depends on how they land. They land either on their flat side or their round side. This determines the number of movements for the mal. If three sticks are on their flats, the player gets what's known as a "do" where they can move their mal one space. Getting two sticks on their flats is a "gae" that involves two movements. Getting just one stick on its flat is a "geol" that is 3 movements. If all the sticks are on their round side, that is known as a "yut" that is four movements. Getting all the sticks on their flats is a "mo" that is 5 movements. Getting a "yut" or a "mo" also gives the player another chance to move. Only one mal can be moved each

time. Each player can move their mal from the starting point to the right side of it.

Cheats

One rule that must be clear is for both teams to know what is used as a mals. Since tokens can be made from many things, it must be clear what is the token for each team. The wood that is used for the yut sticks have to a certain kind Chestnut wood is mostly used while birch wood is good as well. The correct type of wood effects the result of the game. The player must throw it correctly not just drop it so the result is random.

Critique

Both teams cast the yut sticks and the one with the highest roll goes first. One thing the game involves is luck. Players will try to cheat by trying to find a way to get the roll they want. One strategy is to take out the opponent's mal. If a player's mal lands on a space that is occupied by an opponent's mal, then the opponent's mal is removed and is placed back at the beginning. Another is if a player's mal lands on another one of their own mals, the two mals can become one and move together. This benefits because a player can now move both of his mals instead of one at a time. However if an opponent's mal lands on them, both mals are sent back to the starting point. If a player cast a yut or mo, they are able to cast again. One of the quickest ways to get your mal back to its starting point would be for a mal to land on a corner spot. Doing so will allow the mall to move in the middle and then go back to its home spot again.

Meaning/Culture impact

The game is also known to be used for betting by villagers. Villagers would raise different kinds of live stock for the betting. The game has been used for fortune telling. The game seems to be popular for Koreans because it is easy to play and has spread throughout Korea. It is used to bring family together on special occasions. It is customary for the Koreans to play this game on New Year's day.

Sources used : Interview with Jiraporn Davis on October 28, 2008