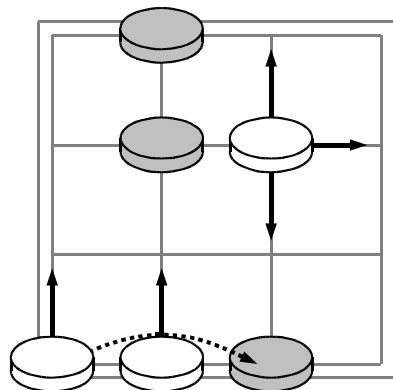


TRADITIONAL BOARD GAME SERIES

The Traditional Board Game Series is a collection of sixty leaflets about games that have amused the world over thousands of years. Leaflet #15 contains a list of games covered in the first fifteen leaflets, leaflet #30 contains a list of the next fifteen, and here is presented a list of the present fifteen. Leaflet #60 contains the rest of the catalogue.

- | | |
|--------------------------|---------------------|
| 31. Gabata | 39. Pulijudam |
| 32. Dara | 40. Tawlbwrdd |
| 33. Puluc | 41. Salta |
| 34. French Military Game | 42. Go |
| 35. The Royal Game of Ur | 43. Tablan |
| 36. Saturankam | 44. Sittuyin |
| 37. Shogi | 45. Four Field Kono |
| 38. T'shu-p'u | |

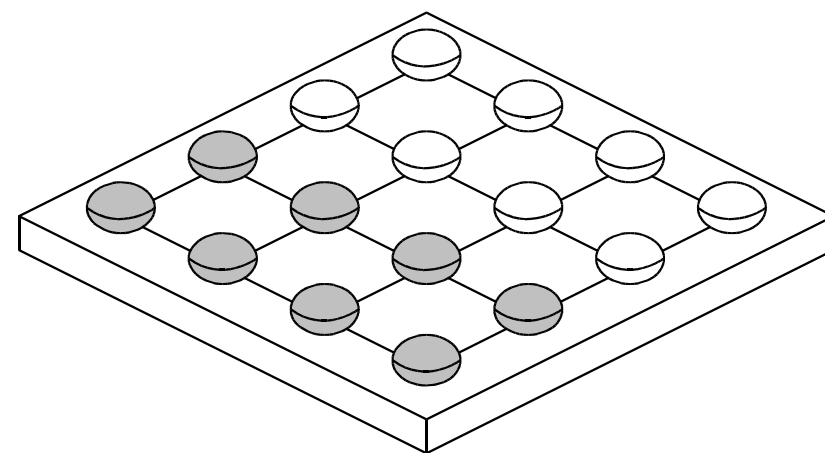
Copyright © Damian Walker 2011 - <http://boardgames.cynningstan.org.uk/>



*Illustration 3: possible moves for white.
Though pieces can move in all four
directions, many of the directions are
blocked.*

FOUR FIELD KONO

by Damian Walker



INTRODUCTION & HISTORY

Four field kono, also called *nei-pat-ko-no*, is a small but interesting strategic game from Korea. It was first described in English by the ethnographer Stewart Culin in 1895, and according to the more recent board game historian R. C. Bell it was still

played there in the latter half of the twentieth century.

The game requires careful strategy, and is one of a number of interesting strategic games which have been invented in Korea over the centuries.

HOW TO PLAY

Four field kono is played on the intersections, or points, of a board of four lines by four, as shown in Illustration 1. It is for two players, each of which starts with eight pieces.

Beginning the Game

1. The game begins with each player having filled his half of the board with his pieces (see Illustration 2).

2. Black takes the first move.

Moving the Pieces

3. A piece moves by sliding along a marked line to an empty adjacent point (see Illustration 3).

4. Diagonal moves are not allowed in this

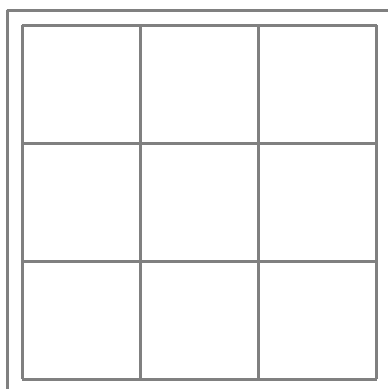


Illustration 1: an empty four field kono board. Play is on the sixteen points, not in the nine squares.

are not allowed.

9. Only one capture can be made at a time; there are no multiple jumps as in some other games.

10. A player cannot jump over an enemy piece to make a capture; the piece jumped over must be his own.

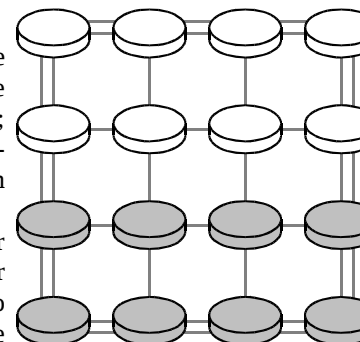


Illustration 2: the board starts full of pieces, so only capturing moves are possible.

his opponent's pieces, then he has won the game.

12. In practice, if a player has reduced his opponent to one piece then he has already won the game, as the opponent can make no further captures.

13. If a player has pieces left but no legal moved, he is blocked in and has lost the game.

Ending the Game

11. If a player has captured all

FURTHER INFORMATION

Information on Four Field Kono in common books is scant. The following books contain information on the game:

Bell, R. C. *Board and Table Games from Many Civilizations*, vol. 2, p. 42. New York: Dover Publications, Inc., 1979.

Bell, R. C. *Discovering Old Board Games*, p. 31. Aylesbury: Shire Publications Ltd., 1973.

Culin, S. *Korean Games*, p. 101. Philadelphia: University of Pennsylvania 1895.

Loader, J. & Loader, J. *Making Board, Peg & Dice Games*, pp. 38-41. Lewes: Guild of Master Craftsman Publications Ltd., 1993.

Murray, H. J. R. *A History of Board-Games Other Than Chess*, p. 92 (note). Oxford: Oxford University Press, 1952.