

### TRADITIONAL BOARD GAME SERIES

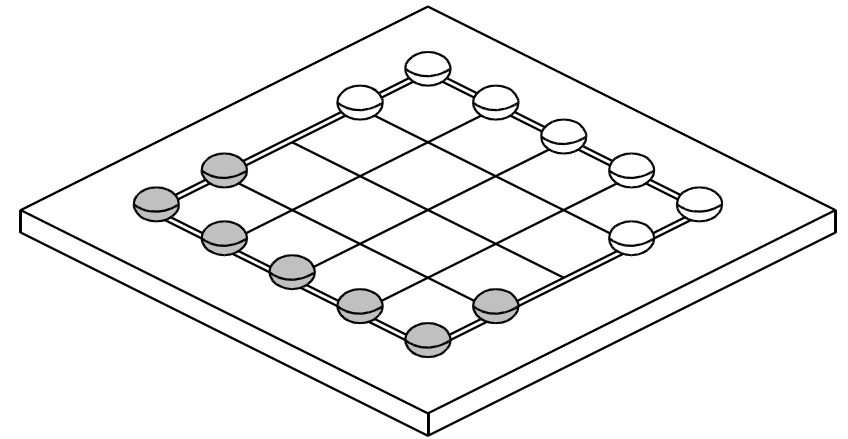
The Traditional Board Game Series is a collection of sixty leaflets about games that have amused the world over thousands of years. Leaflet #15 contains a list of games covered in the first fifteen leaflets, leaflets #30 and #45 contain a list of the next two groups of fifteen, and here is presented a list of the final fifteen.

- |                            |                        |
|----------------------------|------------------------|
| 46. Konane                 | 54. Thaayam            |
| 47. Bagh Chal              | 55. Ming Mang          |
| 48. Dogs & Jackals         | 56. Alea Evangelii     |
| 49. Mak-ruk                | 57. Dablot Prejjesne   |
| 50. Mefuhva                | 58. Yoté and Choko     |
| 51. Mu Torere              | 59. Four Seasons Chess |
| 52. The Captain's Mistress | 60. Five Field Kono    |
| 53. Asalto                 |                        |

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## FIVE FIELD KONO

by Damian Walker



### INTRODUCTION & HISTORY

At the end of the nineteenth century, a number of board games then current in Korea were recorded by the American ethnographer Stewart Culin. Ko-no was the name given to small board games of many types, that were played on boards marked with lines. One of them was *o-pat-ko-no*, known in English as *five field kono*.

It was played on a board scored on the ground, though sometimes on boards drawn on paper. Some people had wooden boards made to

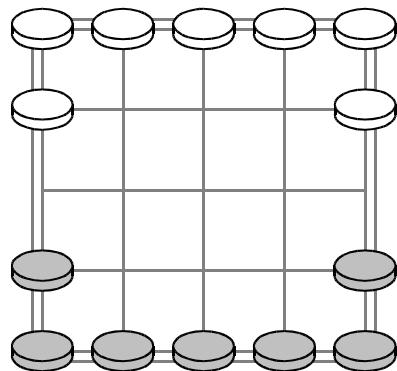


Illustration 1: the five field kono board with pieces set out for play.

play the game. It is a game of traversal, a form of race without dice. Each player must move his pieces across the board to the opposite side, the first to do so winning the game. As well as moving one's own pieces part of the strategy is to block the enemy's pieces from moving towards their goal.

In its general object the game is like the western games of *halma* and *Chinese checkers*, and five field kono may have inspired them.

### HOW TO PLAY

Five field kono is played by two people on a square board, marked with a grid of five lines in each direction. Players each have seven pieces, one player taking black and the other white.

#### Beginning the Game

1. The board is set out with each player having five pieces on the points of his back row, and the other two directly in front on the

left and right edge of the board. This is shown in Illustration 1.

2. Pieces in this game occupy the points, not the squares.

3. Players decide at random who is to move first. Players then take turns to play.

#### Moving the Pieces

4. In his turn a player may move a single piece.

5. Pieces move one step diag-

onally forwards or backwards, as shown in Illustration 2.

6. A piece may not jump over another.

7. There are no captures in this game.

8. Only one piece may occupy a point at any one time. Thus it is possible to block the opponent's pieces from moving.

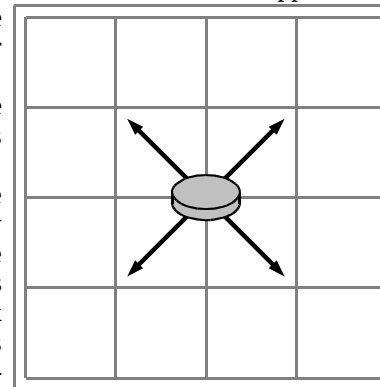


Illustration 2: the diagonal move of the pieces.

#### Ending the Game

9. The game is ended when one player has moved across the board,

has vacated.

11. If neither player can get past the other, then they can both agree the game as drawn.

### FURTHER INFORMATION

Information on this game can be obtained from the following readily available books:

Bell, R. C. *Board and Table Games from Many Civilizations*, vol. 1, p. 98. New York: Dover Publications, Inc., 1979.

Bell, R. C. *Games to Play*, p. 48. London: Michael Joseph Limited, 1988.

Parlett, D. *The Oxford History of Board Games*, p. 133. Oxford: Oxford University Press, 1999.