

FURTHER INFORMATION

The following books contain further information on nyout for the interested reader.

Bell, R. C. *Board and Table Games from Many Civilizations*, vol. 1, pp. 1-4. New York: Dover Publishing, Inc., 1979.

Murray, H. J. R. *A History of Board-Games Other than Chess*, p. 142. Oxford: Oxford University Press, 1952.

Parlett, D. *The Oxford History of Board Games*, pp. 40-42. Oxford: Oxford University Press, 1999.

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NYOUT

by Damian Walker

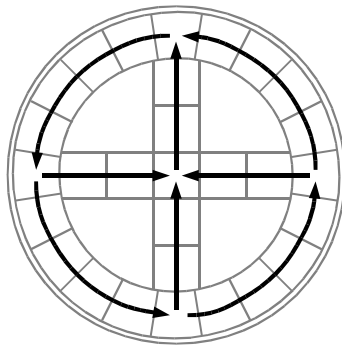
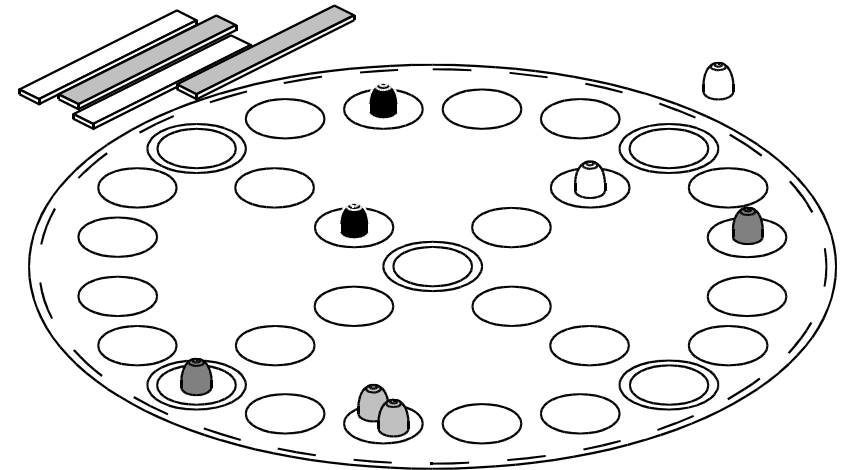


Illustration 3: the direction of movement of the pieces around the outer circle and on the inner cross. Note that the rightmost arm of the cross does not provide a short-cut, but may still be a useful route to avoid capture.



INTRODUCTION & HISTORY

Korea is rich in interesting traditional board games. It has its own version of chess, and go is played here by the more intellectual strata of society. But people of humbler background and simpler education also have their games, and *nyout* is one of these. *Nyout* is a race game, often played as a gambling game, for a stake. Even without the wager, it is enjoyable as a pastime

in its own right.

The age and history of *nyout* is unknown. A similar board game was imported to Korea from China in the third century. Since then, it disappeared from China, but its history in Korea was untracked until it was brought to international attention, by the renowned American ethnologist and board game historian Stewart Culin in 1895.

HOW TO PLAY

The rules here are based on those given by the board game historian R. C. Bell. Though different accounts vary, these are the simplest and most logical.

Starting the Game

1. *Nyout* is played on board in which the playing spaces are laid out in a circle, with more laid out as a cross inside it, as shown in Illustration 1.

2. Two, three or four can play. Two players have four pieces each, called horses, three have three horses each, and four players play as partnerships, hav-

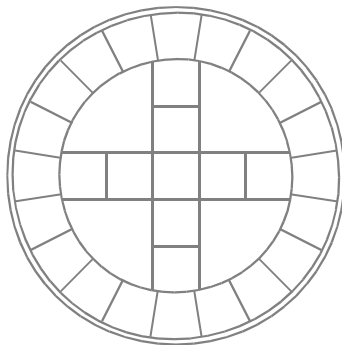


Illustration 1: the empty *nyout* board.

second time and the results of both throws noted.

6. Once the casting sticks are thrown, the player may do one of the following:

(i). a horse may be entered on the course, onto point 1-5 (see Illustration 2 for point notation) according to the value of the throw;

(ii). a horse already on the outer circle may be moved anti-clockwise by the number of points indicated, as shown in Illustration 3; a horse moving past *N* has finished its race and is borne off the board (no exact throw is needed to bear off);

(iii). a horse on *E*, *S* or *W* may be moved along one of the arms of the cross towards the centre, turning to *N* as also shown in Illustration 3;

(iv). a horse already on the cross may be moved towards the centre, turning to *N*, being borne off the board as in 6(ii) above if it passes *N*.

7. If a player's horse lands on the same square as an-

other of his horses, the two may subsequently be moved as a pair. Three or four horses may be joined in this way, if so many are in play.

8. Where the sticks have been thrown twice, the throws may both be used to move the same horse, or to move different horses as the player wishes.

Capturing Enemies

9. If a player's horse lands on an opponent's horse or horses, the opponent's horses are captured, removed from the board, and they must begin their race again.

Ending the Game

10. A player or partnership wins the game when all their horses have completed the race and been borne off.

11. Optionally, a two-player game may be won when the first player bears off his first horse.

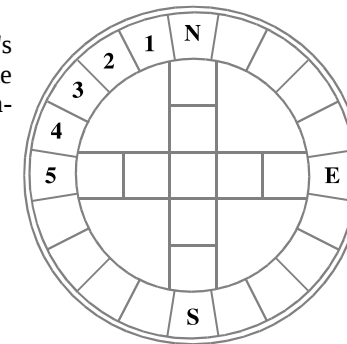


Illustration 2: some principal spaces on the *nyout* board.