

How to play Yut-nori

Each turn, players_____ the yut sticks once to determine how many spaces one of their markers can move. To win, be the ____to get all four of your markers around the board and back home.

- If a marker lands on a _____, the player can take a shortcut through the middle of the board.
- Players who throw a mo or yut get a_____turn.
- If two (or more!) markers belonging to one player land on the same space, they may move _____for the rest of the game.
- If your marker lands on a_____occupied by another player's marker, the other player's marker is sent _____and must begin again, and you get another turn.
- If your yut stick got a "do" with a back labelled sign in the stick (후퇴) , it means you must move one step _____.



도

do: _____1 space



개

ge: Move 2 spaces



걸

geol: Move 3 spaces



윷

yut: Move 4 spaces and throw again!



모

mo: Move 5 spaces and throw again!