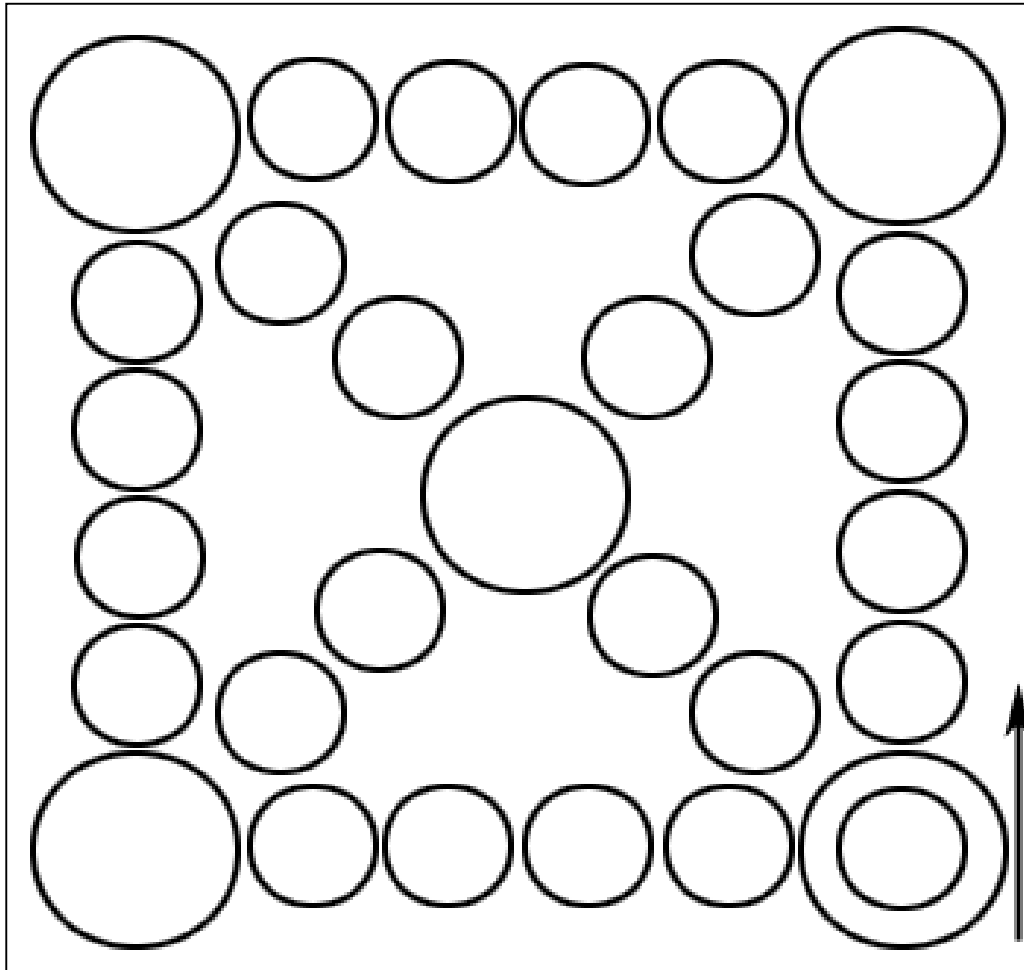
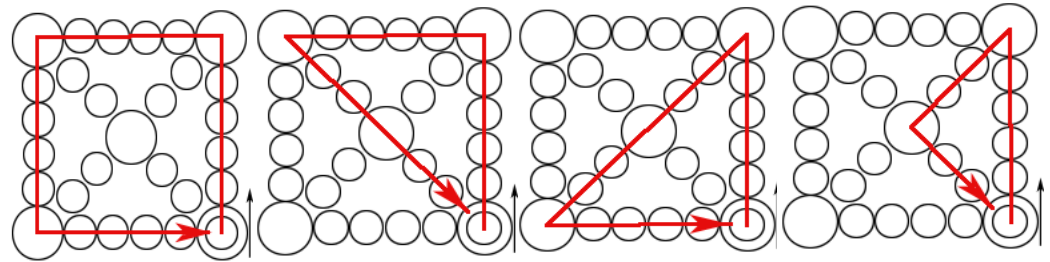


# Yut: A Korean game

- |   |  |      |   |                 |
|---|--|------|---|-----------------|
| 1 |  | do   | 도 | Pig             |
| 2 |  | gae  | 개 | Dog             |
| 3 |  | geol | 걸 | Cow             |
| 4 |  | yut  | 윷 | Sheep           |
| 5 |  | mo   | 모 | Horse (+1 turn) |



Players can move only one *mal* per each movement, unless *mals* are grouped.

When a *mal* lands on big circle, players can move their *mal* to a shortcut.

When a *mal* arrives on a circle that has a *mal* of the other team, the *mal* of the other team is captured and should go back to start.

If a *mal* lands on circle that another *mal* of the same team is on, the two *mals* can make a group, and move together.

The team with all of their *mals* back at the start point again wins the game.