

YUT

A Korean-Style Parcheesi Game

Objective: To help children develop strategic thinking skills and evaluate options on a game board.

Materials: One Yut Game Board
Four Game Markers for Each Player
One Die

- How to Play:**
1. Each player places all four game markers in one of the DECKS on the game board.
 2. Players take turns rolling the die. The number on the die is the number of spaces the player can move his/her marker. All game markers must begin at START and move in a counterclockwise direction around the outside of the game board.
 3. When a player rolls the die, he/she may choose to move any of his/her markers on the game board or begin a new marker from the DECK at the START point.
 4. If one player's marker lands on an opponent's marker, the opponent's marker goes back to the DECK. If a player's marker lands on his/her own marker, the markers can piggyback and can be moved as if they were a single marker. (Note: Piggybacking doubles the speed that markers can get around the board, but it also doubles the number of markers that an opponent can send back to the DECK should he/she land on the piggybacked markers.)
 5. If a player lands on one of the bottom corner points, he/she may take the diagonal shortcut across the board. If a player lands on the middle dot (intersection of the two diagonals) while moving from the lower left to upper right, he/she may take another shortcut back to START.
 6. When a marker has gone around the game board and returns to START, the marker can go to HOME. The first player to get all four markers HOME wins.

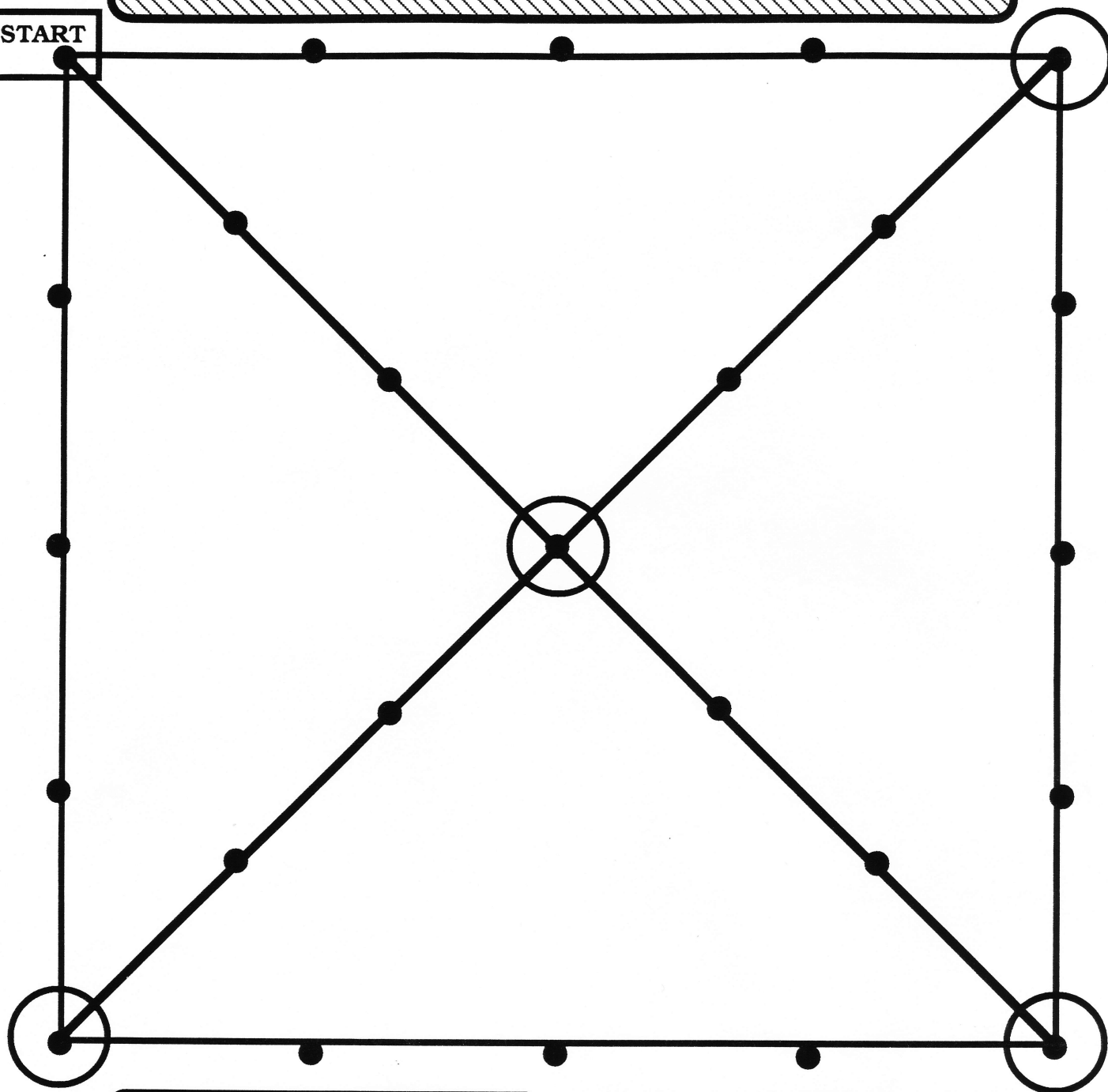
Suggestions to Parents:

After your child has thrown his/her die, encourage him/her to stop, consider the different options for moves, and evaluate the advantages and disadvantages of each before moving a marker.

YUT

HOME

START



DECK

DECK