**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, leaflet #30 contains a list of the next fifteen, and here is presented a list of the present fifteen. Leaflet #60 contains the rest of the catalogue.

31. Gabata
32. Dara
33. Puluc
34. French Military Game
35. The Royal Game of Ur
36. Saturankam
37. Shogi
38. T’shu-p’u
39. Pulijudam
40. Tawlbwrdd
41. Salta
42. Go
43. Tablan
44. Sittuyin
45. Four Field Kono

Illustration 3: possible moves for white. Though pieces can move in all four directions, many of the directions are blocked.
**INTRODUCTION & HISTORY**

Four field kono, also called nei-patko-no, is a small but interesting strategic game from Korea. It was first described in English by the ethnographer Stewart Culin in 1895, and according to the more recent board game historian R. C. Bell it was still played there in the latter half of the twentieth century.

The game requires careful strategy, and is one of a number of interesting strategic games which have been invented in Korea over the centuries.

**HOW TO PLAY**

Four field kono is played on the intersections, or points, of a board of four lines by four, as shown in Illustration 1. It is for two players, each of which starts with eight pieces.

**Beginning the Game**

1. The game begins with each player having filled his half of the board with his pieces (see Illustration 2).
2. Black takes the first move.

**Moving the Pieces**

3. A piece moves by sliding along a marked line to an empty adjacent point (see Illustration 3).
4. Diagonal moves are not allowed in this game.
5. As the board begins full of pieces, and there are no empty points, the first move of the game must necessarily be a capture.

**Capturing Enemies**

6. A player captures an enemy piece by jumping one of his pieces over an adjacent friendly piece, to land on the enemy piece immediately beyond (see Illustration 3).
7. To make such a capture, all three pieces must be in a straight line of three, with the enemy at the end.
8. As is the case with non-capturing moves, diagonal captures are not allowed.
9. Only one capture can be made at a time; there are no multiple jumps as in some other games.
10. A player cannot jump over an enemy piece to make a capture; the piece jumped over must be his own.

**Ending the Game**

11. If a player has captured all his opponent's pieces, then he has won the game.
12. In practice, if a player has reduced his opponent to one piece then he has already won the game, as the opponent can make no further captures.
13. If a player has pieces left but no legal move, he is blocked in and has lost the game.

**FURTHER INFORMATION**

Information on Four Field Kono in common books is scant. The following books contain information on the game:


