The Traditional Board Game Series Leaflet #60: Five Field Kono

**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, leaflets #30 and #45 contain a list of the next two groups of fifteen, and here is presented a list of the final fifteen.

46. Konane  
47. Bagh Chal  
48. Dogs & Jackals  
49. Mak-ruk  
50. Mefuhy va  
51. Mu Torere  
52. The Captain’s Mistress  
53. Asalto  
54. Thaayam  
55. Ming Mang  
56. Alea Evangellii  
57. Dablot Prejjesne  
58. Yoté and Choko  
59. Four Seasons Chess  
60. Five Field Kono

Copyright © Damian Walker 2011 - http://boardgames.cyningstan.org.uk/
INTRODUCTION & HISTORY

At the end of the nineteenth century, a number of board games then current in Korea were recorded by the American ethnographer Stewart Culin. Ko-no was the name given to small board games of many types, that were played on boards marked with lines. One of them was o-pat-ko-no, known in English as five field kono.

It was played on a board scored on the ground, though sometimes on boards drawn on paper. Some people had wooden boards made to

HOW TO PLAY

Five field kono is played by two people on a square board, marked with a grid of five lines in each direction. Players each have seven pieces, one player taking black and the other white.

Beginning the Game

1. The board is set out with each player having five pieces on the points of his back row, and the other two directly in front on the left and right edge of the board. This is shown in Illustration 1.

2. Pieces in this game occupy the points, not the squares.

3. Players decide at random who is to move first. Players then take turns to play.

Moving the Pieces

4. In his turn a player may move a single piece.

5. Pieces move one step diagonally forwards or backwards, as occupying all the points on which the opponent started.

6. A piece may not jump over another.

7. There are no captures in this game.

8. Only one piece may occupy a point at any one time. Thus it is possible to block the opponent’s pieces from moving.

Ending the Game

9. The game is ended when one player has moved across the board, has vacated.

10. If a player leaves pieces in his initial starting position to permanently block the other player, his opponent may win by occupying just the squares he

FURTHER INFORMATION

Information on this game can be obtained from the following readily available books:

