

Abstrakt (česky)

The thesis introduces traditional Korean game of *paduk*, it concerns at its rules, history and nowadays situation with all the players organizations and developement of *paduk* in Korea and internationally as well. *Paduk* rules are explained in the first part which follows by the list of the most important and necessary technical and theoretical terms. The next part describes basic strategy and flow of the game, visual demonstrations are included. In the part of Korean historical developement the thesis describes the import to Korean Peninsula and its development in all the historical parts of Korean history from the Three kingdoms to the modern age. There is a special attention on the transformation of the game in the Colonial period (1910 – 1945). During this time the traditional Korean version of the game was left and forgotten, or forced to be forgotten and players have been playing the modern version since then. The modern *paduk* is shown with foundations of *paduk* organizations, story of famous masters and the characteristic of Korean *paduk* in the international field. The focus is also on the almost unknown situation of *paduk* in DPRK and how it stands in the its society. The conclusion summarizes the basic characteristic of distinctive aspects of Korean *paduk* (especially in the confrontation with Japan).