

UR: THE ROYAL GAME

BETA RULEBOOK

PREVIEW ONLY
WORK IN PROGRESS





UR: THE ROYAL GAME

UR: THE ROYAL GAME, **BETA** RULEBOOK.

Game by: Spartan Development & Freecompany

WRITTEN BY: Žiga Gantar.

EDITED AND DESIGNED BY: Tjaša Gaber.

DEVELOPED BY: Aljaž Šikovec, Žiga Gantar, Samo Planinc, Tjaša Gaber.

© Copyright 2023 Freecompany d.o.o.

DICE AND PLAYING PIECES

Each player plays the game with **2 custom D4 dice** and **7 playing pieces**.



DICE

PLAYING PIECES

Each **die** has 1 golden coloured tip, 1 silver coloured tip, and 2 blank tips.



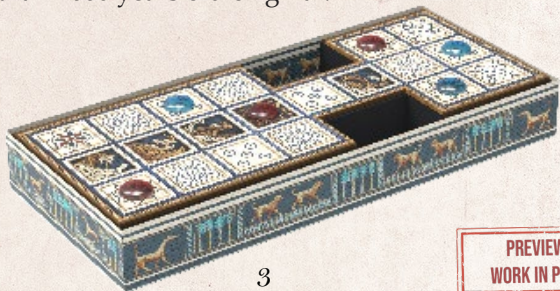
BLANK

SILVER

GOLD

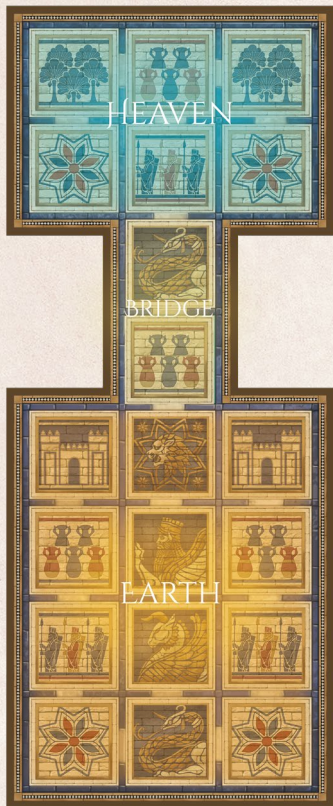
PLAYING BOARD

This game board was carefully designed to resemble the more than 4000 years old original.



BOARD SECTIONS

The playing board is divided into the Earth, Bridge and Heaven sections. Players start with their pieces on the Earth section and progress to the Heaven section.



BOARD TILES

The playing board tiles have specific names and attributes.



WHO GOES FIRST?

In the first game between the two, the player that has travelled closest to Mesopotamia goes first. In the subsequent games, the player who lost the last game gets to choose who goes first and who is second.

HOW TO PLAY


The player who is on their turn, plays according to the Turn Sequence.



TURN SEQUENCE



1. Roll 2 **dice**.
2. Choose one:
 - Regardless of the **dice** roll result, you may spawn a **piece** on the **Lesser Realm Entrance**.
 - Move **piece(s)** according to the **dice** result; On 1 coloured tip, move 1 **piece** for 1 tile. On 2 tips, move 1 **piece** for 2 tiles, or 2 **pieces** for 1 tile each.
 - Depending on the **die** result, you may spawn a **piece** on the **Royal Realm/Tile of Ishtar/Tile of Marduk**/on an empty space next to your piece.
3. End the turn. The other player can now start their own turn.



DICE ROLL COMBINATIONS:

 +  /  +  = Move 1

 +  = Move 1 **piece** up to 2 tiles / Move 2 **pieces** up to 1 tile / Spawn on **Royal Realm**

 +  = Move 1 **piece** up to 2 tiles / Move 2 **pieces** up to 1 tile / Spawn on **Tile of Ishtar**

 +  = Move 1 **piece** up to 2 tiles / Move 2 **pieces** up to 1 tile / Spawn on **Tile of Marduk**

 +  = Spawn a **piece** on an empty tile that is next to one of your own **pieces**. You cannot move.

*You may always discard the **dice** result and spawn a **piece** on the **Lesser Realm Entrance**.

MOVEMENT OF PIECES

Move **piece(s)** according to the **dice** result; On 1 coloured tip, move 1 **piece** for 1 tile. On 2 tips, move 1 **piece** for 2 tiles, or 2 **pieces** for 1 tile each.

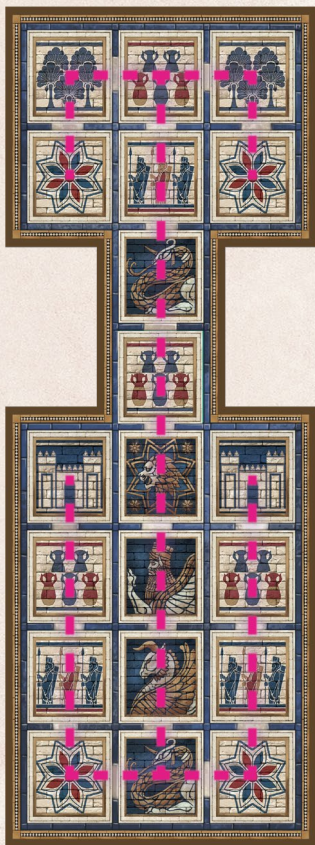
A **piece** may not move over an opponent's **piece**, but it can defeat it if it moves onto the same tile.

You cannot have 2 **pieces** on the same tile.

You may move a **piece** over your other **piece**, if the **piece** can move enough tiles to end its movement on an empty tile.

PATH

The **pieces** can move forward or backward but must follow the general path of movement (see below).



PLAYING FIRST PIECES

If you have a **piece** on the entrance and no other **piece** on the board, the opponent cannot spawn a **piece** on the entrance occupied by your **piece**.

COMBAT

When you **move a piece onto a tile with the opponent's piece**, the opponent's **piece** is **removed** from the board and returned to their pool. When a piece defeats a **piece**, its **movement ends** (regardless of how many tiles it could have moved). Your other **pieces** can use the rest of your available movement if your roll result allows it.

SPECIAL TILES

LESSER REALM ENTRANCE:

A tile that allows you to **spawn a piece** instead of other actions. See the "Lesser realm entrance" location on page 5.



You may defeat and remove an opponents piece that is on the Entrance tile, if you spawn a **piece** on the same tile.

FORTS/ROSETTES:

Fort tiles are strategic positions on the board. They give the player another roll, and are crucial for conquering Heaven and Earth. There are 4 forts on the board, marked with a rosette symbol (as seen on right).



When a **piece** moves onto this tile, the player **may take another turn** and start with step 1 on page 6. Note: Conquering 2 Rosette tiles in the same turn allows only 1 extra roll.

When holding both forts on the Earth section, the player dominates Earth, and while holding both forts in the Heaven section, the player dominates Heaven. By holding all 4 forts, the player dominates both Heaven and Earth and wins the game.

TILE OF ISHTAR:

The Tile of Ishtar is the **most powerful tile** in the game and represents the heavenly queen, Ishtar. It **protects your forts**.

When a player has a **piece** on this tile, their other **pieces** on Fort tiles are safe. They cannot be defeated by the opponent's pieces as long as the piece remains on the



Ishar tile. On rolling 2 silver tips, the player may spawn a piece on this tile.

TILE OF MARDUK:

Tile of Marduk is a powerful tile that represents the king of gods, Marduk. It allows you to spawn a piece furthest up the board on the bridge between Heaven and Earth.



On rolling 2 golden tips, the player may spawn a piece on this tile.

ROYAL REALM:

The Royal Realm consists of three tiles that represent other major divinities and give the player strong starting positions in the middle of the Royal Game.

On rolling 2 differently colored tips, a player may spawn a piece on any of these 3 tiles.



DOMINATING HEAVEN

You dominate Heaven if you **control both Forts in the Heaven section** of the board.

While you dominate Heaven, you may **move a single piece for 3 tiles**, when you **roll 2 silver or 2 golden tips**.

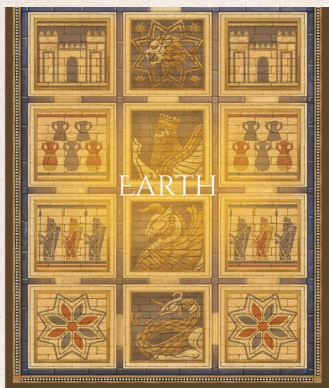
Note: The player may choose to ignore this perk and move their pieces normally, granting them the option to move 1 piece for 2 tiles or 2 pieces for 1 tile each.



DOMINATING EARTH

You dominate the Earth if you **control both Forts in the Earth section** of the board.

When you dominate Earth, **movement of your pieces is not stopped when your pieces defeat an opponent's piece.** (Your piece moving 2 can defeat 2 opponents' pieces or keep moving after defeating the first.)



PREVIEW ONLY
WORK IN PROGRESS

END OF THE GAME

The game ends and a player wins when they **hold all 4 forts (rosettes)** on the board with their **pieces**.

REPETITION

A player may claim a draw if the same move/spawning occurs five times in a row.

