

# UR: ROYAL GAME

## BETA RULEBOOK

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# UR: THE ROYAL GAME

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

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## INTRODUCTION

Ur: the Royal Game is a strategic game for two people. Match in a battle of minds to dominate heaven and earth.

Embark on a journey through time and play a modern interpretation of one of the oldest board games! Travel to the ancient mystical land of Mesopotamia, engage in a battle between spirits, and meet the ancient deities!

# THE ROYAL GAME OF UR CLASSIC VERSION

## INTRODUCTION

The following rules for the Royal Game of Ur, composed by Irving Finkel, are the most commonly known and widely played, included here for your convenience. We do not claim to own these rules. Many variations of the “classic” Royal Game of Ur exist, all playable with the provided components, and their rules can be found online.

## COMPONENTS

Each player plays the game with **4 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.



## GOAL OF THE GAME

The classic version of the Royal Game of Ur is a racing game where the objective is to be the first to move all seven of your **pieces** across the board and off the end.

## WHO GOES FIRST?

At the start of the game, each player rolls four **dice**. The player with the most filled tips (gold or silver) goes first. In case of a tie, reroll until the tie is broken.

## SETUP

The players each take 7 playing **pieces** of the same color or design and add them to their starting pool. They each take 4 **D4 dice** (they can share the same ones as well). The board can be set inside the box with the side you intend to play on facing up. Store all of the unused components inside the box.

# HOW TO PLAY

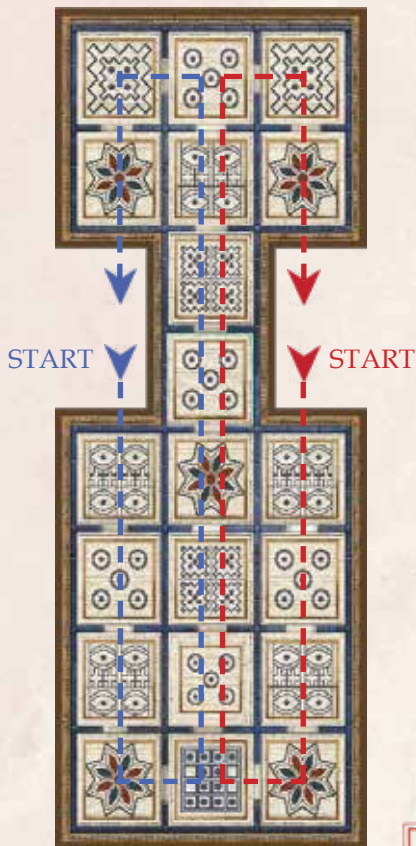
The player who is on their turn, plays according to the Turn Sequence.

## TURN SEQUENCE

1. Roll 4 **dice**.
2. Select and move one **piece** according to the number of filled tips rolled. You can only move one **piece** at a time. Alternatively, you may introduce a new **piece** onto the board, positioning it on the starting tile, and move it for the number of filled tips rolled -1. For instance, if you rolled 3 tips, you can move a **piece** two spaces from the starting tile.  
You must make a move if one is available.
3. End the turn and pass the turn to your opponent. If you are using the same **dice**, pass the **dice** to your opponent as well.

## PATH

Players each have a unique path to follow as seen below.





## PATH

One player moves along the “red” path, while the other moves along the “blue” path.

## 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.

## COMBAT

When you move a **piece** onto a tile with your opponent’s piece, the opponent’s piece is removed from the board **and** returned to the opponent’s starting pool.

## SPECIAL TILES

### FORTS/ROSETTES:

When your piece lands on a Rosette, you may roll the **dice** again. You do not need to move the same **piece** with the additional roll; you can choose another **piece**. A **piece** on a Rosette is safe and cannot be removed.



### MOVING PIECES TO THE END ZONE:

To move one of your pieces off the board (to the end position), you need an exact roll that matches the number of tiles remaining to the edge of the board plus one. For example, if a **piece** is on the last Rosette, you need a roll of exactly 1 colored tip to move it off the board.

### WINNING THE GAME:

The first player to move all 7 of their **pieces** off the board (to the end position) wins the game.



# THE ROYAL GAME OF UR MODERN INTERPRETATION

## INTRODUCTION

Ur: the Royal Game is a strategic game for two people. Match in a battle of minds to dominate heaven and earth. Embark on a journey through time and play a modern interpretation of one of the oldest board games! Travel to the ancient mystical land of Mesopotamia, engage in a battle between spirits, and meet the ancient deities!

## COMPONENTS

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.



## GOAL OF THE GAME

The objective in this version is for a player to dominate the board, both heaven and earth at the same time. They must have their pieces positioned on all four rosettes simultaneously to achieve victory.

## 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.

## SETUP

The players each take 7 playing pieces of the same color or design. They each take 2 D4 dice. The board can be set inside the box with the side you intend to play on facing up. Store all of the unused components inside the box.



# HOW TO PLAY

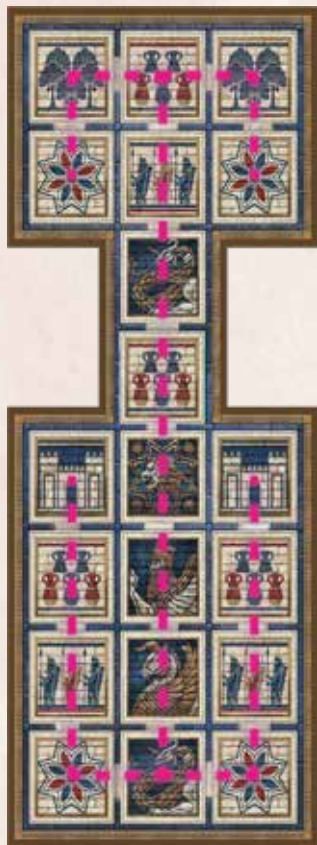
The player who is on their turn, plays according to the Turn Sequence.

## 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 and pass the turn to your opponent.

## PATH



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





## DICE ROLL COMBINATIONS AND RESULTS:

 +  /  +  = 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.

## 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 Ishtar 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**.

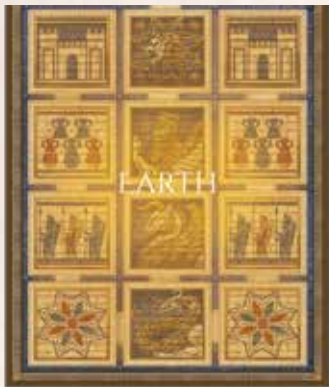
Note: The player may choose to ignore this perk and move their pieces normally, granting them the option to move 1 piece for 2 tiles or 2 pieces for 1 tile each.



## 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.)



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## END OF THE GAME

The game ends immediately when 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.



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