

The Royal game of Ur

game manual

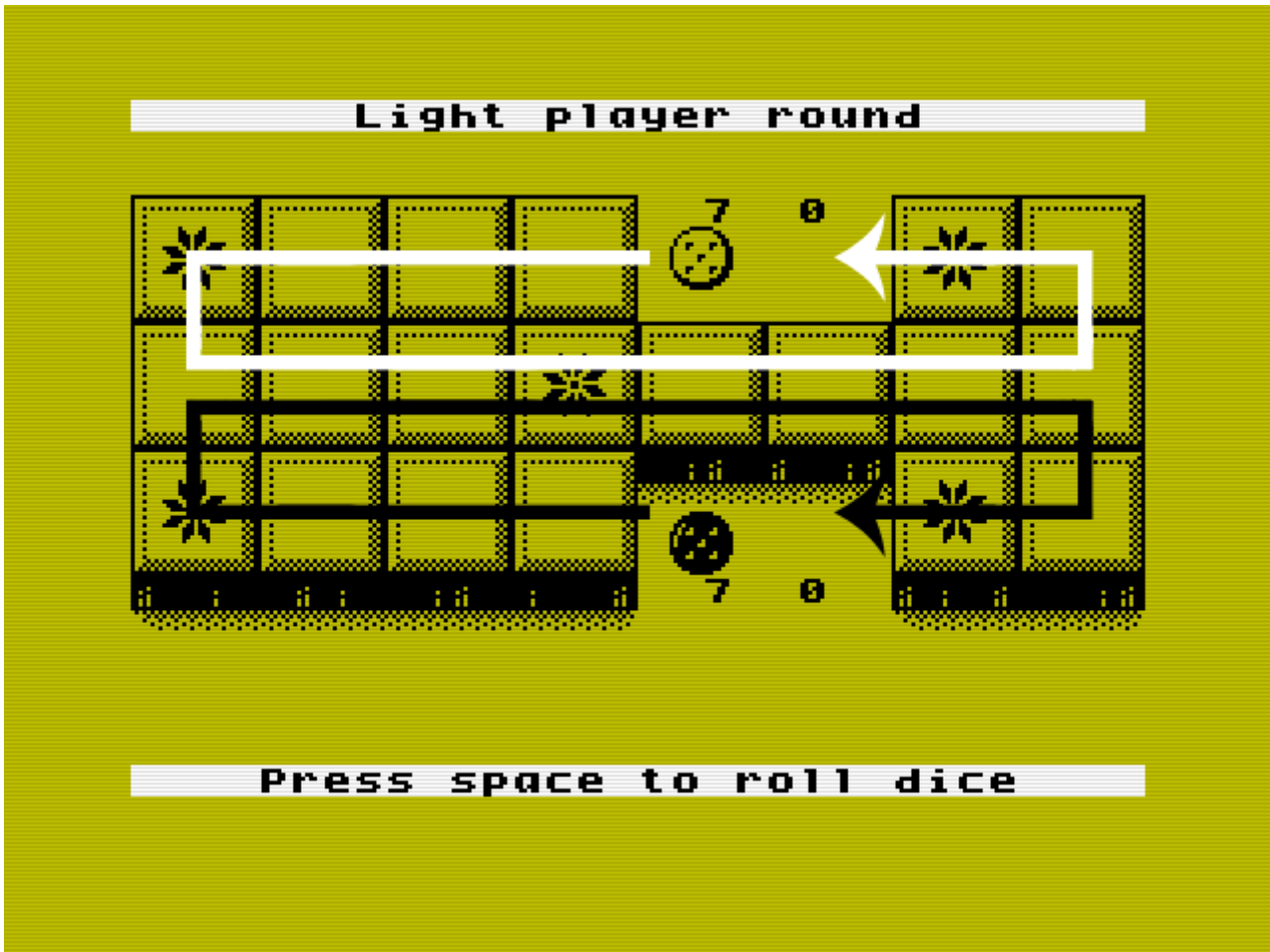


According to Wikipedia:

The **Royal Game of Ur**, also known as the **Game of Twenty Squares**, refers to an ancient game represented by two gameboards found in the *Royal Tombs of Ur* in *Iraq* by *Sir Leonard Woolley* in the 1920s. The two boards date from the *First Dynasty of Ur*, before 2600 BC, thus making the Royal Game of Ur one of the oldest examples of board gaming equipment found.

This game can be played against another human player, computer or you can let computer play against itself.

Your goal is to get all of your seven stones from start to finish. You will take this road around the board.



Each round you roll four tetrahedral dice (basically D4s), each of them has two points marked by paint. Each marked point gives you one movement point. You have to spend all your movement points on one stone.

If you land on opponent's stone, it has to return to the start position.

If you land on a rosette tile, you can play again. If you have a stone on the rosette in the middle of the board, that stone is immune from opponent's attacks (opponent's stone cannot land on the tile.)

If you roll zero marked points, you forfeit this round. If you can't move any stone by the amount of points you have rolled, you forfeit this round.

If you move all of your stones to finish, you have won the game.

Have fun! :)