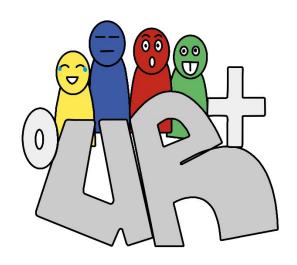
The royal game of ur



By: Maarten de Goede Sebastian Poot Timo Polderman

Wesley de Man

Inhoudsopgave

- 1. Introduction
- 2. Containments
- 3. Game set-up
- 4. How to play
- 5. Board
- 6. Cards

Rulebook

Introduction

Welcome to UR. We took the oldest game in existence called "Royal Game of Ur" and gave it a modern twist. This will be a fun and family friendly game where you and your opponents will race for the finish line. But this will not be easy because at every moment your adventure to the finish can be disturbed by other players or even your own misfortune. Making this a game full of thrills, unexpected encounters and a lot of fun.

Containments

- Gameboard
- Three dices 0 − 2
- Four pawn sets
- 19 + Cards
- 19 O Cards
- Rulebook

Game Set-up

UR is a board game that can be played with 2 – 4 people. When playing with 2 players, you need to choose opposing positions.

How to play

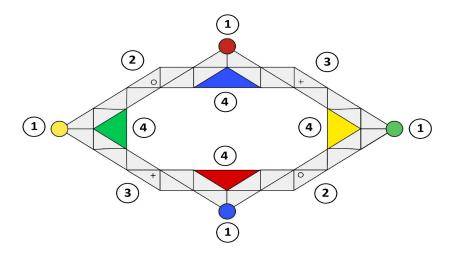
Get the Gameboard together with the three dice on the table. Pick one of the four colors and take the five pawns belonging to that color. Put the Cards on the board according the symbols.

Every player starts with 1 pawn on their chosen colors starting point.

From your starting point you have the option to either take the left or right side to get to the finish. To walk, you throw the three dice and walk the sum of the three dice together. When you reach one of the 4 tiles connected to your safezone you have to wait 1 turn to enter the safe zone. If you land on a symbol you draw a card with the same symbol. When the card is executed you put it back on the bottom of the pile. If you land on a tile where another player is already standing, that pawn will be knocked out of the game, leaving you the only one standing on that tile.

When the player throws the sum of 0,3 or 6, the player may add a new pawn to their starting point on the board, but only if this starting point is empty. If the player does this, the player may throw the dice again to move that pawn. This is optional and the player may also just move another pawn 0, 3 or 6 steps (depending on the thrown number). A player wins when he/she has crossed the finish line with all 5 pawns.

The board



- 1. The starting point for the players, different for each player.
- 2. If you stand on this tile you have to get a card from the stack with 0 in it,
- 3. If you stand on this tile you have to get a card from the stack with + in it.
- 4. Is the finishing piont of the players different for each player

Cards

O

2x: Throw off any opponent pawn 1x: Throw off 2 opponent pawns

1x: Move a pawn from an opponent of choice 3 steps

back

1x: Move a pawn from an opponent of choice 2 steps back

2x: Move a pawn from an opponent of choice 1 step back

2x: Remove your pawn on the O tile

1x: Move a pawn from an opponent of choice 3 steps forward

1x: Move a pawn from an opponent of choice 2 steps forward

2x: Move a pawn from an opponent of choice 1 step forward

3x: Go to the other O tile. Don't draw a card.

1x: All pawns on the board (including your own!) go off the board

1x: All opponent players may place one pawn on the board

1x: Let an opponent player draw a O card

Total 19 'O' Cards

+

2x: Add a new pawn on the board

1x: Add 2 new pawns on the board

1x: Move any of your own pawns 3 steps forward

1x: Move any of your own pawns 2 steps forward

1x: Move any of your own pawns 1 step forward

1x: Throw the dice again

1x: Remove your pawn on the + tile

1x: Remove any of your own pawns

1x: Move any of your own pawns 3 steps back

1x: Move any of your own pawns 2 steps back

2x: Move any of your own pawns 1 step back

3x: Go to the other + tile. Don't draw a card.

1x: Switch any of your pawns with any opponent pawn

1x: Move one of your pawns back to the start

1x: Let an opponent player draw a + card

Total 19 '+' Cards

HR productions

© 2018 HH Corporation. All rights reserved. THE ROYALE GAME OF UR is a registered Trade Mark. Distributed in the Netherlands under licence by UR Games, Wijnhaven 107 2011

WJ Rotterdam, Netherlands. Please keep our address for future reference.