



BLUE (BLAUW – BLEU – BLAU – BLU – AZUL – BLÁ)

The board is set up as shown. Each player has 7 counters. The object of the game is to get all counters on to the starting space (S), round the board and home (H). Counters may only be "hit" on the centre track, in which case they are sent right off the board to start again. The winner is the first player to get all his counters home.

Rules of Play: Each player moves according to the throw of the three dice as follows:

● ● ●	{	Move 5 squares or Enter a counter on the start (S) and have another throw.
□ □ □		Move 4 squares and have another throw.
● ● □		Move 1 square and have another throw.
□ □ ●		"Nothing", end of turn.

Throughout the game players continue throwing the dice until they end their turn by throwing "nothing" (one dot) even if they cannot enter or move a counter.

3 dots must be scored to enter each counter on the start (S). (See also "Awards" below.) Alternatively, 3 dots can be used to move a counter 5 squares, once it has been entered. Moves cannot be split between counters (i.e. moving one counter 3 squares and another 2). Counters must reach the home space (H) by an exact score; they cannot overshoot.

Scoring a Hit: If a counter lands exactly on an opponent's single counter on the centre track, the opponent's counter is sent off to start again. If a counter lands on two or more opponent's counters on the same square, it is sent off itself. (There is no limit to the number of counters of the same colour on one square.)

A move must be made for each scoring throw unless the only possible move is to overshoot the home space.

Awards and Forfeits:

Award		Doubles	When a player lands on either of these two squares in the centre track, he must move the same counter forward by the same score.
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Award		Doubles	When a player lands on either of these two squares in the centre track, he must move the same counter forward by the same score.
Award		Rosette	When a player lands on a "Rosette" he may enter another counter on the board (S).
Forfeit		Eyes	Your opponent immediately moves any one of his counters forward 4 squares and obeys any resulting award (but not forfeit, which is ignored). You then resume your turn.

Scoring: The quality of the win depends upon the deployment of the losing player's counters at the end of the game. The winner gains points by calculating the total value of all the squares still occupied by his opponent's counters. The value of a square is determined by its number of dots. Where there is more than one counter on any square the value of that square is multiplied by the number of counters occupying it. The Rosette has the value of 1. The winner scores 25 for any of his opponent's counters that have not yet entered the board at (S). And 10 for any counters on (S).

Historical Note: No rules have survived from the City of Ur. However, after careful research, these rules have been developed to provide the modern-day player with a fast-moving game of skill and excitement.

HET KONINKLIJKE SPEL VAN UR

Merit Games / British Museum rules, © 1976 J&L Randall Ltd

NOTE: These are not authentic period rules, but rather rules made up as being probable prior to period documentation being found. I do not hold copyright for these rules; Merit was a trading name for J & L Randall Ltd, which held the copyright, however the company no longer exists and I am not sure who the copyright now belongs to. I am including these rules here for recent historical interest only.

THE ROYAL GAME OF UR

The board is set up as shown. Each player has 7 counters. The object of the game is to get all the counters on to the starting space (S), round the board and home (H). Counters may only be “hit” on the centre track, in which case they are sent right off the board to start again. The winner is the first player to get all his counters home.

Rules of Play: Each player moves according to the throw of the three dice as follows:

- [3 spots] Move 5 squares or
 Enter a counter on the start (S) and have another throw.
- [3 blanks] Move 4 squares and have another throw.
- [2 spots, 1 blank] Move 1 square and have another throw.
- [1 spot, 2 blanks] “Nothing”, end of turn.



Throughout the game players continue throwing the dice until they end their turn by throwing “nothing” (one dot) even if they cannot enter or move a counter.

3 dots must be scored to enter each counter on the start (S). (See also “Awards” below.) Alternatively, 3 dots can be used to move a counter 5 squares, once it has been entered. Moves cannot be split between the counters (i.e. moving one counter 3 squares and another 2). Counters must reach the home space (H) by an exact score; they cannot overshoot.

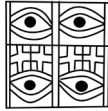
Scoring a Hit: If a counter lands exactly on an opponent’s single counter on the centre track, the opponent’s counter is sent off to start again. If a counter lands on two or more opponent’s counters on the same square, it is sent off itself. (There is no limit to the number of counters of the same colour on one square.)

A move must be made for each scoring throw unless the only possible move is to overshoot the home space.

Awards and Forfeits:

- Award  Doubles When a player lands on either of these two squares in the centre track, he must move the same counter forward by the same score.
- Award  Rosette When a player lands on a “Rosette” he may enter another counter on the board (S).

Forfeit



Eyes

Your opponent immediately moves any one of his counters forward 4 squares and obeys any resulting award (but not forfeit, which is ignored). You then resume your turn.

Scoring: The quality of the win depends upon the deployment of the losing player's counters at the end of the game. The winner gains points by calculating the total value of all the squares still occupied by his opponent's counters. The value of a square is determined by its number of dots. Where there is more than one counter on any square the value of that square is multiplied by the number of counters occupying it. The Rosette has the value of 1.

The winner scores 25 for any of his opponent's counters that have not yet entered the board at (S). And 10 for any counters on (S).

Historical Note: No rules have survived from the City of Ur. However, after careful research, these rules have been developed to provide the modern-day player with a fast-moving game of skill and excitement. ¹

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These rules were also given in Dutch, French, German, Spanish, Portuguese and Swedish. They were printed as a scroll, on high quality paper embossed so as to resemble unsmoothed vellum.

This version of the game uses 3 six-sided dice, that are blank on three sides, and three sides have spots. If using ordinary dice, count odd numbers as blanks and even numbers as spots.

¹ When this game was issued in 1976, this was the state of affairs regarding the rules. However, since then, Dr Irving Finkel translated cuniformic text that provided a set of rules applicable to this board.