



This is a traditional board game from Korea. It is part of a series of games by Ocastudios with original design but rules kept unaltered as possible. It is released under Public Domain (for more information, access www.ocastudios.com/rights).

Printing instructions:

- don't print pages 1 and 2,
- print on both sides of the paper (ever pages are the backs of odd pages).



history

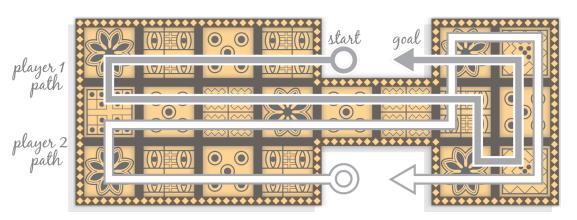
The Royal Game of Ur is one of the oldest board games we know about. The oldest surviving boards were found by archeologists in the Royal Tombs of the Sumerian city of Ur, present day Iraq, and are over 4 ½ thousand years old. Evidence shows the game was very popular (for example, graffitti in city walls reveal soldiers used to play it during their watches), and, with variations, it remained popular for thousand of years.

When the game was discovery in the 1920s by Sir Leornard Woolley, we had only educated guesses about its rules. That changed in the 1990s when Dr. Irving Finkel found a cuneiform tablet dated 177 BCE which contains explanations about the game. We're not completely sure of all the details, and a few alternative rules have been proposed, but we can be sure any difference is minor.

Some have especulated that Senet, an even older Egyptian board game, is the predecessor of the Royal Game, both being race games. Moreover, many suspect the Royal Game is itself a predecessor of the Roman Game of 12 Lines and Tabula, which in turn evolved into Backgammon.

rules

You control seven men, and your goal is to move them across and off the board. The path your men take is shown in the image below – your opponent will take a mirrored path.



The rosette is a symbol of Sumerian goddess Inana, ruler over love, fertility, warfare and patron of games.

All your men start off the board. On your turn you must row three dice. The result is the amount of the white corners facing up. If you got no white corners, then the result is four.

You must then choose one piece and move it according to the result of the dice. You can choose and move a piece that is currently off the board, introducing him into the game.

There are two invalid moves in the game, however you cannot move a piece if it would land on a space already occupied by an ally; and you can't move a piece off the board unless you got the exact dice roll (for example, if you need a 2 to escape and you roll a 3, the move is invalid).

If you roll the dice and all your moves are invalid, you must pass your turn. If your man lands on a space occupied by an enemy, the enemy is captured and taken off the board – he will have to start over. If your man lands on a rosette, you may roll again. You can move any of your men with this new roll.

You can move a man off the board if you roll the exact number to do it. The man has thus escaped, and can't be reintroduced into the game. You win when all your seven men escape.



