The Royal Game of Ur

To play:

- Print out the game board with counters and dice
- Cut out the board, counters and dice
- Glue the flaps of the dice so they are 4 sided with two white dots at 2 of the corners
- You will need two players

The basic rules:

Each player has one half of the board. The aim of the game is to move your piece onto the board, and get it successfully to the other end of the board and then off.

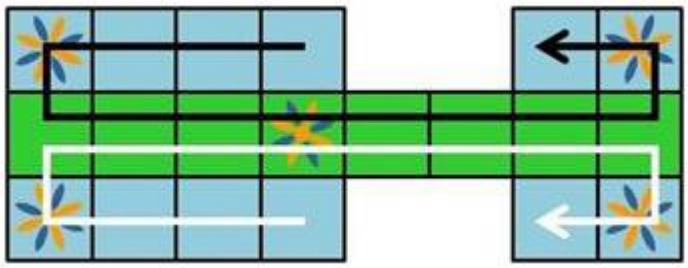

Fig 1. Wikimedia Commons.

1. The youngest player starts first by rolling all 4 sided dice at once. One piece is moved onto the board, moving the number of squares indicated by the number of white dots rolled.
2. One square can only have one piece on it.
3. You can have any number of pieces on the board.
4. If your opponent lands on a square you occupy, your piece is sent off the board and must start the journey again, unless it is on a rosette. The rosettes are safe squares and your opponent must move another piece or lose their turn.
5. The blue squares, as shown on Fig 1, are also safe.
6. The central green squares, as shown in Fig. 1 are the battle zone where pieces can be sent home.
7. If you land exactly on a rosette square you get an immediate bonus roll.
8. To get your piece successfully off the board, you must make a throw of the number of squares needed plus one. For example, on the last rosette, you must throw a two to successfully get your piece off the board. If you don't throw the right number, you cannot move that piece.
9. The first person to get all their pieces successfully through and off the board wins.