

## WINNING THE GAME

The first player to move all 7 of their pieces off the board is the winner.

## TIPS & STRATEGY

- Land on Rosettes (🌀) to earn extra turns.
- Set traps for capturing while avoiding risky paths.
- Spread your pieces across the board to give yourself more movement options.



Version 1-1

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# THE ROYAL GAME OF UR



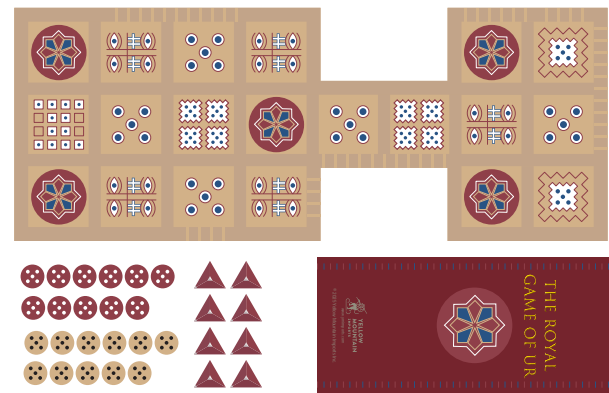
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# THE ROYAL GAME OF UR

Welcome to one of the oldest games ever discovered! The Royal Game of Ur was played over 4,000 years ago in ancient Mesopotamia — long before chess or checkers existed. It was found in a royal tomb, carved into stone and played with pyramid-shaped dice. Today, you're holding a modern version of this ancient race game, reimagined for fun and strategy. Get ready to roll, race, and relive history — just like players did millennia ago.

## WHAT'S INCLUDED

- 1 Royal Game of Ur board.
- 22 playing pieces (11 light and 11 dark, including 4 spares per color).
- 8 tetrahedral dice (pyramid-shaped, each with two marked tips — 4 per player).



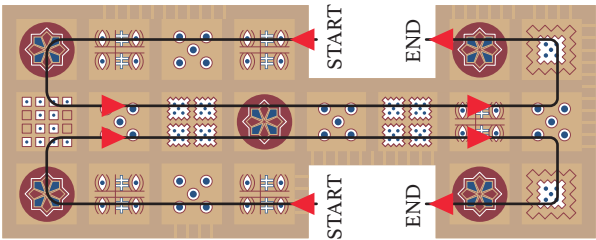
## OBJECTIVE

Be the first to move all 7 of your pieces from your start area, through the path, and off the board.

## GAME SETUP

1. Place the board in the center. Each player chooses a color and takes 7 matching pieces.
2. Sit facing each other. The light-colored player moves left to right; the dark-colored player moves right to left.

3. Keep all your pieces off the board at the start.
4. Place your 4 dice within reach.

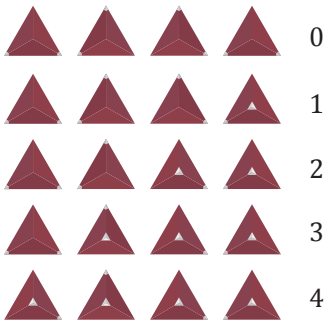


## HOW TO PLAY

Players alternate turns. Each turn has up to 3 steps:

### 1. ROLL THE DICE

- Roll all 4 tetrahedral dice.
- Count how many marked tips are face-up (each die has 2 marked tips).
- If you roll between 1–4, move a piece.
- If you roll a 0, your turn is skipped.



### 2. MOVE A PIECE

You may:

- Enter a new piece onto the path (if roll allows).
- Or move one of your pieces already on the board forward by that number of spaces.

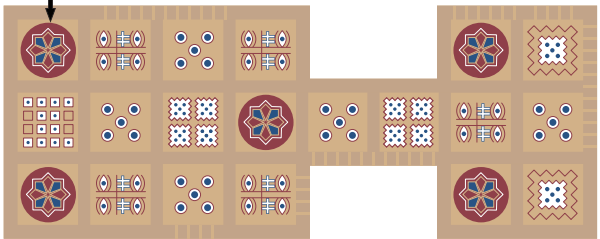
You cannot:

- Land on your own pieces.
- Overshoot the board's exit.

### 3. SPECIAL SQUARES & EXTRA TURNS

- Landing exactly on a Rosette (🌀) gives you an extra turn.
- There are 5 Rosette squares.
- Rosette squares are safe — pieces on them cannot be captured.

Rosette Squares (🌀)



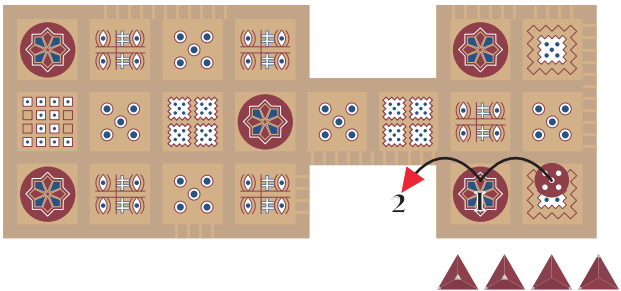
## CAPTURING

- If you land exactly on an opponent's piece, you capture it.
- The captured piece returns to the opponent's start area.
- You get another turn.

Note: You cannot capture a piece that is on a Rosette square.

## EXITING THE BOARD

- When a piece reaches the final space, you must roll the exact number to exit.



Example: Rolling a 2 to exit the final square