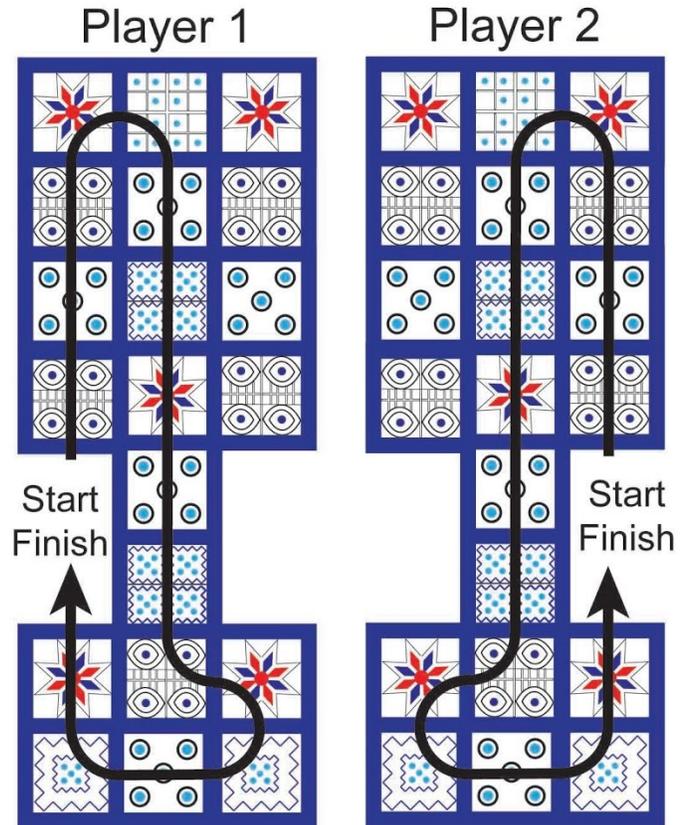
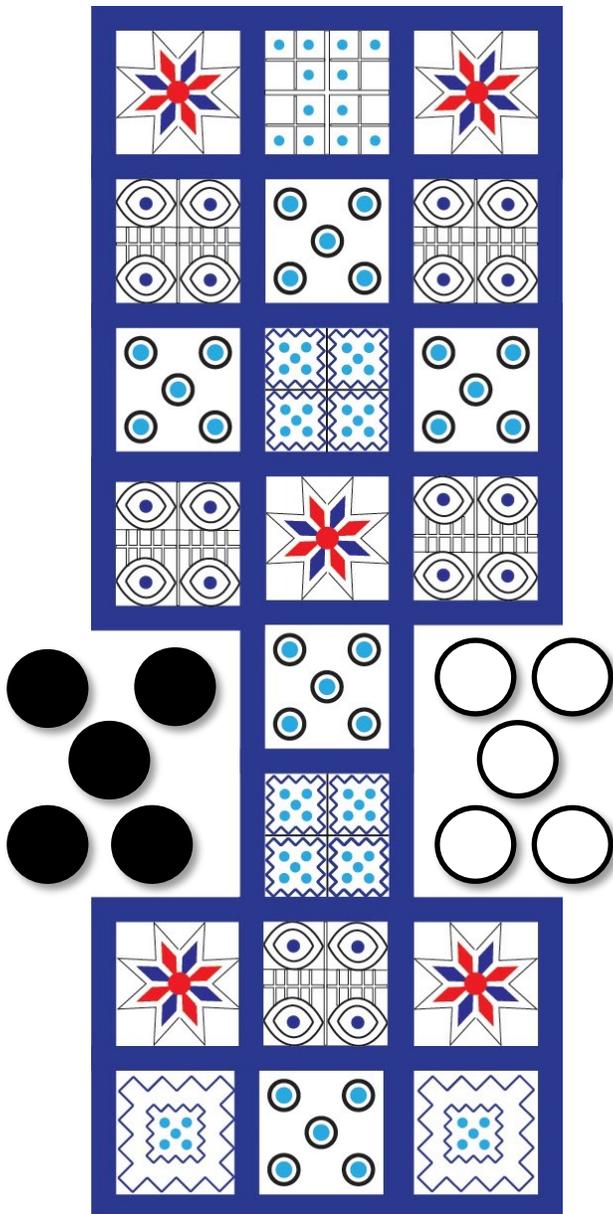


ROYAL GAME OF UR: TWENTY SQUARES



HOW TO PLAY

The goal of the game is to get all of your pawns off the board before the other player. It's a race!

1. Roll the dice to figure out who goes first. The higher number has the light pawns and goes first.
2. Pieces move in the pattern you see above.
3. Roll the dice. Move your piece forward the number of spaces you rolled.

-You can't put two of your own pawns in a square unless it's a rosette.

-If you land on a rosette, this is a safe spot.

Multiple pawns can occupy the same rosette.

-If you land on a square occupied by the other player, you get to kick their pawn off the board.

-When it's your turn you can move any active pawn or add a new one when you throw—be strategic!

-If you can't move a pawn, you lose your turn.

4. You can only exit on an exact throw.

OPTIONAL RULE:

-If you land on a rosette, you can stay or throw for another turn.

MORE AUTHENTIC EXTRA RULES:

Your pieces each have a name and a number:

Swallow (1), Storm-Bird (2), Raven (3), Rooster (4), Eagle (5)

They move onto the board in number order. To start, you must roll a 1. Then roll again to determine where to place the Swallow. On the next turn you can either move the Swallow or roll to try for a 2 to place the Storm-Bird. If you don't get a 2 you lose your turn! (Follow all other rules to the right.)

This version of the rules of the Royal Game of Ur is based off of and adapted from the Masters games found here: <http://www.mastersgames.com/rules/royal-ur-rules.htm> and Irving Finkel's chapter: On the rules for the Royal Game of Ur. Boards are from: <https://sites.google.com/site/boardandpieces/list-of-games/the-royal-game-of-ur>