

UR THE ROYAL GAME

 RULEBOOK 



By FREECOMPANY D.O.O.

INTRODUCTION

Ur: the Royal Game is a strategic game for two people. Match in a battle of minds to dominate heaven and earth.

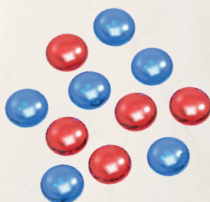
Embark on a journey through time and play a modern interpretation of one of the oldest board games! Travel to the ancient mystical land of Mesopotamia, engage in a battle between spirits, and meet the ancient deities!

COMPONENTS

Each player plays the game with **2 custom D4 dice** and **7 playing pieces**.



DICE



PLAYING PIECES

Each **dice** has 1 golden coloured tip, 1 silver coloured tip, and 2 blank tips.



BLANK



SILVER



GOLD

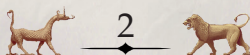
PLAYING BOARD

This game board was carefully designed to resemble the more than 4000 years old original.



SETUP

The players each take 7 playing pieces of the same color or design. They each take 2 D4 dice. The board can be set inside the box with the side you intend to play on facing up. Store all of the unused components inside the box.



BOARD SECTIONS

The playing board is divided into the **Earth**, **Bridge** and **Heaven** sections. Players start with their pieces on the Earth section and progress to the Heaven section.



BOARD TILES

The playing board tiles have specific names and attributes.

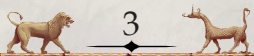


THE GOAL OF THE GAME

The objective in this version is for a player to dominate the board, both heaven and earth at the same time. They must have their pieces positioned on **all four Forts** (*rosettes*) **simultaneously** to achieve victory.

WHO GOES FIRST?

In the first game between the two, the player that has travelled closest to Mesopotamia goes first. In the subsequent games, the player who lost the last game gets to choose who goes first and who is second.



PLAYING FIRST PIECES

If you have a piece on the **Entrance** and **no other piece on the board**, the opponent cannot spawn a piece on the Entrance **occupied** by your piece.

COMBAT

When you **move a piece** onto a **tile with the opponent's piece**, the opponent's piece is **removed from the board** and returned to their pool. When a piece defeats a piece, its **movement ends** (*regardless of how many tiles it could have moved*). Your other pieces can use the rest of your available movement if your roll result allows it.

DICE ROLL COMBINATIONS AND RESULTS:

◆ + ◆ OR ◆ + ◆ = Move 1

◆ + ◆ = Move 1 piece up to 2 tiles / Move 2 pieces up to 1 tile / Spawn on Royal Realm

◆ + ◆ = Move 1 piece up to 2 tiles / Move 2 pieces up to 1 tile / Spawn on Tile of Ishtar

◆ + ◆ = Move 1 piece up to 2 tiles / Move 2 pieces up to 1 tile / Spawn on Tile of Marduk

◆ + ◆ = **Spawn** a piece on an empty tile that is **next to one of your own pieces**. You cannot **move**.

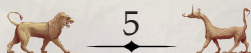
You may always **discard the dice result** and **spawn a piece** on the Lesser Realm Entrance.

SPECIAL TILES

LESSER REALM ENTRANCE:

A tile that allows you to **spawn a piece** instead of other actions. See the "*Lesser Realm Entrance*" location on page 5.

You may **defeat** and remove an opponents piece that is on the Entrance tile, if you **spawn** a piece on the same tile.



FORTS / ROSETTES:

Fort tiles are strategic positions on the board. They give the player **another roll**, and are crucial for conquering Heaven and Earth. There are 4 forts on the board, marked with a **rosette** symbol (*as seen on right*). When a piece **moves onto this tile**, the player may **take another turn** and start with step 1 on page 6.

Important: Conquering 2 Rosette tiles in the same turn allows only **1 extra roll**.

When holding **both Forts** on the Earth section, the player **dominates Earth**, and while holding **both Forts** in the Heaven section, the player **dominates Heaven**. By **holding all 4 Forts**, the player dominates both Heaven and Earth and **wins the game**.



TILE OF ISHTAR:

The Tile of Ishtar is the **most powerful tile** in the game and represents the heavenly queen, Ishtar. It **protects your Forts**. When a player **has a piece on this tile**, their **other pieces on Fort tiles are safe**. They **cannot be defeated** by the opponent's pieces as long as the piece **remains on the Ishtar tile**. On rolling **2 silver tips**, the player may **spawn a piece** on this tile.



TILE OF MARDUK:

Tile of Marduk is a powerful tile that represents the king of gods, Marduk. It allows you to **spawn a piece furthest up the board** on the bridge between Heaven and Earth. On rolling **2 golden tips**, the player may **spawn a piece** on this tile.



ROYAL REALM:

The Royal Realm consists of **three tiles** that represent other major divinities and give the player strong starting positions in the middle of the Royal Game. On rolling **2 differently colored tips**, a player may **spawn a piece** on any of these 3 tiles.



DOMINATING HEAVEN

You dominate Heaven if you control **both Forts** in the **Heaven** section of the board.

While you dominate Heaven, you **may move a single piece for 3 tiles**, when you roll **2 silver** or **2 golden tips**.

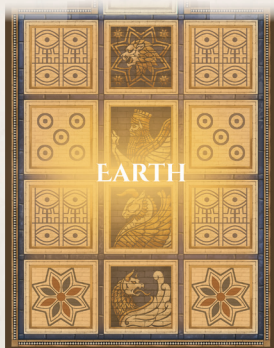
Note: The player may choose to ignore this perk and move their pieces normally.



DOMINATING EARTH

You dominate the Earth if you control **both Forts** in the **Earth** section of the board.

When you dominate Earth, **movement** of your pieces **is not stopped** when your pieces **defeat** an opponent's piece. (*Your piece moving 2 can defeat 2 opponents' pieces or keep moving after defeating the first.*)



REPETITION

A player may **claim a draw** if the **same move/spawning** occurs **five times in a row**.



UR: THE ROYAL GAME

UR: The Royal Game - Rulebook, First Edition.

First printing: May, 2025. Printed in Shenzhen, China.

Writing: Žiga Gantar, Samo Planinc.

Development and Design: Žiga Gantar, Samo Planinc, Tjaša Gaber,
Aljaž Šikovec.

Editing: Tjaša Gaber, Žiga Gantar.

Artwork & Graphic Design: Žiga Gantar, Tjaša Gaber.

Business Development: Andrej Levstek, Rok Babič.

Special thanks to every researcher, backer, and supporter that made
this game possible!

Legal & Copyright Information

Published by Spartan Development and Freecompany d.o.o.

| royal-game-of-ur.com |

© 2025 Freecompany d.o.o. All rights reserved.

This game and its components may not be reproduced, copied, or
distributed without permission.

UR: The Royal Game and Freecompany, and all associated logos,
names, designs, and other creative content are either Trademark
or Copyright of Freecompany d.o.o., Inc. 2020 Ljubljana, Slovenia,
European Union.

Designed in Slovenia.

