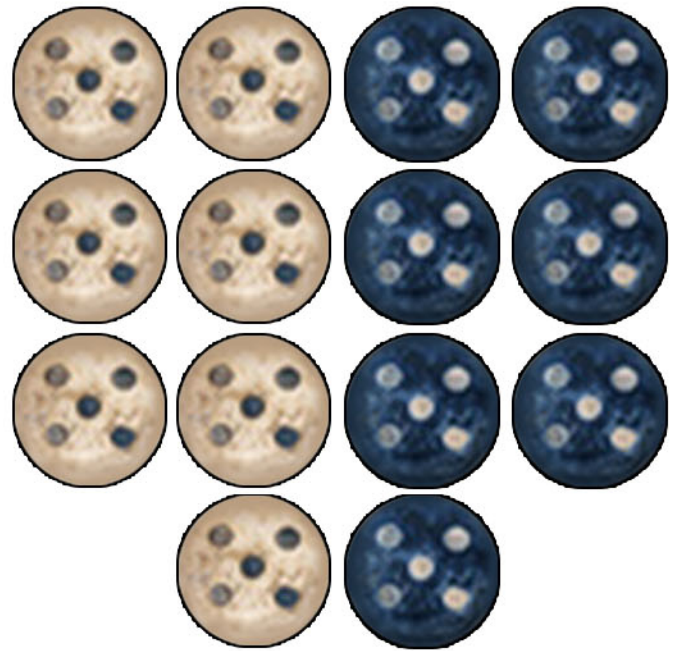


20 Squares or "The Royal Game of Ur"

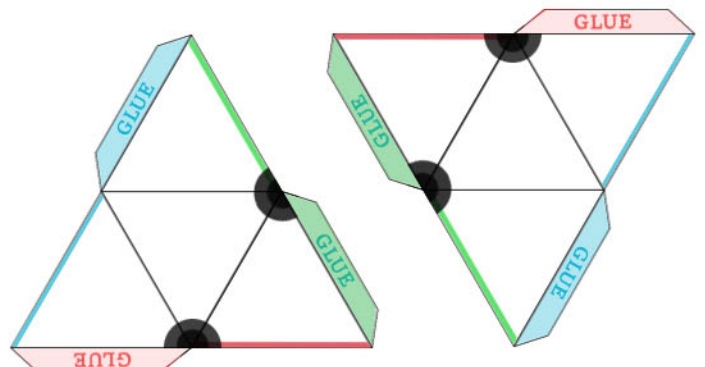
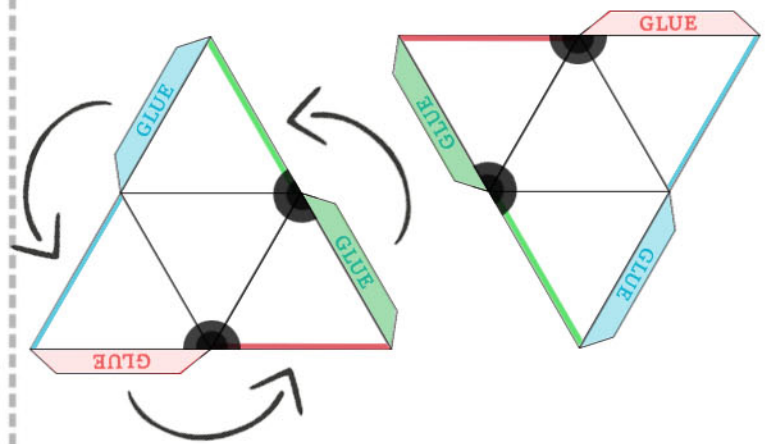
Glue on to Card and then cut out the Board and play counters



Cut out the tetrahedrons BEFORE gluing to the card (they are easier to construct if not on thick card)



Cut out and glue
the tetrahedrons



20 Squares or “The Royal Game of Ur”

Introduction

The Royal Game of Ur, also known as “Twenty Squares” or simply the “Game of Ur”, is a two-player strategy race board game that was first played in ancient Mesopotamia during the early second and third millennium BCE.

The Game of Ur remained extremely popular until the 5th century BCE, when it stopped being played, possibly developing into, or being displaced by, an early form of backgammon.

Construct the Board

After printing off page 1 of this PDF, cut off the separate indicated section with the 4 Tetrahedron Dice and put to one side. Glue the remaining part on to stiff card. Once the glue is dry cut out the board and the playing pieces. Then cut out the Tetrahedron dice and build. This is the trickiest part. We have found it slightly easier to build the dice using thicker paper or thin card. If the building of the tetrahedrons is a little too much trouble and you have some 6 sided dice around, you can get similar results by using 1 regular die.



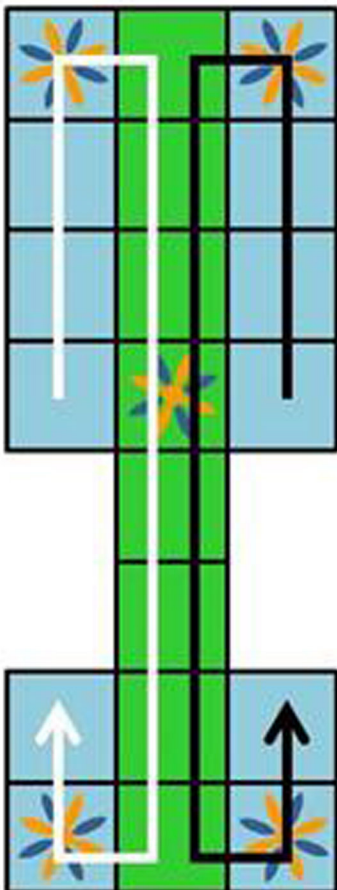
Like this: 1 = 1 move, 2 = 2 moves, 3 = 3 moves, 4 = 4 moves, 5 = 0 moves, 6 = 2 moves.
It's not the same probability as the tetrahedrons but it will do.



A second method is to use four coins. Drop them out of a closed fist and every “head” side of the coins that comes up is 1 move. No heads? No move.

Alternatively, you can buy tetrahedron dice online and simply paint a mark on TWO of the corners of each dice.

Rules of Play



The object of the game is for a player to move all seven of their pieces along the course and off the board before their opponent.

When a piece is on one of the player's own squares (blue in this diagram), it is safe from capture, but, when it is on one of the eight squares in the middle of the board, the opponent's pieces may capture it by landing on the same space, sending the piece back off the board so that it must restart the course from the beginning (except when on a rosette as described below). This means there are six "safe" squares and eight "combat" squares. There can never be more than one piece on a single square at any given time, so having too many pieces on the board at once can impede a player's mobility.

When a player rolls a number using the dice (if using the tetrahedrons 1 black spot means move 1 space, 2: move two spaces, 3:3, 4:4...and if no spots - miss a go!) they may choose to move any of their pieces on the board or add a new piece to the board if they still have pieces that have not entered the game. You cannot split dice numbers between pieces.

A player is not required to capture a piece every time they have the opportunity. Nonetheless, players are required to move a piece whenever possible, even if it results in an unfavourable outcome.

Coloured rosettes are positioned around the board. If a piece lands on a space with the rosette, it is safe from capture and also the player gets to roll again, moving a different piece if the player wishes.

In order to remove a piece from the board, a player must roll exactly the number of spaces remaining until the end of the course plus one. If the player rolls a number any higher or lower than this number, they may not remove the piece from the board.

Have fun!