

Capturing:

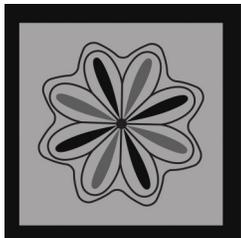
- Landing on a square occupied by an opponent's piece **knocks that piece back to the start**.
- **Exception:** Pieces on **rosette squares** cannot be captured.

Rosette Squares:

There are **five rosette squares** on the board: two on each player's side and one in the center.

Landing on a rosette grants you an **extra turn**.

Pieces on rosettes are **safe from capture**, making them strategic locations to control.



Strategy Tips:

- Some dice rolls are more likely than others:
 - Rolling a 1 or 3 is 4× more likely than 0 or 4.
 - Rolling a 2 is 6× more likely than 0 or 4.
- Use this knowledge to plan moves and avoid placing pieces where they are likely to be captured.
- Balance moving existing pieces with bringing new pieces onto the board.

Winning the Game:

The first player to successfully move all **7 pieces off the board** wins.

Historical Note:

These rules are based on modern scholarly reconstructions of the Royal Game of Ur using **ancient cuneiform tablets**, including work by British Museum curator **Irving Finkel**. Players today can enjoy a game that closely reflects one of the **world's oldest known board games**.