The Royal Game of UR Rules

The game is a two-player race to get all 7 of your counters from one end of the board to the other. Each player takes turns to roll 4, 3-sided pyramid dice to give them the move they can make. Each dice can result in a 0 or 1 so a roll may be any value from 0 to 4. You must move if you can and you must move one counter the number of the roll, but it may not always be possible to move so you may lose the turn, just as you do if you roll a 0.

The board has two tracks one for player one and one for player two, the tracks join for the middle row. Player 1 starts at the top and moves onto the board to position 1 and then left to the end, position 4 then down onto the middle row (5) and along to the right end (12) then up, left and off the board. Player 2 plays the same route, but on the bottom of the board. The player needs an exact throw to move off the board.

	P1 start					P1 end	
4#	3	2	1			14#	**13**
5	6	7	8#	9	10	11	**12**
4#	3	2	1			14#	**13**
	P2 start					P2 end	

Only one counter can be in any square, you cannot move onto a square you occupy. If you move onto a square occupied by your opponent, then you knock them off and back to the start.

If you land on a square marked with a #, called a rosette you get another throw. The extra throw can be used on another counter if you want, you do not have to move the same counter again. Additionally, the rosette in position 8 is a safe square that you cannot be knocked off.

Versions

Versions are available for the Altair 8800 (16k Basic), ZX Spectrum 48k, ZX81 (16k), Sinclair QL and Cambridge Z88. Except for the Altair, they all use the BASIC that was supplied in the machine, and all use the same game engine. The Z88 and QL versions make use of the more advanced BASIC features such as parameterised procedures.

The display of each version is basically the same layout, but with differences for each computer's graphic capabilities.

Gameplay

The game starts by asking if each player is to be a human or a computer player, answer with an "h" or "c". The players can both be human, both computer, or one of each.

Once the board is set then the game will begin automatically. The dice are rolled, and the computer players make moves automatically, human players just need to enter the number of the counter

they wish to move when it is their go. Invalid moves will be rejected, and the player asked to select again.

Player status lines (with some version differences) are shown above and below the board, they show the Player number, the counter character, the counters at the start and the number of counters that have made it to the end.

If a zero is rolled or there are no valid moves, then the players go is skipped and play moves on to the next player.

An exact roll is required to move a piece off the board at the end and the first player to move all 7 counters off the end is the winner.

Altair 8800

```
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 P1 + 3 (367) 2
===================================
 4+   00   00   00              ##   00
 ++   00   00   00              ##   00

 00   00   00   ##   5+   00   00   00
 00   00   00   ##   ++   00   00   00

 3*   1*   2*   5*              ##   00
 **   **   **   **              ##   00
===================================
 P2 * 0 () 3
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 Player 1 rolls 3
 Player 1 counter to move ?
```
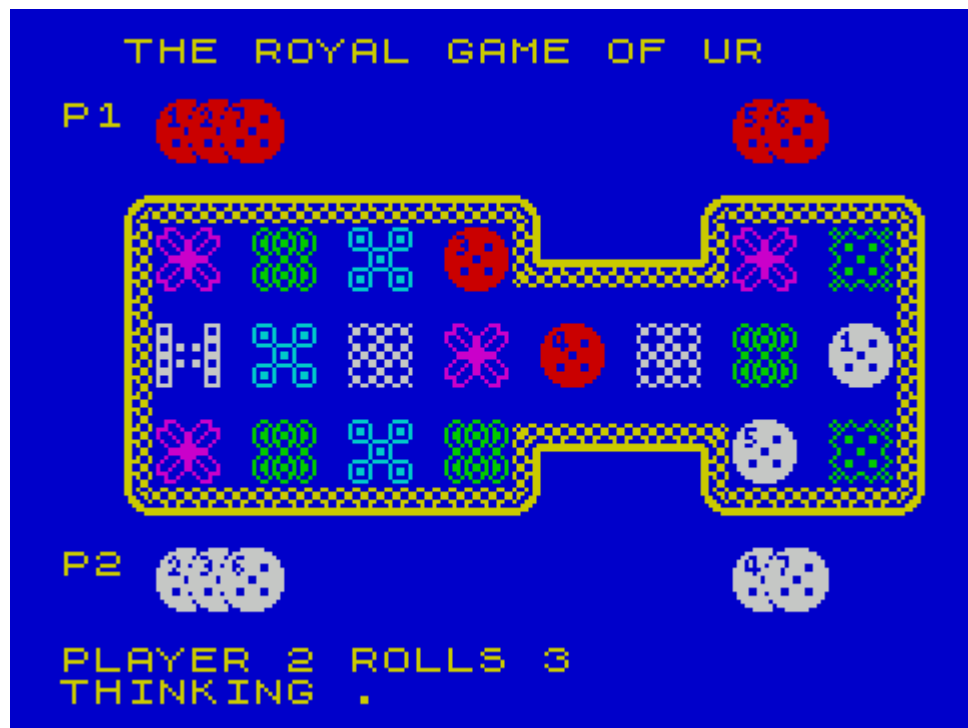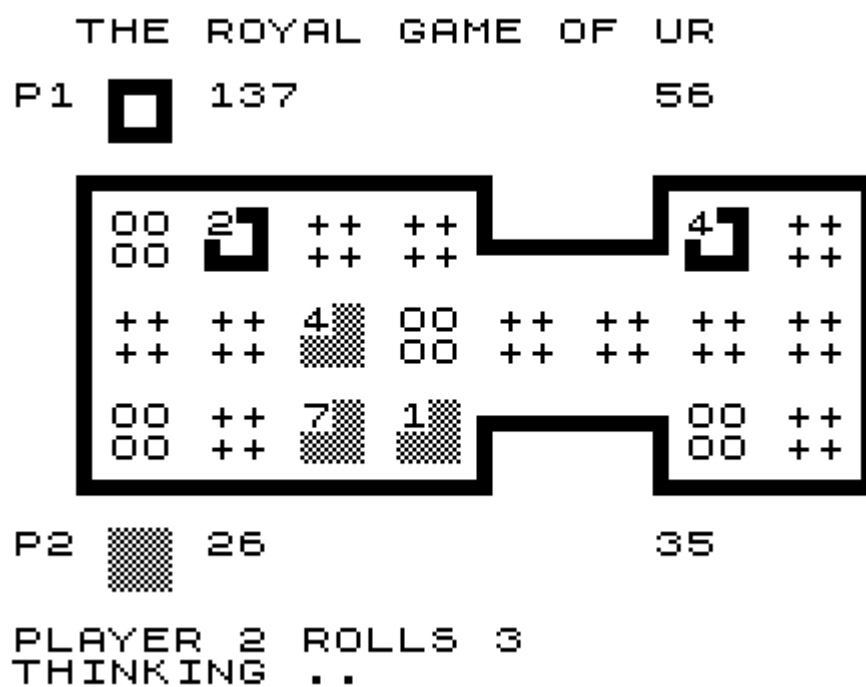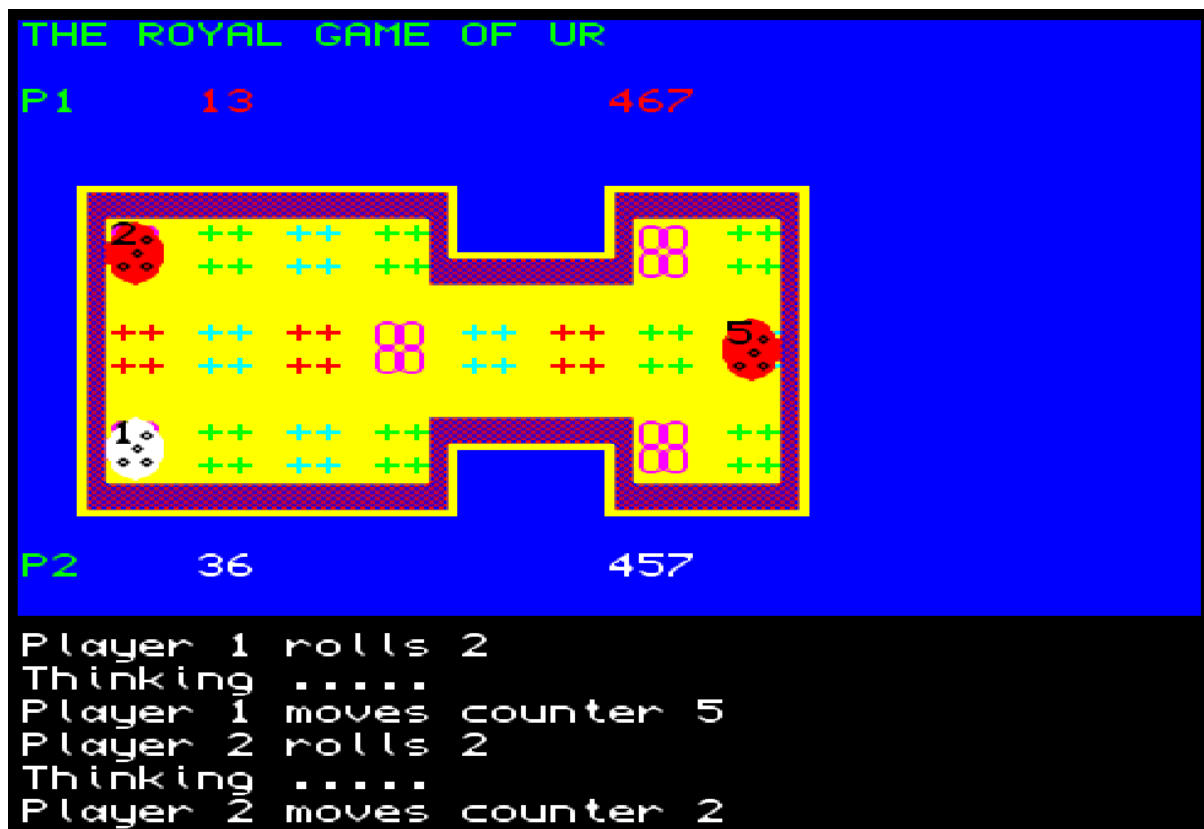
Sinclair Spectrum 48k

ZX81 16k

Sinclair QL

Cambridge Z88