



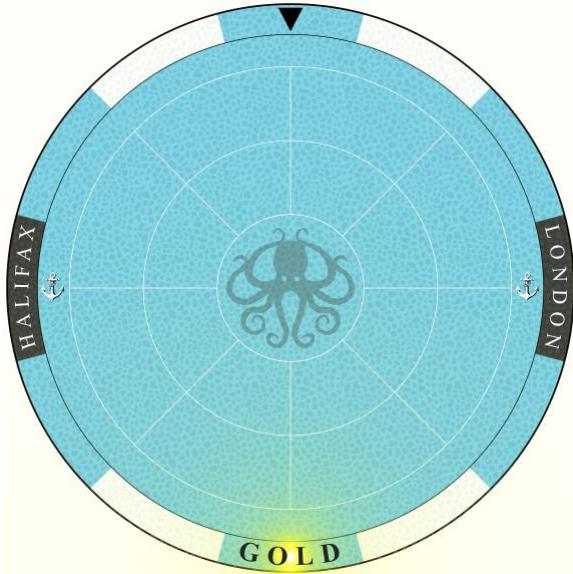
Players 2

Playing time 2-4 hours

Setup Time 5 to 10 seconds

Chance None—Dice not rolled during play

Skills Strategy, tactics



ADVANCED MUR

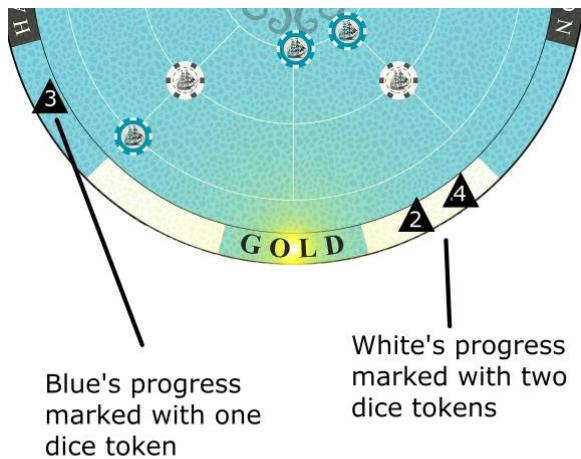
Advanced Mur is a 2-player strategy game played using three four-sided dice and fifteen game pieces—seven blue game pieces, seven white game pieces, and one yellow kraken game piece.

In Advanced Mur, the dice are used to set the conditions before the game; they do not

present an element of chance during actual play. Players take turns making plays. The player who plays first is the player with the blue game pieces and the second player is the player with the white game pieces. The yellow kraken game piece is a game which is at sometimes neutral and at sometimes in control of one of the two players.

A NOTE ON THE DIAGRAMS

The diagrams are for illustrative purposes only. In real games of Mur, the kraken is always present upon the playing area, but for the sake of simplicity, only the game pieces required to explain the rules have been shown. The darker game pieces represent Blue's game pieces and the lighter game pieces represent White's pieces.



A NOTE REGARDING THE DICE

The dice in Mur have a two-fold function; in addition to informing the players how the kraken is to move, they also act as tokens since they record the progress of the players along the outer track of the board as they race towards the finish. Blue moves one die in a counterclockwise direction and White moves two dice in a clockwise direction. Since the dice have a two-fold function, they are

referred to as 'dice' or 'dice-token/s' interchangeably. During actual play, the dice are not rolled but rather slid ahead or 'tipped' (adjusted) as will be explained later.

THE BOARD

The Mur board is a round grid with twenty-five intersections. The center of the board is one intersection and all of the intersections of rings with diameters are the other twenty-four. The smallest ring is called the first ring, the second largest ring is called the second ring, and the largest ring is called the third ring. The dice-token racetrack surrounds the grid area and consists of 12 spaces called 'bars'. The start bar is the one marked with the black triangle. The bar at the bottom of the board opposite the start bar is the gold bar.

GOAL AND STRATEGY

The goal of the game is to move your dice-token/s along the race track from the start bar a distance of six to the gold bar (the finish bar) before your opponent. For Blue, the first player, this is in a counterclockwise direction and for White, the second player, this is in a clockwise direction. Blue marks his progress with one die and White marks his progress with two dice.

The focus of all of the strategy is within the round grid where players 'close' on game pieces forcing them to be removed from the board. Every time a player acquires a 'close' on an opposing game piece, he may advance his dice-token set towards the gold bar. Note that for short games, players are only required to complete a distance of three to their black bar.

END OF THE GAME

The game ends when one of the players reaches the gold bar before his opponent. The first player to reach the gold bar wins.

SET UP

Before each game, both players will roll to see who will play as Blue. The highest roll wins. Blue then rolls the dice and places the resulting roll upon the start bar of the outer track. After the dice have been placed upon their starting bar, the kraken game piece must then be placed upon the center intersection. This completes the setup.

PLAY

Blue plays first. In Mur, game pieces are placed on intersections. Only one game piece may occupy an intersection at one time. During a turn a player may play one of the following: 1) place a game piece on any unoccupied intersection 2) move a game piece already on the board 3) withdraw a game piece which has just been closed on or withdraw a game piece which is occupying a port. So basically a player will a) play b) move or c) withdraw. In addition to the above options, should a player 'close' on the kraken or 'close' on an opponent's game piece he may advance his dice token set before the turn then passes to the opponent.

PLACING GAME PIECES

Each player begins with seven game pieces off the board. Any game piece off the board may be entered into play whenever it is the owner's turn. To enter an off-board game piece into play, simply place the off-board game piece on any unoccupied intersection.

MOVING GAME PIECES

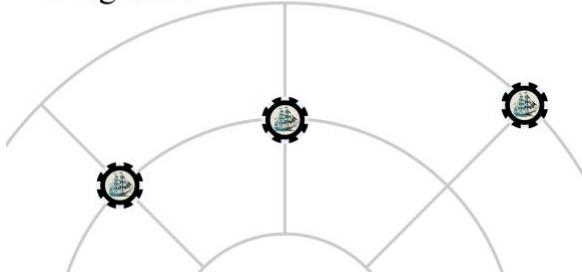
A move is the transfer of a game piece from one intersection to another intersection. There are only two different paths during a move. A game piece may move along a diameter, or a game piece may move along a ring. When moving along a ring, a game piece must maintain its direction either clockwise or counterclockwise. A game piece should only move in one direction along a diameter with the exception that if a game piece

moving along the diameter reaches the third ring—and still has not completed the distance of its move—it must continue moving in the opposite direction to complete its move.

DISTANCE OF MOVES TO UNOCCUPIED INTERSECTIONS

When moving to an unoccupied intersection, each game piece may move an exact distance, and this distance is determined by the number of game pieces in the group the game piece is in. Adjacent game pieces of the same color are considered linked; linked game pieces can form a pair or a group. In diagram 1, the game piece to the far right is a single game piece since none of its adjacent intersections are occupied with the same color of game piece.

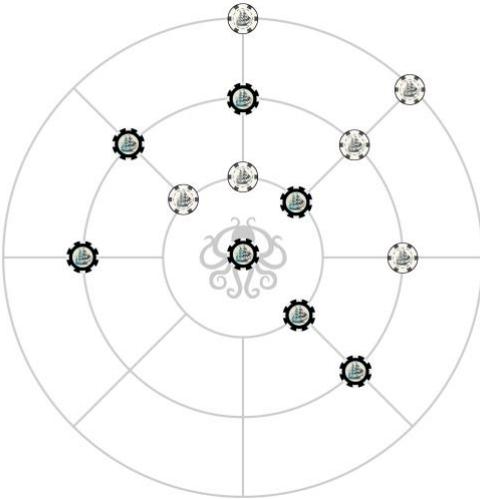
Diagram 1



This means this game piece may only move a distance of exactly one. The other game pieces, however, form a pair since they are linked at adjacent intersections. This means each of these game pieces may only move a distance of exactly two.

In diagram 2, Blue has two groups, one group of 3 game pieces and another group of 4 game pieces. White has a group of 4 game pieces and a group of 2 game pieces.

Diagram 2



CLASSES

A single game piece is of the first class. Each game piece in a pair of game pieces is of the second class. Each game piece in a group of three game pieces is of the third class and so on. The class of the game piece is determined by the number of game pieces in its group. Navy terms are used when referring to the different classes beginning with admiral for the first class followed by commander for second, lieutenant for third, and master for fourth. Any class five pieces and beyond are called 'officers'.

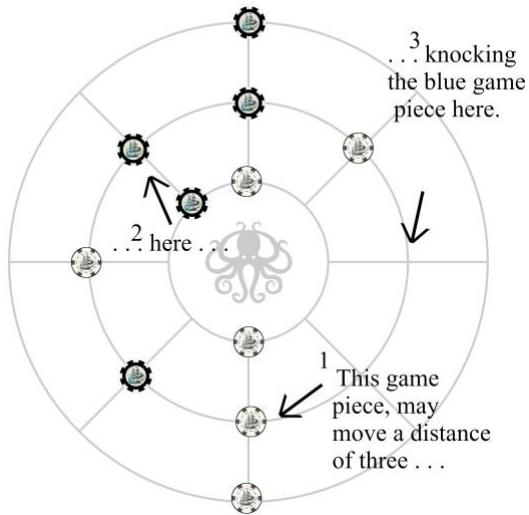
MOVING TO OCCUPIED INTERSECTIONS

Moving to an occupied intersection is called bumping or knocking. A ship may only move to an occupied intersection if it is of a stronger class than the occupying piece. The strongest class is the first class. The second strongest class is the second class and so on. The kraken may be knocked by any ship, regardless of class.

When moving to an occupied intersection, the occupying game piece is bumped out of its intersection and is displaced moving along the same path and coming to rest upon the first unoccupied intersection; this may mean

that it must move over one or more occupied intersections until it finally reaches an intersection which is vacant. Note that the game piece that is knocked may be the kraken or a game piece belonging to either the owner or the opponent. In diagram 4, the game piece moves over other occupied intersections before finally coming to rest.

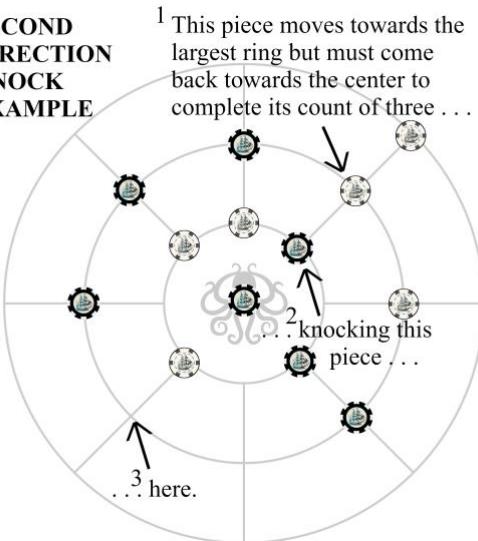
Diagram 4



SECOND DIRECTION KNOCK

If a game piece moving along a diameter reaches the third ring and has not completed its count, it must continue moving in the opposite direction; if, after changing direction, it knocks another game piece then the knocked game piece must continue moving in the second direction and occupy the first vacant intersection in that direction:

SECOND DIRECTION KNOCK EXAMPLE



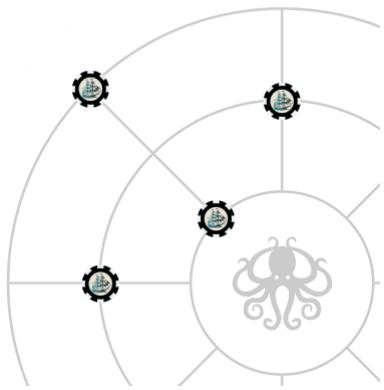
KNOCKING THE KRAKEN

The kraken does not have a designated class. It may be knocked by any game piece. When the kraken is knocked it is displaced just like any other game piece (moving in the same direction it was knocked and coming to rest upon the first vacant intersection available).

EYES

When an unoccupied intersection is surrounded at adjacent intersections by game pieces *of the same color* this is called an eye intersection or 'eye'. An eye is formed from the withdrawal of a game piece from being closed on or may be formed just from the course of play. Any player may place into an eye without penalty. In the above example, White may place into the eye without penalty. Diagram 6 shows an eye on the second ring:

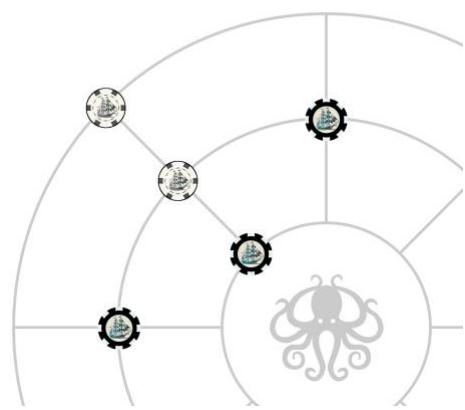
Diagram 6



POCKET

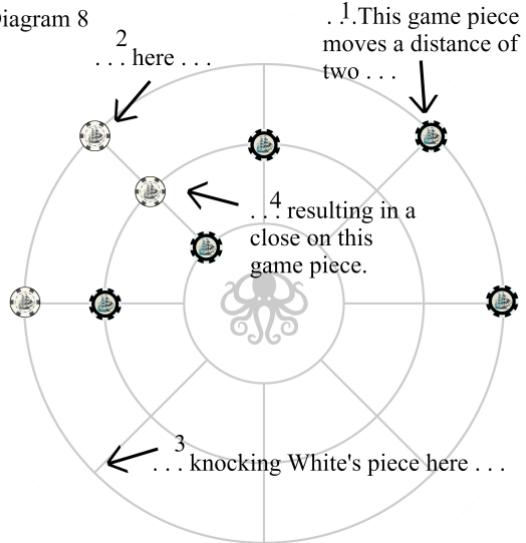
A pocket is a formation which is one intersection short of being an eye. A pocket may be occupied or not and the intersection which falls short of completing the eye formation may be occupied or not. Diagram 7 shows a pocket with both occupied:

Diagram 7



If there is a game piece in a pocket and an opposing player places or moves into the last adjacent intersection so that the game piece is completely surrounded by opposing game pieces of the same color, the game piece is considered to have been 'closed on'. Diagram 8 is an example of a close:

Diagram 8



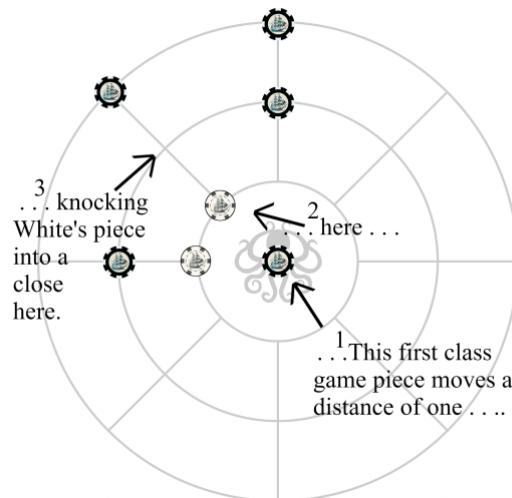
CLOSE

A close is achieved when a player places or moves into an intersection that closes a pocket on an opponent's game piece. Note that only a third opposing game piece is required to close on a game piece on the third ring since, being the edge of the board, there are only three surrounding intersections.

KNOCKING INTO A CLOSE

A player may knock an opposing game piece into a pocket and at the same time close on the knocked game piece within that pocket. Diagram 9 shows an example of this:

Diagram 9



PLACING IN AN EYE

A player may safely place a game piece in an opponent's eye formation; it is not a self-close of one's own game piece. Also a player may knock any game piece into an opponent's eye formation; however, this type of play can never be considered a close since the formation did not transition from a pocket formation into an eye formation. A player may never knock a game piece so that it closes on one of his own game pieces; this kind of move is illegal.

DICE-TOKEN ADVANCEMENT

When a player closes on an opponent's game piece, they may withdraw on behalf of their opponent and place the opponent's game piece off the board on their side of the table; upon withdrawing on behalf of their opponent, they may move their dice-token set one bar forward. If a player achieves a legal double close, they may move their dice-token set up to two bars forward (not past the finish bar). When a player closes on the kraken, they move their dice-token set up to 3 bars forward (not past the finish bar).

WITHDRAWAL FROM CLOSE

There is no capturing in Mur. When a regular game piece has been closed on, the owner of the game piece must use his entire turn used to remove it from the board. However, it is common practice for the player who closed on the game piece to withdraw the game piece off the board on behalf of his opponent. The game piece is simply placed off the board on the opponent's side of the table; however, the recorded game notation must record that the owner of the game piece made the withdrawal.

The withdrawn game piece then becomes an 'off-board' game piece. A player may have any number of off board game pieces at any one time. Any off-board game piece may be

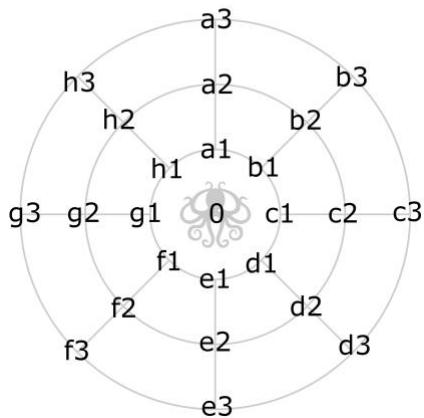
entered back into play by simply placing it back on the board on any unoccupied intersection on any following turn. However, when the kraken is closed on, it is not placed off the board; it is immediately reset to the center intersection of the board by the player who did not close on it (his entire turn must be used to reset the kraken; however, in practice the closer usually resets the kraken on behalf of his opponent and then immediately makes his next play). Note: As shown in diagram 10, it is possible to close on two game pieces simultaneously as long as each of the game pieces are in first class positions for their withdrawal and not part of a group.

Diagram 10



In the above diagram, if Blue places a game piece on the intersection marked 'HERE' then he closes on two of White's pieces.

WITHDRAWING FROM PORTS



Intersections 'g3' and 'c3' are designated as ports. The Ports are named after cities such as 'NEW YORK' and 'LONDON' or 'SHANGHAI' and 'TOKYO'. During a player's turn, should he have a game piece already occupying either g3 or c3, he may withdraw the game piece off the board. The game piece may be of any class. This is the only voluntary way to withdraw a game piece in Mur; all other ways of withdrawing a game piece are forced.

DICE ADJUSTMENTS

When a player knocks the kraken he may 'tip' (adjust) any one of the dice to its next number, unless the kraken is on the center intersection when knocked; in that case, no dice may be tipped. Dice numbers always only change in a fixed cycle: $1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow 1 \rightarrow \dots$ A player may only change a number on a die by one step in the cycle. For example, a die showing 1 may only be changed to 2; a die showing 4 may only be changed to 1 etc. When the dice are showing all the same number, the only way to adjust one of the dice, is to knock the kraken at the distance indicated by the triple (only knocking the kraken at a distance of 1 can adjust dice showing 1-1-1, only knocking the kraken at a distance of 2 can adjust dice showing 2-2-2 etc.) Note that tipping is always an option

when permitted. Upon knocking the kraken, a player may choose not to tip.

GAINING CONTROL OF THE KRAKEN

A player gains control of the Kraken when they knock the Kraken and adjust one die so that all three dice show the same number (a triple).

While a player controls the Kraken:

- On their turn, they may move the Kraken to an occupied intersection only (see Kraken Moves to Occupied Intersections).
- The Kraken may not be moved to a vacant intersection.
- The Kraken may still be knocked as usual to unoccupied intersections.

KRAKEN MOVES TO OCCUPIED INTERSECTIONS

When a player acquires control over the kraken by making a triple, he may knock any class of game piece at any distance provided the displaced game piece is knocked into a class equal to the distance the kraken moved to knock it. For example, if a kraken moves a distance of 3 to knock a class one game piece, the class one game piece must be knocked so that it becomes part of a group three; in other words, it must become a class 3 game piece as a consequence of the knock.

Diagram A

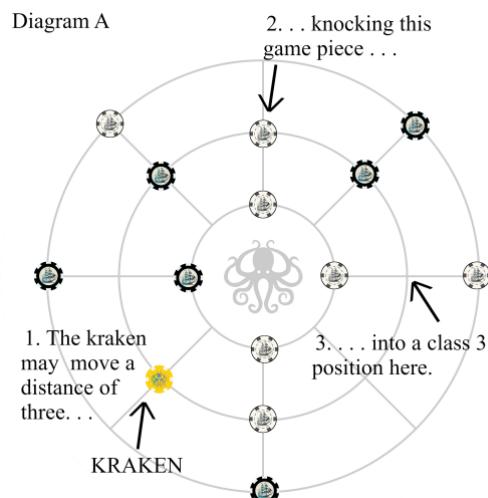


Diagram B

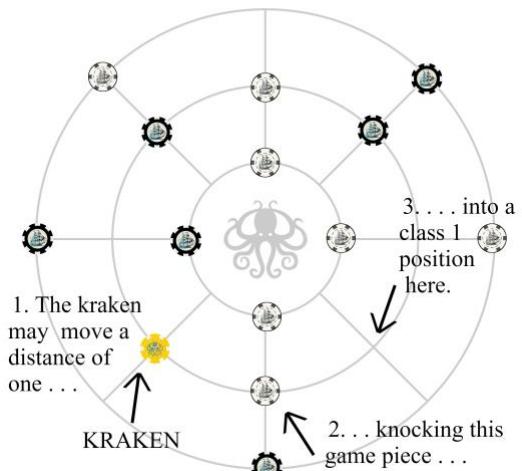


Diagram C

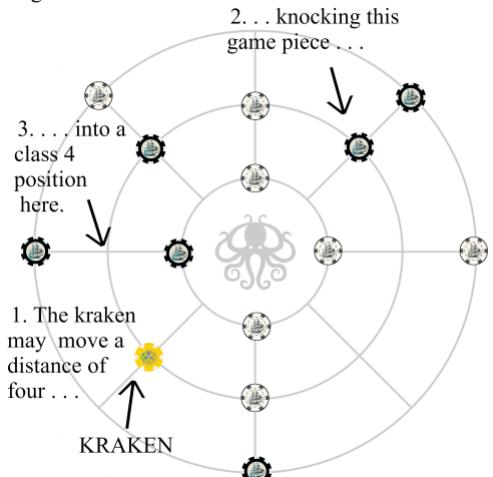
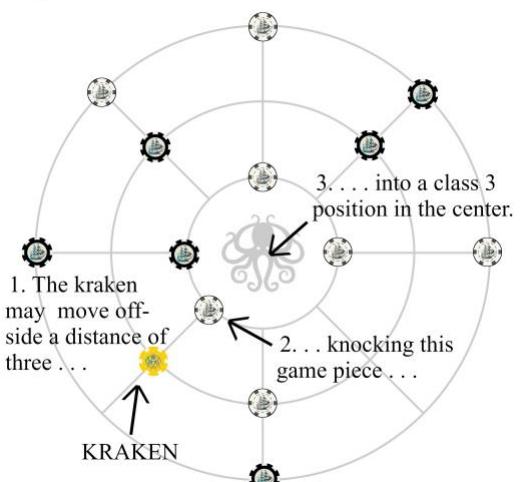


Diagram D



THE KRAKEN RESET

When the kraken is closed on, the player who closed on it may advance up to three bars.

After the close, the kraken must be reset to the center of the board by the next player (the one who did not close on it). Any piece occupying the center must be removed to make room for the kraken. No dice-token advancement results from this removal. Resetting the Kraken uses up the player's entire turn.

NO REPETITION RULE

A completely identical board position may not appear twice in the same game.

Example 1:

Player A knocks player B's game piece; it is then illegal for player B to next take up the knocked game piece and respond by knocking player A's game piece back to where it had departed so that the board position and dice are back in the same position

Example 2:

If a player knocks a game piece of the same color so that it is knocked to the intersection just moved from; this repeats the game position and is therefore illegal.

Example 3:

White creates a position that threatens to close on a black ship. Black responds by moving the threatened ship to escape. On the following turn, White restores the threat by repositioning. Black escapes again. Then, on the fifth turn, White recreates the exact same board position that started the cycle. Since this identical board position has reappeared, this move is illegal and must be taken back.

At any time in the game, each intersection on the board is in one and only one of the following four states: 1) empty; 2) occupied by a blue game piece or 3) occupied by a white game piece or 4) occupied by the kraken. However, an entire board position

containing a combination of states must also include the dice combination as well so that there could appear to be a repetition of the board position; however, the dice combination, being different, would actually negate the apparent repetition.

SELF-CLOSE ILLEGAL

Whether moving the kraken or your own game piece, closing on one of your own *regular* game pieces is illegal (the kraken—not a regular game piece—may be closed on while a player is moving it). In diagram 11, moving the game piece on c3 to knock the b3 game piece to a3 is illegal since it results in a close on White. Diagram 12 shows how a self close can occur when knocking into a group.

Diagram 11

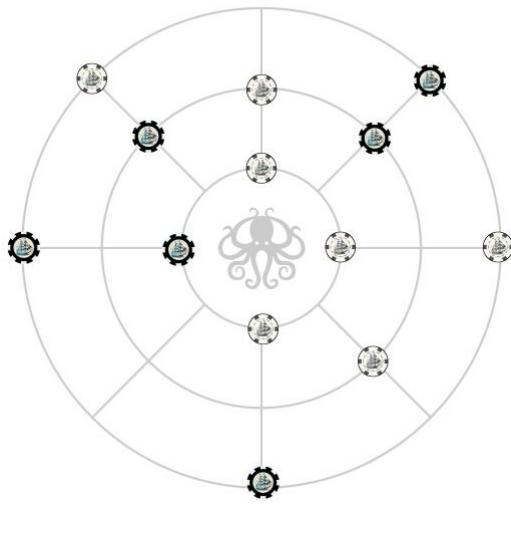
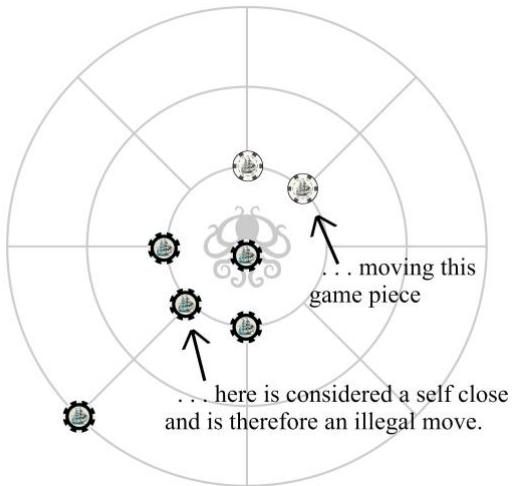
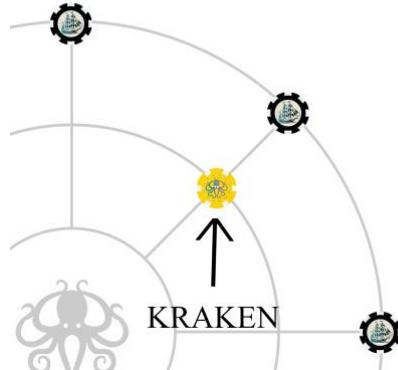


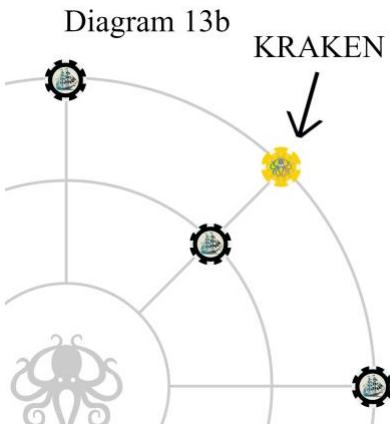
Diagram 12



However, a player can move the kraken so that its own game pieces have closed on it. For example, Blue moves the kraken for its third and last move a distance of one as shown in 13a and 13b:

Diagram 13a





Note that diagrams 13a and 13b are an example of how *Blue* could move the kraken into a close since it is permissible to put the kraken into a close by one's own pieces. In the example given, it would be illegal for *White* to put the kraken into the same position.

TIME CONTROLS

Mur is played with a chess clock per 'round'. The clocks are set at 10 minutes or more on each clock—a delay of around 5 seconds is common. If one player runs out of time, his opponent advances one bar and the clocks are reset again for the next round. The clocks are reset each time there is an advance of one of the dice-token sets.

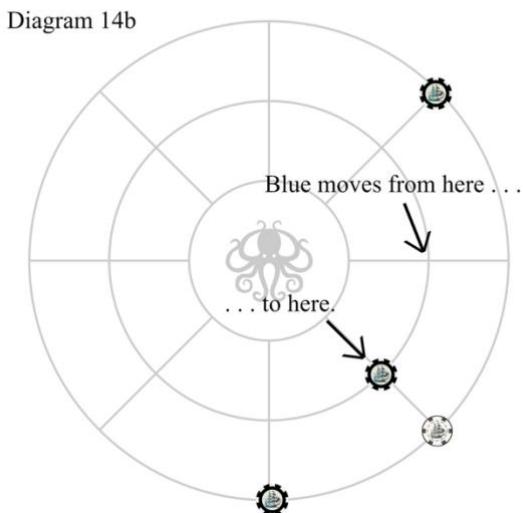
HANDICAPS

In Advanced *Mur*, a handicap is given by means of a dice-token head start to the second player. A handicap of one would give *White* a head start of one so that he is only a distance of five from the finish bar. A handicap of two would give *White* a head start of two so that he is only a distance of four from the finish bar etc.

AN EXAMPLE OF THE REPETITION RULE WITH DIAGRAMS

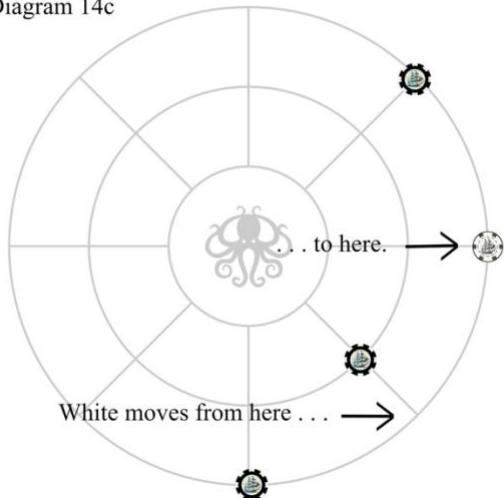


Note the above game position of 14a.



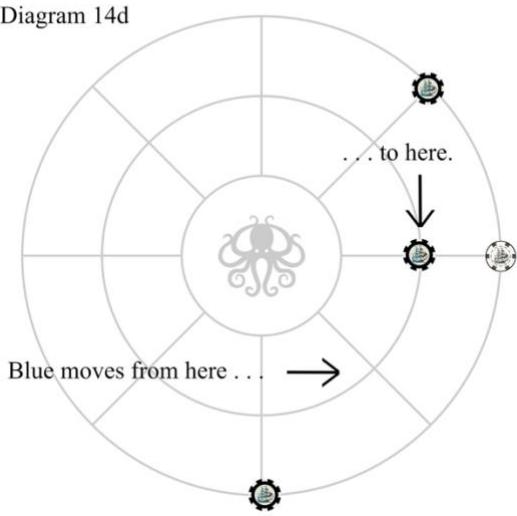
Blue moves 1. c2-d2 threatening to next move his b3 game piece to c3 to close on *White*'s game piece on d3.

Diagram 14c



In diagram 14c we see White escape the threat by moving 2. d3-c3.

Diagram 14d



Blue now moves 3. d2-c2 threatening to move his e3 game piece to d3 to close on White's game piece on c3. Note that White cannot move back to d3 since this would create a game position exactly equal to the game position in diagram 14a. Fortunately, in this case, he is occupying a port intersection and so may choose to withdraw his c3 game piece.

MIXED DOUBLES

Below, in diagram 15, is an example of an illegal self-close called a mixed double. Creating mixed doubles is an illegal play since it is a form of self-close. It is referred to as 'mixed' since it is a close on both White and Blue. It is however permissible to close on both your opponent and the Kraken—even if you have control of the Kraken. The important point is that a self-close is always illegal. Note that the Kraken is never really considered as one of the player's pieces even if that player has gained control over the Kraken.

Diagram 15

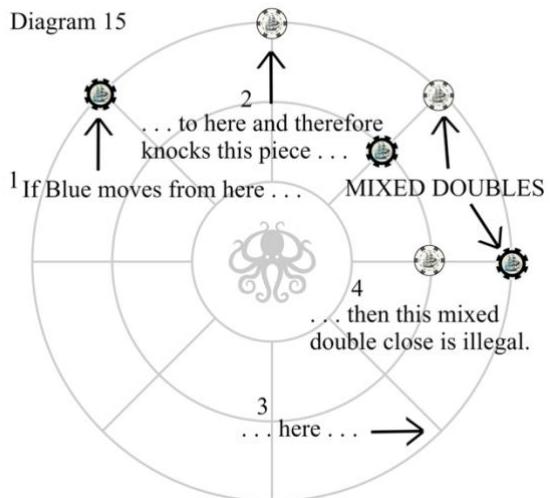
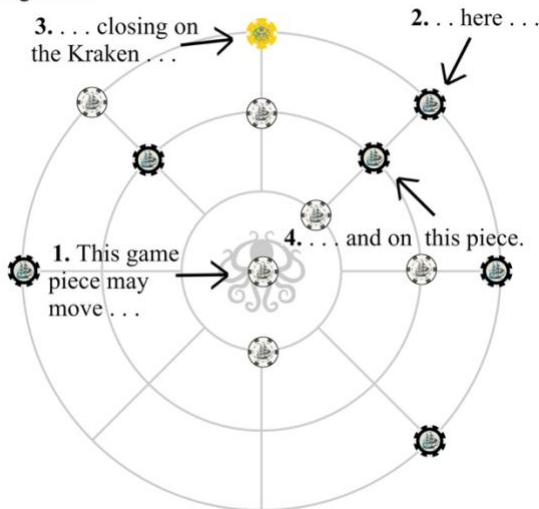


Diagram 16 shows a legal double close. It is not considered a mixed double close because it involves the Kraken and the opponent and not a close on both Blue and White. Note that White does not commit a self-close here even if the Kraken is in his control since the Kraken would not be considered one of his own game pieces even if he did have control over its movement and knocking.

Diagram 16



Diagrams 17a and 17b show how a mixed double does not occur when a player places within an eye:

Diagram 17a

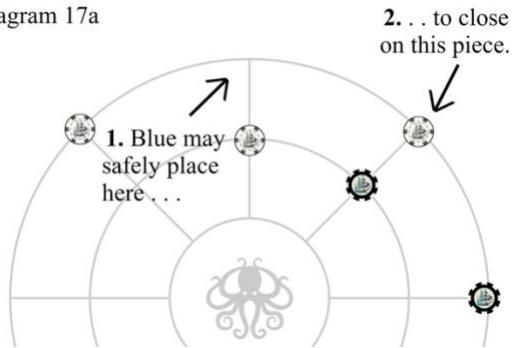


Diagram 17b

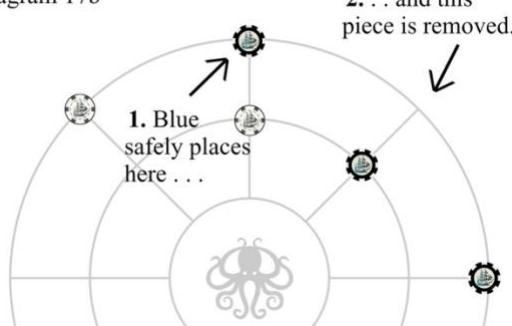


Diagram 17b shows the resulting game position. Note that upon acquiring the game position of 17b, it is again Blue's turn.