M U R™

MONSTRUM ULTRA REGNUM

2 Players

20 – 60 minutes

MUR FEDERATION

MUR™

INTRODUCTION

Mur is an intriguing 2-player puzzle game where kraken-hunting ships ram other rival ships, sending them drifting off course. The goal is to be the first player to trap the mighty kraken or to trap any of your opponent's ships three times. In the game, ships move based on their load rating, determined by the number of ships in their fleet. For example, a heavy ship in a fleet of five has a load rating of five, allowing it to travel a considerable distance of five, but making it less agile in combat due to carrying a lot of supplies. On the other hand, ships in smaller fleets, such as a group of two or three ships, are lighter and can maneuver better in combat, but they can't travel as far—a distance of 2 and 3 respectively. Ships in fleets are safe from being surrounded. However, solo ships, despite being very agile, are vulnerable to siege. If a solo ship is surrounded, it cannot attack and is therefore forced to retreat home to restock before being able to return to the high seas once again.

GAME TRAILER

Click this icon to watch animated examples.

COMPOSITION

Mur is a 2-player strategy game played with 15 game pieces—14 ships and one kraken. Seven ships are black and belong to the first player, seven ships are white and belong to the second player, and one piece—the kraken—is red and is a neutral piece. The kraken does not belong to any player and cannot ever be directly moved by any player; it can only be indirectly moved by another piece bumping it during a move. The Mur board is a round grid with 25 intersections. The center of the board is one intersection and all of the intersections of rings with diameters are the other 24. The smallest ring is the first ring, the second largest the second ring, and the largest the third ring.

Note: *When playing Mur with stone game pieces, the black and white stones represent ships, while the red stone represents the kraken.*

GOAL

The goal of the game is to be the first player to trap the kraken **OR** acquire three ship traps.

SETUP

Place the kraken upon the center of the board. The setup is now complete.

PLAY

In Mur, ships are placed on intersections. Only one ship may occupy an intersection at one time. Black plays the first play of the first game. During a play (turn) a player may execute one of the following:

1) place a ship on any unoccupied intersection
2) move a ship already placed upon the board
3) withdraw a ship (SEE trap)

PLACING SHIPS

Any ship off the board may be entered into play whenever it is the owner's turn. To enter an off-board ship into play, simply place the ship on any unoccupied intersection.

MOVING SHIPS

A move is the transfer of a ship from one intersection to another intersection. There are only two different paths during a move. A ship may move along a diameter or a ring. When moving along a ring, a ship must maintain its direction either clockwise or counter clockwise. A ship should only move in one direction along a diameter with the exception that if a ship moving along the diameter reaches the third ring—and still has not completed its move—it must continue moving in the opposite direction to complete its move.

DISTANCE OF MOVES

Each ship may move an exact distance and this distance is determined by the number of ships in the group the ship is in. Adjacent ships are considered linked; linked ships can form a pair or a group. For example, a single ship may only move a distance of exactly one, a ship in a group of two may only move a distance of exactly two, a ship in a group of three may only move a distance of exactly three, and so on.

Diagram 1

In the diagram to the left, the ship to the far right is a single ship since none of its adjacent intersections are occupied. This means this ship may only move a distance of exactly 1. The other ships, however, form a pair since they are linked at adjacent intersections. This means each of these ships may only move a distance of exactly 2.

Diagram 2

In this diagram black has two groups, one group of 3 ships and another group of 4 ships. White has a group of 4 ships and a group of 2 ships.

ORDERS

A single ship, called an *alpha, is of the first order—the highest order—and therefore may only move exactly a distance of 1. Each ship in a pair of ships is of the second order and therefore may only move exactly a distance of 2. Each ship in a group of three ships is of the third order and therefore may only move exactly a distance of 3 and so on. The order of the ship is determined by the number of ships in its group. The kraken is always of the fourth order (delta).

***Note:** *The Greek alphabet is used when referring to the different orders beginning with alpha for the 1st order followed by beta, gamma, delta, epsilon, zeta, and finally eta for the 7th order.*

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 higher order than the occupying piece. The highest order is the first order. The second highest order is the second order and so on. The occupying piece is then bumped out of its intersection and must continue moving along the same path and come to rest upon the first unoccupied intersection. Note that the piece that is bumped may be the kraken or a ship belonging to either the owner or the opponent.

Diagram 3

In this diagram, the white ship on the third ring is in a group of three. It may move a distance of exactly three. If it moves clockwise or counterclockwise, it will be on an intersection next to the black ship on the third ring.

The black alpha ship (single ship) on the second ring East of the center may move clockwise a distance of one and knock the white ship next to it to the intersection labeled ‘here’. This is because the knocked white ship must take the first unoccupied intersection in the same direction.

THE SECOND DIRECTION KNOCK

If a ship 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, the ship knocks another piece then the knocked piece must continue moving in the second direction and occupy the first vacant intersection in that direction.

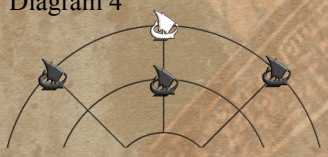
BLOCKED SHIP

When a ship is immobile so that it is not able to move to any intersection, that ship is referred to as a 'blocked ship'.

TRAP

A trap (or 'mark') is achieved when all the adjacent intersections of a piece are occupied by opposing ships. Note that the kraken cannot be one of the pieces used to surround and a surrounded *group* is not considered trapped. It is possible to trap multiple ships simultaneously if the ships are alone and not part of a group. See the section below on ‘Eyes’ to learn more about multiple traps.

Diagram 4



An example of a trap on the third ring. Only 3 opposing ships are required.

Diagram 5

An example of a trap on the second ring.
4 opposing ships are required.

Diagram 6

Here is an example of a trap on the first ring. 4 opposing ships are required with one of the ships occupying the center intersection.

Diagram 7

In this example, Black only needs to place a ship HERE and he will trap both of White's ships.

Diagram 8

A surrounded group cannot be trapped. In this example, the white ships are in a group so although every adjacent intersection next to the group is occupied, the group is not considered trapped.

WITHDRAWAL FROM TRAP

When a ship is in a trap, **the owner of the ship must use their turn to remove it from the board.** In the above examples (diagrams 4-7), White is placed in a trap. White, after being placed in a trapped position on the board, must use an entire turn to withdraw his trapped ship(s) off the board. The withdrawn ship then becomes an ‘off-board’ ship. A player may have any number of off-board ships at any one time. Any off-board ship may be entered back into play by simply placing it back on the board on any unoccupied intersection.

EYES AND MIXED TRAPS

When an unoccupied intersection is surrounded by ships of the same colour this is called an eye intersection or ‘eye’. Placing, moving, or knocking your own ship (or the kraken) into an opposing eye is not allowed unless it results in the immediate trap of the kraken or an opposing ship forcing the next play to be a withdrawal by the opponent. This kind of situation is called a 'mixed traps position'.

COMPLETING THE GAME

The game is complete when the kraken is trapped OR when a player has acquired three ship traps. In the case of the latter, the losing player must withdraw his trapped ship from the board. Next, the kraken is placed upon the center intersection of the board (unless it just happens to already be occupying the center) and any ship occupying the center must be withdrawn to make way for the kraken. Whether the game ends by kraken trap or ship trap, the kraken is placed upon the center intersection of the board for the next game. Except for these adjustments the position of the board maintains the game position achieved at the moment the last withdrawal was made.The positions of the pieces comprise the asymmetrical setup for the next game. Note in rare cases where, after a player has acquired a win from a mixed traps play, there are still leftover trapped playing pieces, those playing pieces no longer have any value for points for the losing player—even if the leftover trapped playing piece is the kraken. Any leftover trapped playing pieces must be removed from the board before setting up the board for the next game.

Please note that in all odd numbered games such as the 1st, 3rd, and 5th game, Black has the first move and in all even numbered games such as the 2nd, 4th, and 6th game, White has the first move. Mur matches are usually played in two sets of six games. Players may only resign from a set. A player may not resign from a game. Any time a player resigns, he resigns from a set of games.

EXAMPLE GAME

Watch an example game of Mur.

SPECIAL CASES

CONSECUTIVE WITHDRAWALS

Consecutive withdrawals occur when a player creates a mixed traps position where both players' pieces are trapped. In this scenario, the player who created the mixed traps position still has a trapped ship on the board after their opponent withdraws their trapped ship. Consequently, they must then use their turn to withdraw their trapped ship.

WITHDRAWAL ON REPEAT

If a player creates an immediate repeat of a game position, the opposing player must use his turn to remove any one of his ships from the board. Note that an “immediate repeat” of a game position is when all pieces on the board are in identical positions for a second time within four plays. No change in score occurs.

WITHDRAWAL ON STAGNATE POSITION

Should a player find himself in a game position where all his pieces are on the board and where he must use his turn to move and yet is completely blocked from being able to do so legally then that player must withdraw any one of his pieces from the board. No change in score occurs.

NO SUSTAIN OF POSITION

A player may never pass on a turn and must alter the board position by placing, moving or withdrawing. A position is not altered if all ships of the same colour remain on identical intersections. For example, if a player knocks a ship of the same colour so that it is knocked to the intersection just moved from; this sustains the position and is therefore illegal.

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