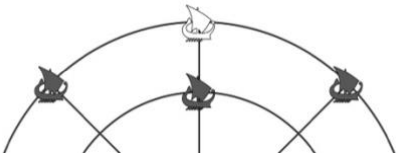
M U R™

NOTE: Whether you're playing the kraken edition or the classic edition, the rules are essentially the same.

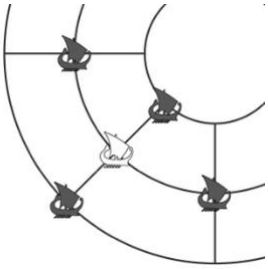
Mur is a 2-player strategy game played with 15 game pieces — 14 ships and one kraken. Seven ships are black and belong to the first player, seven ships are white and belong to the second player, and one piece—the kraken—is red and is a neutral piece. The kraken does not belong to any player and cannot 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.

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

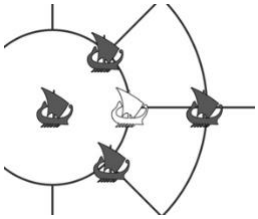
TRAP
A trap (or 'mark') is achieved when all the adjacent intersections of a piece are occupied by opposing ships. Note that the kraken cannot be one of the pieces used to surround and a surrounded *group* is not considered trapped.



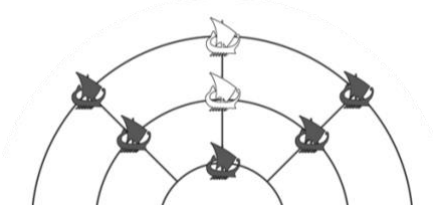
An example of a trap on the third ring. Only 3 opposing ships are required.



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



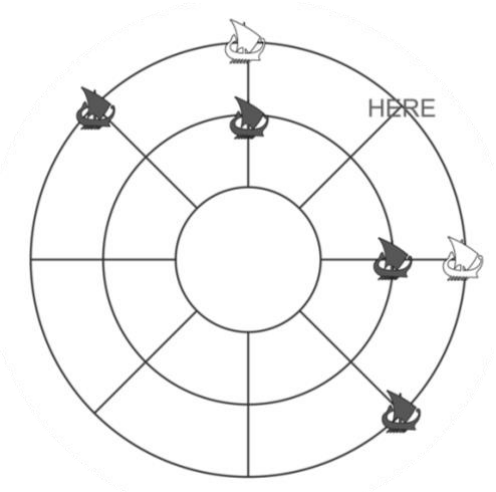
Here is an example of a trap on the first ring. 4 opposing ships are required with one of the ships occupying the center intersection.



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
There is no capturing in Mur. When a ship is in a trap, the owner of the ship must remove it from the board. In the above examples, 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 off the board. The withdrawn ship then becomes an ‘off-board’ piece. A player may have any number of off-board pieces at any one time. Any off-board piece may be entered

back into play by simply placing it back on the board on any unoccupied intersection. However, when the kraken is trapped, it is not placed off the board; it is placed upon the center intersection of the board as a reset (see completing the game). It is possible to trap two ships simultaneously as long as the ships are alone and not part of a group.



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

EYES
When an unoccupied intersection is surrounded by ships of the same color this is called an eye intersection or ‘eye’. An eye is formed from the withdrawal of a trapped ship or may be formed just from the course of play. A ship may only be placed upon an eye intersection or moved into an eye intersection if it results in the immediate trap of an opposing ship forcing the next play to be a withdrawal. This kind of withdrawal from an inverted double trap position is called a 'gouge'. If no immediate trap will result from occupying the eye intersection, no placement or move into the eye is allowed. Note that a player may knock an opposing ship into an eye even if it creates a trap each for both players. The player whose ship was knocked into the eye must withdraw while the knocker's ship is considered not trapped.

SAFE SPOT
Any ship occupying the center of the board cannot be trapped because that would require eight ships and each player has seven.

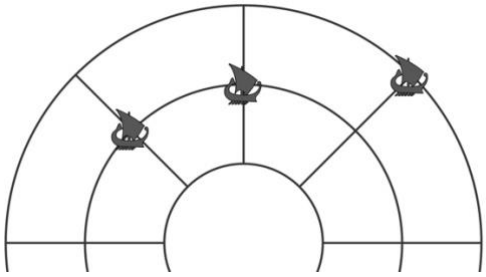
SETUP
Place the kraken upon the center of the board. The setup is now complete.

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, repeat of game position, and stagnate position)

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 ship may move along a ring. When moving along a ring, a ship must maintain its direction either clockwise or counter clockwise.

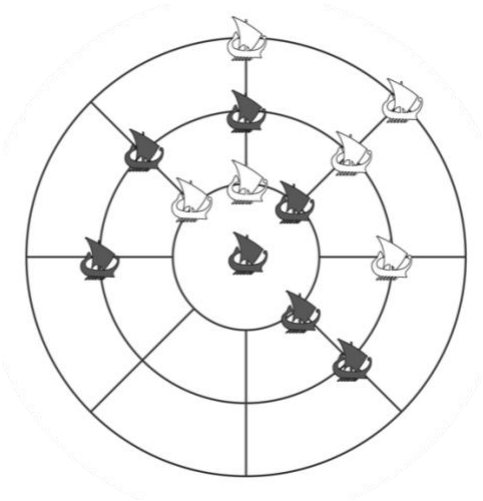
A ship should only move in one direction along a diameter with the exception that if a ship moving along the diameter reaches the third ring—and still has not completed its move—it must continue moving in the opposite direction to complete its move.

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.



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.



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.

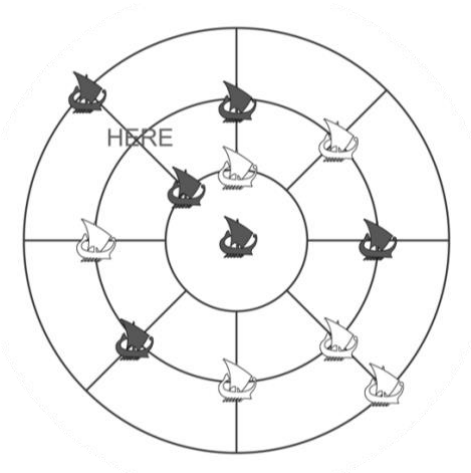
ORDERS

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 ship. The highest order is the first order. The second highest order is the second order and so on. The occupying ship 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.



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 adjacent 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 a ship then the knocked ship must continue moving in the second direction and occupy the first vacant intersection in that direction.

ENTERING SHIPS INTO PLAY
During play a player will have any number of ships off the board. This may be because the ships have not yet been placed upon the board or because of withdrawals. 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 – yet not within an eye without creating a trap.

WITHDRAWAL ON REPEAT
If a player creates an immediate repeat of a game position, the opposing player must use his turn to remove one of his pieces from the board. 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 then that player must withdraw any one of his pieces from the board. No change in score occurs.

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'.

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 color remain on identical intersections. For example, if a player knocks a ship of the same color so that it is knocked to the intersection just moved from; this sustains the position and is therefore illegal.

SINGLE ACTION PLAYS ONLY
During a play a player may 1) place 2) move or 3) withdraw. Only one of these actions is permitted per turn. It is illegal to move and withdraw within the same turn. For example, if player A acquires a trap on an opponent by knocking opponent B's ship, this is acceptable as long as the knocked ship does not come to rest upon an intersection which traps one of player A's ships. A move like this resulting in a self-trap would be illegal since it would require player A to withdraw immediately after moving. Note that when a double trap occurs, withdrawing 2 ships during the same turn is required and is not a violation of the single-action-play rule.

COMPLETING THE GAME AND SETUP FOR THE NEXT 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 owner must withdraw his 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. 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.

Visit www.murfederation.com for a rules video, example game, weekly puzzles, and much more.