



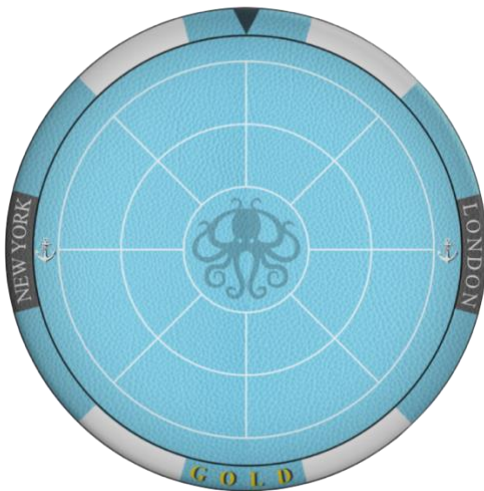
Players 2

Playing time 2-4 hours

Setup Time 5 to 10 seconds

Chance None—Dice not rolled during play

Skills Strategy, tactics



Advanced Mur 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 neutral game piece. The kraken does not belong to any player and is never considered directly moved by any player; it can only be indirectly moved by another game piece knocking it during a move.

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

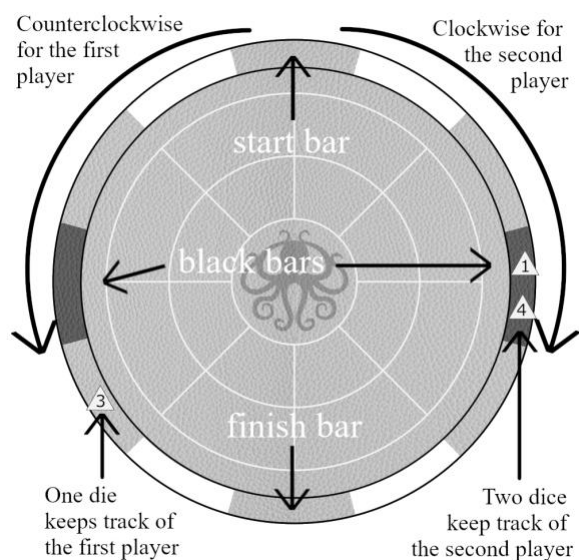
The dice in Mur have a two-fold function; in addition to informing the players whether or not the game is in an *attack phase* based on the numbers showing upon them—they also act as tokens since they record the progress of the players along the outer track of the board as they race towards the finish. Since they 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 '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 race track surrounds the grid area and consists of 12 spaces called 'bars'.



GOAL AND STRATEGY

The goal of the game is to move your dice-token/s a along the race track 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 which the

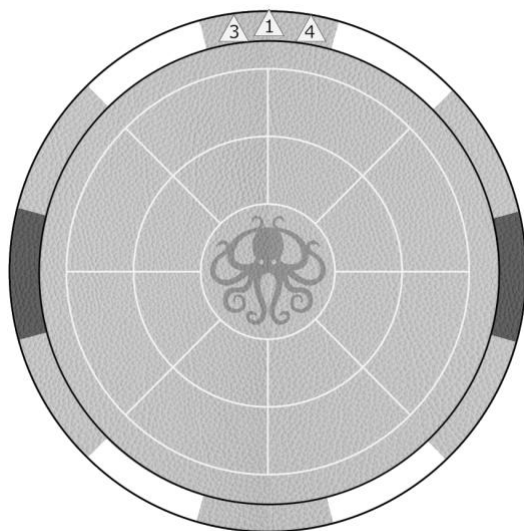
track surrounds; it is upon this round grid where players 'close on' game pieces forcing them to be removed from the board. Every time a player acquires a 'close on' an opposing game piece, he may advance his dice-token/s towards the gold bar. Note that for short games, players are only required to complete 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.

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 neutral 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.

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/s.

PLACING GAME PIECES

During play a player will have any number of his seven game pieces off the board. This may be because the game pieces have not yet been placed upon the board or because of withdrawals. 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.

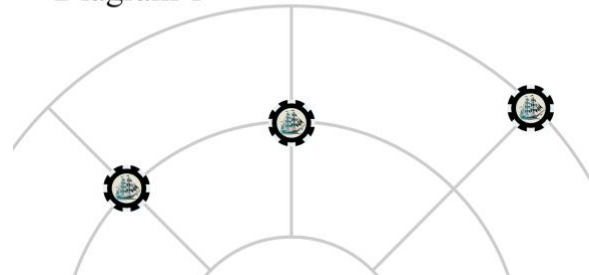
MOVING GAME PIECES

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 counter clockwise. 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

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.

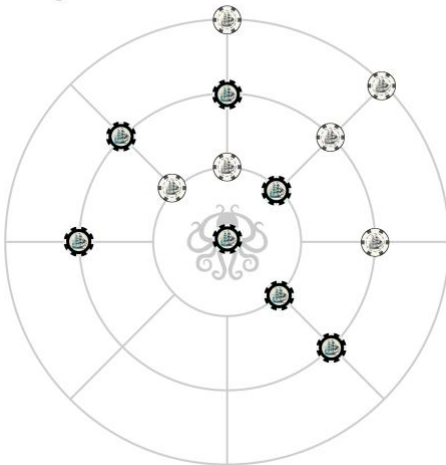
Diagram 1



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. 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.

Diagram 2



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.

CLASSES

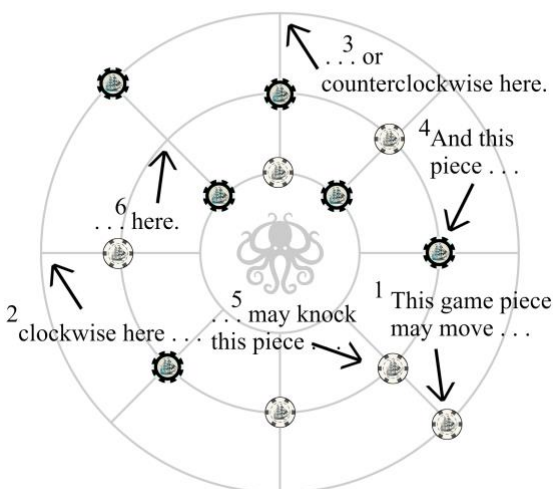
A single game piece, called an *admiral*, is of the first class—the strongest class—and may only move exactly a distance of one. Each game piece in a pair of game pieces is of the second class and therefore may only move exactly a distance of two. Each game piece in a group of three game pieces is of the third class and therefore may only move exactly a distance of three 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.

MOVING TO OCCUPIED INTERSECTIONS

Moving a game piece to another intersection occupied by another game piece is called knocking. During a regular play, a game piece may only move to an occupied intersection if it is of a stronger class than the occupying game piece. The strongest class is the first class. The second strongest class is the second class and so on. The occupying game 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; 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.

Diagram 3



In diagram 3, the white game piece 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 one of the intersections next to the blue game piece on the third ring as indicated by the arrows.

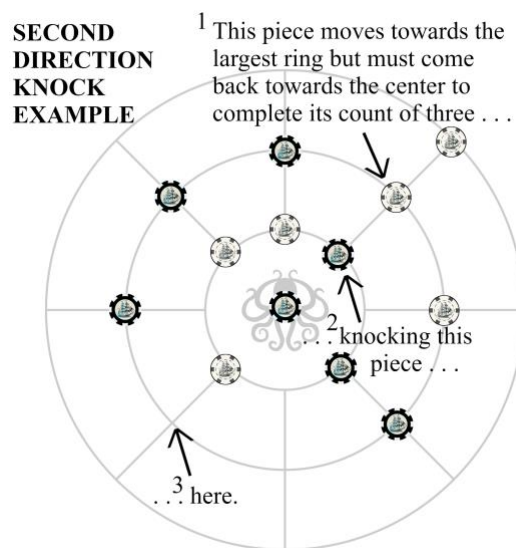
The blue first class game piece on the second ring East of the center may move clockwise a distance of one and knock the white game piece next to it to the intersection labeled '...here'. This is because the knocked white game piece must take the first unoccupied intersection in the same direction.

KNOCKING THE KRAKEN

The kraken is a neutral piece with no class. It belongs to no player and can be knocked by any ship, regardless of class.

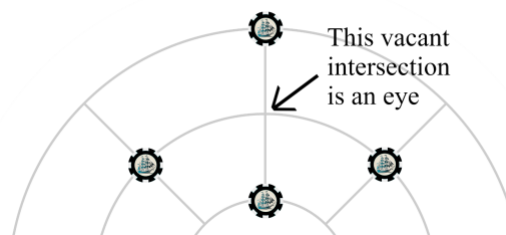
SECOND DIRECTION KNOCK

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:



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'.

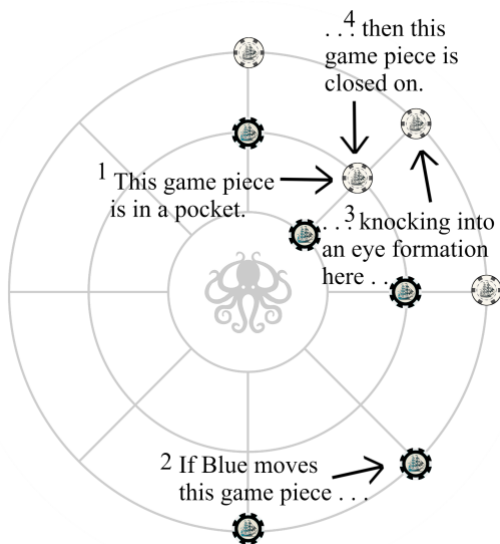
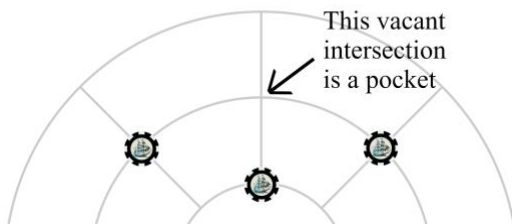


An eye is formed from the withdrawal of a game piece from being closed on or may be formed just from the course of play. Any

player may place into an eye without penalty. In the above example, White may place into the eye without penalty.

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.



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'.

CLOSE

A close is achieved when a player places or moves into an intersection that closes a pocket on an opponent's game piece.

Here are some examples:

Diagram 4

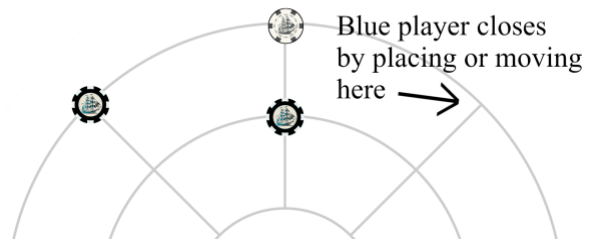


Diagram 4 is an example of a White game piece in a pocket on the third ring. Blue must place or move to the indicated intersection to close on White. Note that only a third opposing game piece is required to close on a game piece on the third ring.

Diagram 5

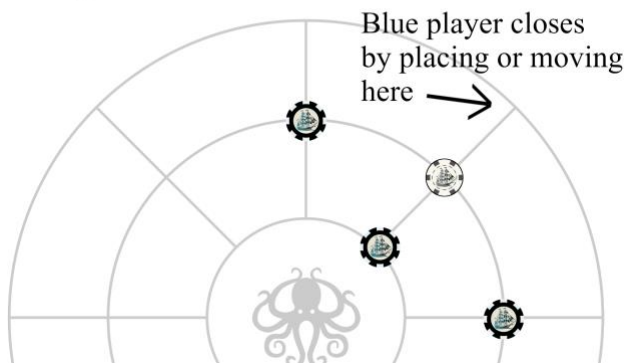


Diagram 5 is an example of a White player in a pocket on the second ring. Blue may close on White by moving or placing upon the intersection indicated with the arrow. Note that to close on the second ring a fourth opposing game piece is required.

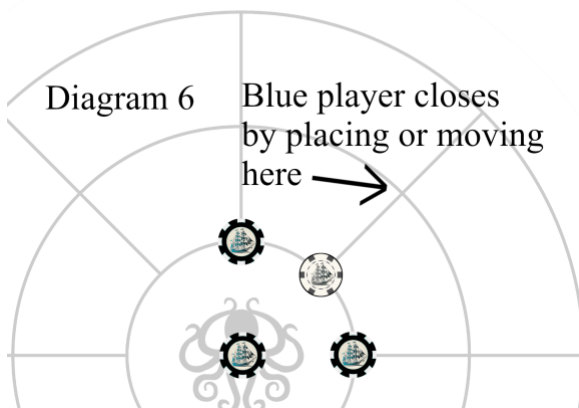


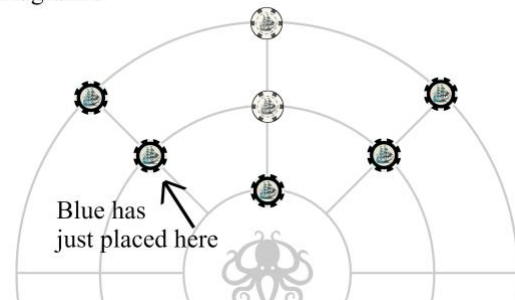
Diagram 6 is an example of a close on White on the first ring. A fourth opposing game piece is required with one of the game pieces occupying the center intersection.

Diagram 7



In diagram 7, Black only needs to place a game piece on the intersection labeled 'HERE' and he will close on both of White's game pieces. White then must use his turn to withdraw both game pieces.

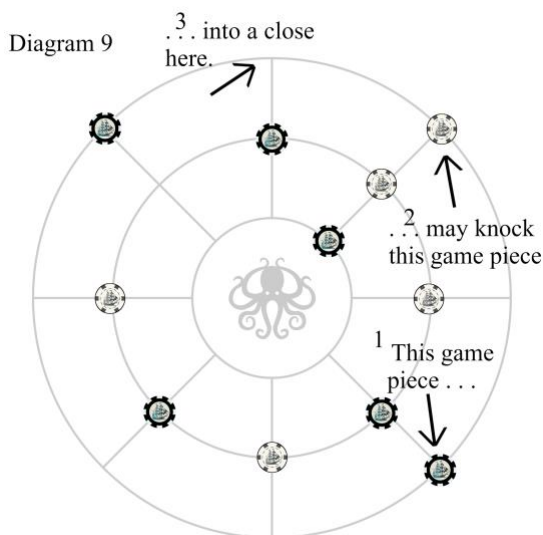
Diagram 8



A surrounded group cannot be closed on. In diagram 8, White's game pieces are in a group so, although Blue places on the last adjacent intersection, the group is not considered closed on.

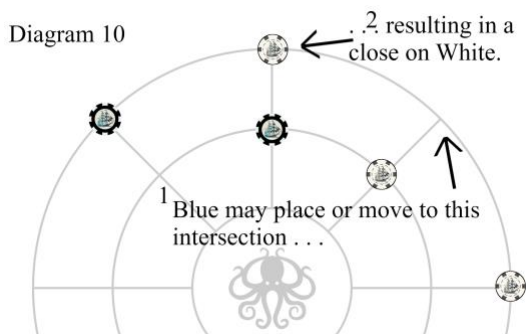
KNOCKING INTO A CLOSE

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:



PLACING IN AN EYE

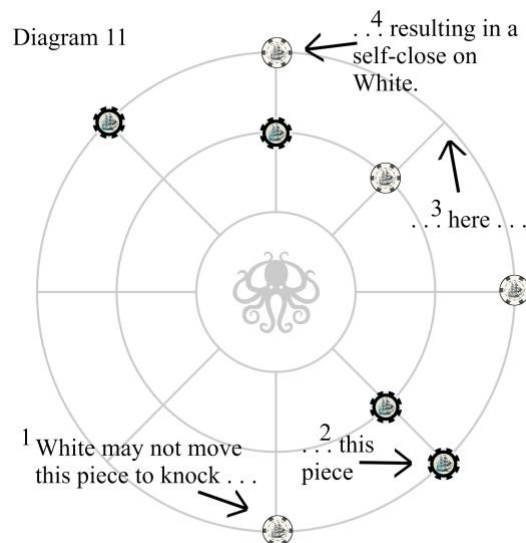
A player may safely place a game piece in an opponent's eye formation; it is not a self-close of one's own game piece.



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.

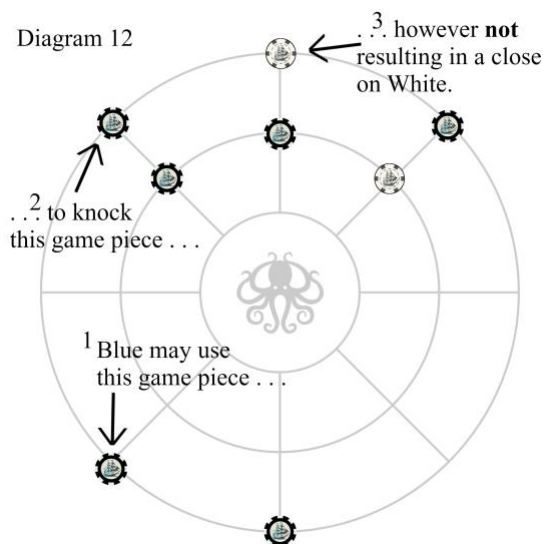
KNOCKING INTO A SELF-CLOSE

A player may not knock a game piece so that it closes on one of his own game pieces.



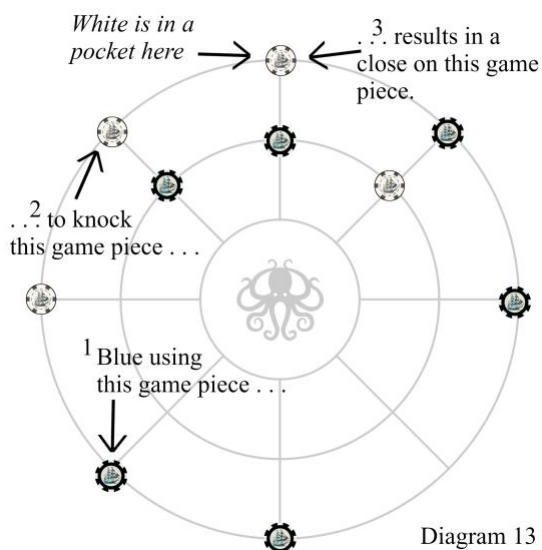
EYE SAFETY

A game piece in an eye position may not be closed on:

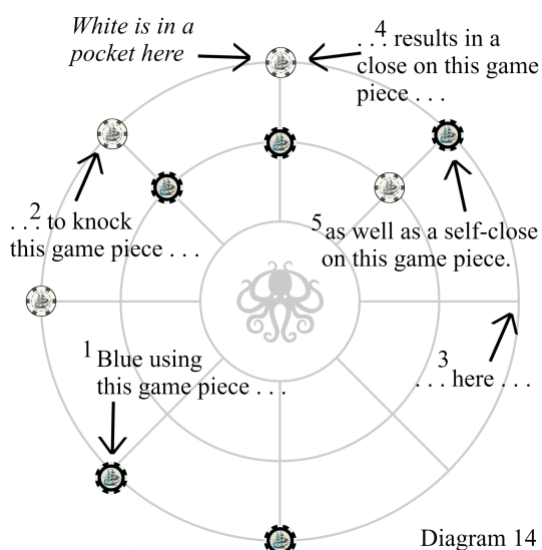


In the example given In diagram 13, White has a game piece in a Blue

pocket at the top of the board which Blue may close on:



However in diagram 14 below, Blue may **not** knock and close on White since it results in a self-close on Blue:



DICE-TOKEN ADVANCEMENT

When a player closes on an opponent's game piece, they move their dice-token/s 1 bar forward.

If a player achieves a legal double close, they move their dice-token/s up to 2 bars forward (not past the finish bar).

When a player closes on the kraken, they move their dice-token up to 3 bars forward (not past the finish bar).

DICE ADJUSTMENTS

A player may choose to adjust one die at the end of a turn but only if its corresponding class had knocked the kraken:

A die showing 1 may only be adjusted if the kraken was knocked by a class 1 game piece (an admiral). A die showing 2 may only be adjusted if the kraken was knocked by a class 2 game piece etc.

Dice only adjust in a fixed cycle:

1 → 2 → 3 → 4 → 1 → ...

Players may only adjust a die forward by one step in the cycle. For example, a die showing 1 may be adjusted to 2; a die showing 4 may be adjusted to 1.

WITHDRAWAL FROM CLOSE

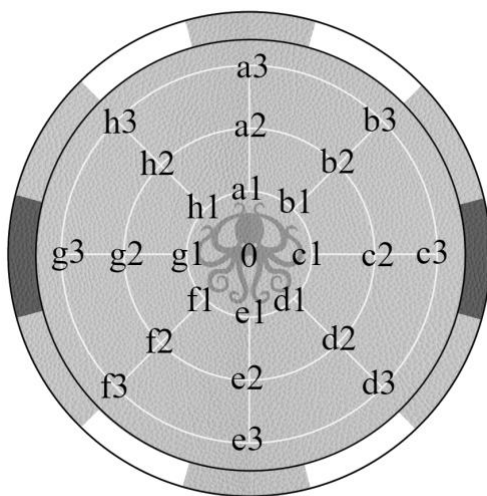
There is no capturing in Mur. When a regular game piece has been closed on (not the kraken game piece), the owner of the game piece must use his turn to remove it from the board. In the examples given in diagrams 5, 6 and 7, White is closed on. White, after being closed on, must use an entire turn to withdraw the closed game piece; he must remove the said game piece off the board. The withdrawn game piece

then becomes an 'off-board' game piece.

A player may have a 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. 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.

Note: As shown in diagram 7, 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.

NAMES OF THE INTERSECTIONS



WITHDRAWAL FROM PORT

Intersections 'g3' and 'c3' are designated as ports. Port g3 is called Halifax and port c3 is called London. 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.

ATTACK PHASE

When the dice are showing 2-2-2, 3-3-3, or 4-4-4 the game is in *attack phase* and the indicated class of game piece on the dice has the ability to knock any other game piece on the board except any game piece of its own class:

4-4-4 Attack by Armada

While the dice are showing a triple four, all *masters* (4th class) are referred to as *armadas* and are able to knock all classes except any 4th class game pieces belonging either to Blue or White. During this attack phase armadas are still a 4th class game piece and may be knocked by admirals, commanders and lieutenants.

3-3-3 Attack by Fleet

While the dice are showing a triple three, all *lieutenants* (3rd class) are referred to as *fleets* and are able to knock all classes except any 3rd class game pieces belonging to either Blue or White. Fleets are still a 3rd class game piece and can be knocked by admirals and commanders.

2-2-2 Attack by Squadron

While the dice are showing a triple two, all *commanders* are referred to as *squadrons* and may knock any

class of game piece except 2nd class game pieces belonging to either Blue or White. Squadrons are still a 2nd class game piece and may therefore be knocked by admirals.

THE KRAKEN RESET

When the kraken is closed on, it must immediately be reset to the center of the board by the player who closed on it and any game piece occupying the center must be taken off the board to make way for the reset of the kraken (the player who closed on the kraken does not receive any extra advancement of their dice-token/s from the withdrawal of the center game piece).

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.

GAME POINTS

The player who reaches the gold bar first is awarded points. The number of points awarded is the total showing on the dice. If the dice are showing 1-1-1 then the winner is awarded 3 points for winning the game. The highest number of points a player can win from a game is 12 when the dice are showing 4-4-4. A breaking point is set by both players; for example, the first player to accumulate 15 or more points during a series of games wins the match.

GAME STAKES

Mur games may be played for an agreed stake per point. During the

course of the game, a player who feels he has a sufficient advantage may knock the kraken so as to tip the dice towards higher numbers. A player who feels he is losing the game may prevent the player from knocking the kraken to tip the dice higher or he may knock the kraken so as to 'break a four' (tip a 4 to a 1 resulting in a drop in the final pay out).

a distance of four from the finish bar etc.

TIME CONTROLS

Mur is played with a chess clock set on delay: the clock waits for the delay period each move before the player's main time starts counting down. For example, the clocks could be set on a 3 minute delay with the main time set at 20 minutes.

If a player runs out of time, he does not lose the game but must move his dice-token/s back one bar at which point the clocks are reset again.

Above the players' clocks there is a Master Clock. When the time on the Master Clock runs out then the player ahead in the race wins the game. If both players are the same distance from the gold bar then a tie is declared.

HANDICAPS

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