



Isle of Ur is an action-packed game for four players. Race to be the first to land on the island, navigating a treacherous sea of whirlpools, sea monsters, and other pirates.

SETTING

Ye is a pirate captain, aiming for the legendary treasure buried on the island. Ye must race against the other cap'ns to get to the treasure. But beware for there be dangers ahead - ye fellow pirates, whirlpools or the deadly kraken, but maps to the treasure can be found to help ye find ye way. Good luck ye landlubbers and good fortune.

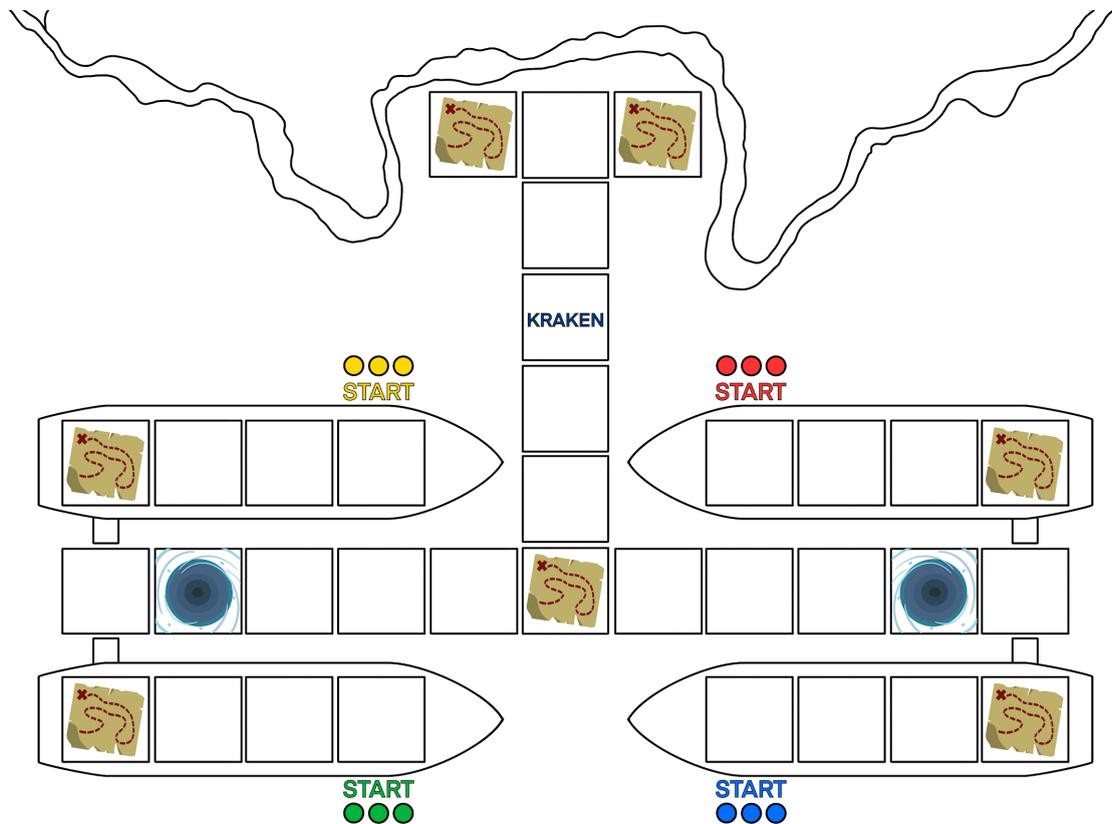
SETUP

You will need:

- 4 x Ur dice (or use d4 dice)
- 3 x Pirates tokens for each player
- 1 x Kraken piece

Assign each player a ship and give them three pieces of that same colour. This is their pirate crew.

Set the Kraken piece on the 3rd tile away from the end of the board.



PLAYING

Yellow Pirate goes first, then players take turns in a clockwise manner.

To start your turn roll the four Ur dice and add up the points you got. A marked point up is one point, an unmarked point is zero. Move one of your pieces the equivalent number of places.

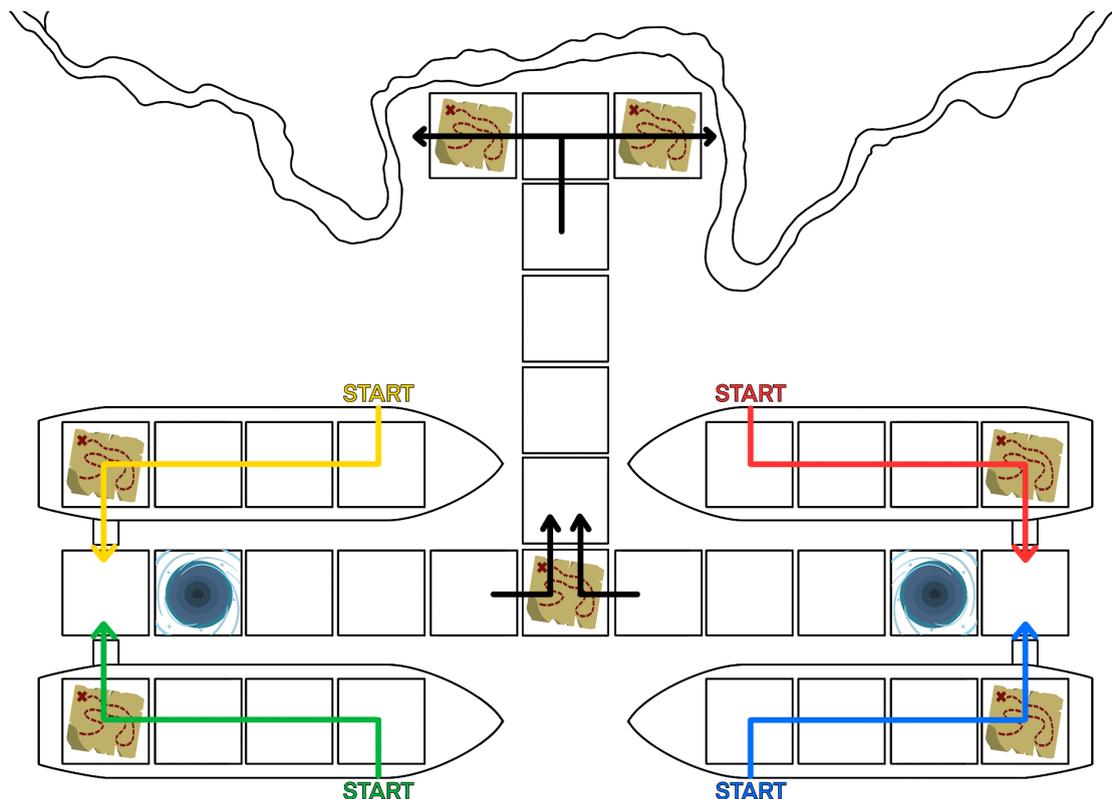
If you are using d4s, odd numbers are considered unmarked and even numbers are considered marked points.

If you want to move one of your pieces onto the board then treat the starting tile as tile one and move your piece as dictated by your roll.

You can't move a piece onto your own pieces (no stacking!)

If you land on another player's piece, then that piece is knocked off the board back to the start.

After you finish moving your piece, if it has landed on a special tile, follow the rule of that tile. Hand the dice onto the next player and they play their turn.



THE KRAKEN

After the Green player has taken their turn, the pirate coin is flipped.

- If it lands on the skull: The Kraken moves up one tile (towards the island).
- If it lands on the chest: The Kraken moves down one tile (away from the island).
- If The Kraken gets a skull or a chest and can't move any further up or down then it doesn't move for the turn.

If The Kraken piece is moved onto the same tile as a player piece:

- If both are unoccupied the piece is moved to whichever whirlpool tile the player chooses.
- If one is occupied and one is unoccupied then the piece is moved to the unoccupied tile.
- If whirlpool tiles are occupied then the player chooses which tile to move to and knocks off the piece previously occupying it.
- A player cannot take their own piece, but in the event they are occupying both whirlpool tiles then the piece is knocked off the board by The Kraken.

The Kraken can not leave the darkened middle strip.

After The Kraken has moved then the Yellow Pirate takes their turn.

SPECIAL TILES

MAP TILE

If you end your move on a map tile, you may reroll and move again.

WHIRLPOOL TILE

If you end your move on a whirlpool tile, your piece is moved to the other whirlpool tile.

If a piece is currently occupying the opposite whirlpool tile then it is knocked off the board by your piece. However, if your own piece is on the other whirlpool tile then you can not end your move on the other whirlpool tile.

If you are knocked back to a whirlpool tile by The Kraken then you do not move

WIN CONDITION

To win the game you must roll the exact number to move one of your pieces off the end of the board. You may move off via either side of the end.

You may increase the number of pieces to reach the island to two or three pieces for longer games.

GAME BOARD

