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THE ROYAL GAME OF UR - for retro 8-bit & 16-bit machines

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The Royal Game of Ur is a ~4,600-year-old Mesopotamian board game (excavated at the city of Ur). This is a faithful build of it for a whole shelf of retro computers and consoles.

These are ROM / disk / cartridge images -- you run them in an EMULATOR (or on real hardware). Pick the file for your machine, load it in that machine's emulator, and play.

WHICH FILE FOR WHICH MACHINE (run in an emulator)

ur-atari-*.xex	Atari 8-bit (400/800/XL/XE)	- Altirra, atari800
ur-a5200-*.a52	Atari 5200	- atari800 -5200, MAME
ur-c64-*.prg	Commodore 64	- VICE (x64sc)
ur-c64-online-*.prg	C64 FujiNet build (online play; needs FujiNet / FujiNet-PC)	
ur-apple2-*.po	Apple IIe (enhanced)	- boot the disk image; MAME apple2ee / AppleWin
ur-apple2-*.system	(the bare ProDOS SYSTEM file, if you prefer your own disk)	
ur-apple2-online-*.po	Apple IIe FujiNet build (online play, lo-res; needs FujiNet)	
ur-adam-*.ddp	Coleco Adam	- MAME (adam)
ur-coleco-*.rom	ColecoVision	- MAME (coleco), real cart
ur-sms-*.sms	Sega Master System	- MAME, Emulicious, Kega Fusion
ur-gamegear-*.gg	Sega Game Gear	- MAME, Emulicious
ur-gb-*.gb	Game Boy / Game Boy Color	- any GB emulator (colour on GBC)
ur-nes-*.nes	NES / Famicom	- Mesen, FCEUX, MAME
ur-st-*.prg	Atari ST (GEMDOS program)	- Hatari (EmuTOS works), real ST
ur-ste-*.prg	Atari STe (4096-colour look)	- Hatari --machine ste
ur-tt-*.prg	Atari TT (256-colour look)	- Hatari --machine tt
ur-falcon-*.prg	Atari Falcon (truecolor look)	- Hatari --machine falcon (TOS 4)

(SHA256SUMS.txt lists checksums for every file.)

HOW TO PLAY

Each player has 7 pieces to bring around a 14-square path and off the board. On your turn you roll 4 binary dice (0-4 marked corners show), then move one piece that many squares.

- * ROSETTE squares (the flowers): land on one for an EXTRA roll, and your piece there is SAFE from capture.
- * The shared middle lane is the combat zone: land exactly on an opponent's piece there and it's sent back to the start.
- * You must roll the EXACT number to bear a piece off the end.
- * First to bear off all 7 pieces wins.

Modes: 2-player hot-seat, or 1 player vs the computer (Easy / Normal / Hard). FujiNet online play (against the game server, and cross-platform) is built into the Atari and Coleco Adam binaries, and is in the separate "-online" C64 and Apple II downloads above.

CONTROLS

Keyboard machines (Atari 8-bit, C64, Apple II, Atari ST/STe/TT/Falcon):

- Menu: press the number of the option you want.
 - Roll: press any key when prompted.
 - Pick a move: press the number shown next to the move you want.
- On the ST family, drop the .prg on a (GEMDOS) drive and run it; legal move destinations light up green on the board.

Atari 5200: use the controller KEYPAD numbers (same as above).

Coleco Adam / ColecoVision: controller KEYPAD to choose, FIRE to roll / confirm (the Adam also accepts its keyboard).

Consoles & handhelds (Master System, Game Gear, Game Boy, NES):

- Menu / move list: D-pad UP/DOWN moves the ">" cursor.
- Roll & confirm: press the action button (A / Start / FIRE).

CREDITS & LICENSE

The rules of Ur were deciphered by Dr Irving Finkel of the British Museum -- with thanks. Title music is the Hurrian Hymn (h.6, Ugarit, c.1400 BCE), the oldest substantially-complete notated melody known.

Free software under the GNU General Public License v3.0 (see LICENSE). Source code, all platforms, and the networked game server: <https://github.com/slaapliedje/ur>

Enjoy -- and may the rosettes favour you.