

THE Spatial GAME OF UR

ROLL ANY EVEN-FACED DIE (D6 IS OK), COUNT THE NUMBER OF ODD DICE.
ADVANCE ONE OF YOUR PIECES BY THIS AMOUNT EXACTLY, IF POSSIBLE.
PIECES START FROM THE PROPELLER.
A PIECE JUMPING ON OTHER'S PIECE SENDS IT BACK TO THE START.
ROLL AGAIN ON STARS. THE MIDDLE STAR PROTECTS THE PIECE ON IT.
EXIT ONLY ARRIVING EXACTLY ON THE POINTY EXIT.
FIRST TO BRING 7 PIECES TO THE EXIT WINS THE MATCH.

