


Setup

- Each player selects a rule card deck of 6 cards (Bull, Ibex, or Lion), and 7 tokens and 4 dice of the same color.
- Players shuffle their rule cards and make 3 piles of 2 cards each, face-down in front of them. (You put a new rule into play when your opponent scores. See *Rule Cards*.)
- Deal 2 Rosette cards to each player. Players choose 1 and play it face-up in front of them. Discard the other card.
- Each player rolls their 4 dice, whoever rolls the higher number goes first.


How to Play

Goal: Be the first to score 6 of 7 tokens

Scoring

- You score when your token lands exactly one space past the last tile. ("space" 15 on the Board Flow) 
- Exact rolls are needed to score tokens
- When you score:
 - You take the action on your Rosette card.
 - The opponent looks at the cards in their next rule card pile and puts 1 into play.
 - Now it's the opponent's turn.

History

The board and pieces pictured here were excavated in the late 1920's in the ruins of Ur, or modern day Iraq. They were found in the Royal Tomb, so historians called it the Royal Game of Ur. 

It dates back to circa 3000 BCE during the First Dynasty of Ur in ancient Mesopotamia, making it one of the oldest board games in human history. Similar boards have been found throughout the region over thousands of years.



In 1879, this clay cuneiform tablet was excavated in Babylon dating back to 177 BCE. British Museum historian Dr. Irving Finkel translated this tablet in 2007 and discovered it explains the rules to the Royal Game, making it the oldest *complete* board game ever.

The tablet describes a variation on the original game with fortune-telling and gambling aspects added. While several historians have recreated versions of the original rules, nobody knows exactly how the game was played 5,000 years ago. By using the same board, dice, and tokens, Urgency is a modern way to take part in continuing the most ancient game's legacy.

Setup:




After opponent scores 2 times:



Rule Cards

- Each player starts the game with 1 Rosette rule card in play and the rest face-down.
- Up to 4 additional cards are added from one of the players' 3 rule card piles whenever their opponent scores.
- After your opponent scores a 4th time, you choose a 5th rule card from your discarded cards. No 6th card is played.

Movement

- Roll all 4 dice, count the # of pips up, move any one of your unscored tokens that many spaces. 
- Movement follows the Board Flow.
- Tokens cannot stack/occupy the same tile.
- You must move a token if you are able.

Historical Variant

This variant describes the rules to the Royal Game of Ur as interpreted by Dr. Finkel. It is very similar to Urgency; in fact, the beginning of Urgency is identical to the historical variant up until a player scores. These are the only 2 differences:

- You must score all 7 of your tokens.
- Play without rule cards.

Starter Variant

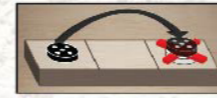
This version is intended to make it easier for new players to remember their rules and create a strategy. For an even easier beginner experience, play on the same side of the table so all players can read every rule card.

Rule change: During the setup, instead of shuffling rule cards and making 3 piles of cards, players look at all 6 cards in their rule card deck and select the 4 cards they want to play with. Each player puts the 4 cards face-down in any order they choose. Cards are played normally.

Challenge Variant

Rule change: When your opponent scores, you choose a rule from your next rule card pile and discard the unplayed card into **your opponent's** discard pile instead of your own.

Combat



Basic Attack: If you land your token on an opponent's token in the center row, you attack it and remove it from the board, unless it is on a safe tile.

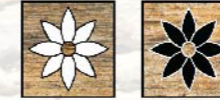


Special Attack: Any attack specified by a rule card that enables you to attack tokens in ways other than a basic attack. Tokens on safe tiles are still safe.

Rosette Tiles

All Rosettes

If you land on any Rosette tile, you may roll again. (If multiple Rosettes are landed on after a single roll, only one extra roll is granted)

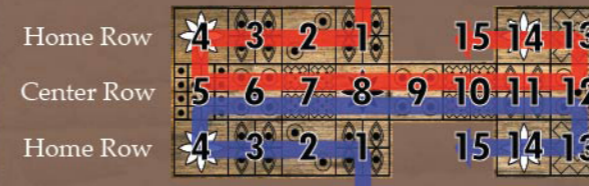


Black Rosette

In addition to rolling again, tokens are safe on the Black Rosette.



Board Flow



A Word From the Designer

This game has been a work of passion for me over the past three years, and its completion verifies my decision to pursue game design for my career. Thank you so much to my family, friends, and all the backers who have played and supported Urgency through its many stages. Extra special thanks to Kelsie and Bella for being my #1 fans and support.



Credits

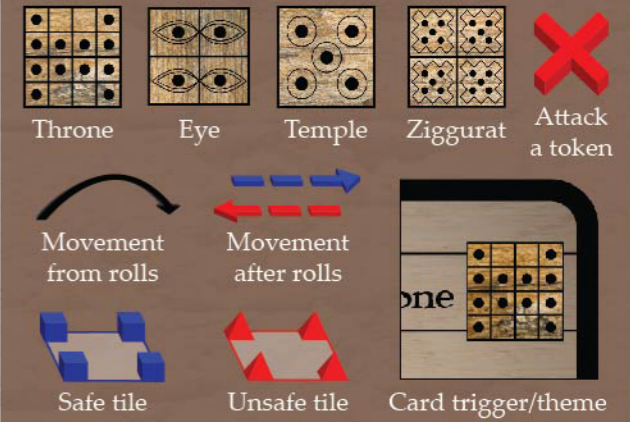
Game by Alex Coburn
 Animal and Card Design - Kelsie George
 Box Art - Jane George
 Wood Boards - Kelvin George

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www.alexcoburn.com/urgency
 email: alexanderhoburn@gmail.com
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Reference



FAQs

Rule Cards

- Rules only apply to the player who plays the card.
- Cards are in effect for the entire game.
- Rules on rule cards can contradict rules in the rulebook. If they do, the cards overrule the book. (e.g. Prison of Uruk allows players to stack tokens on an opponent's token on the Black Rosette)
- Some images on cards are single examples (i.e. Gambler's Risk), while others show all possibilities (i.e. Iron Spear).

Movement

- You may jump tokens over other tokens.
- For rules that involve "If you land on ___ tile" it must be the tile where your token ends after moving the full roll amount.
- Home row tiles are not safe unless specified.

URGENCY™



Based on the oldest complete board game in the world, Urgency is a modern strategic race game where you choose your own rules, making every game a uniquely exciting experience. Roll the dice to move your tokens around the ancient board, engage in combat, and build your strategy with rule cards that change the rules as you play!

Game Components

