

# MUR™

CLASSIC EDITION



2 Players



20 – 60 minutes

**Note:** Rules for the Classic Edition and the Kraken Edition are the same.

MUR FEDERATION

## INTRODUCTION

Mur is a 2-player strategy game played with 15 stones. Seven are black and belong to the first player, seven are white and belong to the second player, and one stone—the mur stone—is red and is a neutral stone. The mur board is a round grid with 25 intersections. The center of the board is one intersection and all of the intersections of rings with diameters are the other 24. The smallest ring is the first ring, the second largest the second ring and the largest the third ring. Each player has 7 stones. The red mur stone is a neutral stone. The mur stone does not belong to any player and cannot ever be directly moved by any player; it can only be indirectly moved by another stone bumping it during a move.

## GOAL

The goal of the game is to be the first player to trap the mur stone **OR** trap their opponent's regular stones three times.

## SETUP

Place the mur stone upon the center of the board. The setup is now complete.

## PLAY

In mur, stones are placed on intersections. Only one stone may occupy an intersection at one time. Black plays the first play of the first game. During a play (turn) a player may execute one of the following:

- 1) place a stone on any unoccupied intersection
- 2) move a stone already placed upon the board
- 3) withdraw a stone (SEE trap)

## PLACING STONES

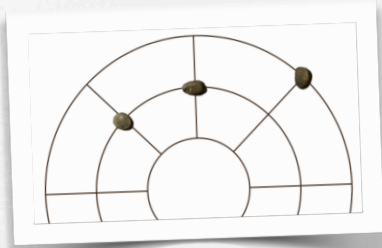
Any stone off the board may be entered into play whenever it is the owner's turn. To enter an off-board stone into play, simply place the stone on any unoccupied intersection.

## MOVING STONES

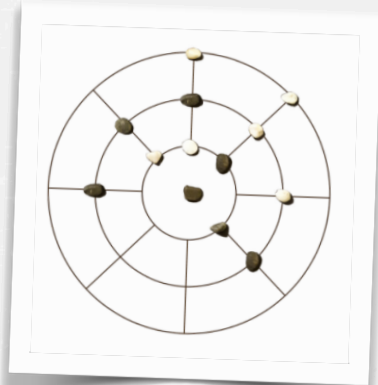
A move is the transfer of a stone from one intersection to another intersection. There are only two different paths during a move. A stone may move along a diameter, or a stone may move along a ring. When moving along a ring, a stone must maintain its direction either clockwise or counter clockwise. A stone should only move in one direction along a diameter with the exception that if a stone moving along the diameter reaches the third ring—and still has not completed its move—it must continue moving in the opposite direction to complete its move.

## *DISTANCE OF MOVES*

Each stone may move an exact distance and this distance is determined by the number of stones in the group the stone is in. Adjacent stones are considered linked; linked stones can form a pair or a group. For example, a single stone may only move a distance of exactly one, a stone in a group of two may only move a distance of exactly two, a stone in a group of three may only move a distance of exactly three, and so on.



In the diagram to the left, the stone to the far right is a single stone since none of its adjacent intersections are occupied. This means this stone may only move a distance of exactly 1. The other stones, however, form a pair since they are linked at adjacent intersections. This means each of these stones may only move a distance of exactly 2.



In this diagram black has two groups, one group of 3 stones and another group of 4 stones. White has a group of 4 stones and a group of 2 stones.

## *ORDERS*

A single stone, called an \*alpha stone, is of the first order--the highest order--and therefore may only move exactly a distance of 1. Each stone in a pair of stones is of the second order and therefore may only move exactly a distance of 2. Each stone in a group of three stones is of the third order and therefore may only move exactly a distance of 3 and so on. The order of the stone is determined by the number of stones in its group. The mur stone is always of the fourth order.

*\*Note: The Greek alphabet is used when referring to the different orders beginning with alpha for the 1<sup>st</sup> order followed by beta, gamma, delta, epsilon, zeta, and finally eta for the 7<sup>th</sup> order.*

## *MOVING TO OCCUPIED INTERSECTIONS*

Moving to an occupied intersection is called bumping or knocking. A stone may only move to an occupied intersection if it is of a higher order than the occupying stone. The highest order is the first order. The second highest order is the second order and so on. The occupying stone is then bumped out of its intersection and must continue moving along the same path and come to rest upon the first unoccupied intersection. Note that the occupying



In this diagram, the white stone on the third ring is in a group of three. It may move a distance of exactly three. If it moves clockwise or counter clockwise, it will be on an intersection adjacent to the black stone on the third ring.

The black alpha stone (single stone) on the second ring East of the center may move clockwise a distance of one and knock the white stone next to it to the intersection labeled 'here'. This is because the knocked white stone must take the first unoccupied intersection in the same direction.

### *THE SECOND DIRECTION KNOCK*

If a stone 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, the stone knocks a stone then the knocked stone must continue moving in the second direction and occupy the first vacant intersection in that direction.

### *BLOCKED STONE*

When a stone is immobile so that it is not able to move to any intersection, that stone is referred to as a 'blocked stone'.

## **TRAP**

A trap (or 'mark') is when a player surrounds an opponent's stone with his stones. A trap is achieved when all the adjacent intersections of a stone are occupied by opposing stones. Note that the mur stone cannot be one of the stones used to surround and a surrounded group is not considered trapped.



An example of a trap on the third ring. Only 3 opposing stones are required.



An example of a trap on the second ring. 4 opposing stones are required.



Here is an example of a trap on the first ring. 4 opposing stones are required with one of the stones occupying the center intersection.

### *WITHDRAWAL FROM TRAP*

**There is no capturing in Mur.** When a stone is in a trap, *the owner of the stone must remove it from the board.* In the above examples, White is placed in a trap. White, after being placed in a trapped position on the board, must use an entire turn to withdraw his trapped stone off the board. The withdrawn stone then becomes an 'off-board' stone. A player may have any number of off-board stones at any one time. Any off-board stone may be entered back into play by simply placing it back on the board on any unoccupied intersection. Note that if two single stones of the same colour are trapped simultaneously, then both stones are withdrawn at once in one turn by the owner.

### *EYES AND MIXED TRAPS*

When an unoccupied intersection is surrounded by stones of the same colour this is called an eye intersection or 'eye'. Placing, moving, or knocking your own stone (or the mur stone) into an opposing eye is not allowed unless it results in the immediate trap of the mur stone or an opposing stone forcing the next play to be a withdrawal by the opponent. This kind of situation is called a 'mixed traps position'.

## COMPLETING THE GAME

The game is complete when the mur stone is trapped OR when a player has acquired three stone traps of regular stones. In the case of the latter, the owner must withdraw his stone from the board. Next, the mur stone is placed upon the center intersection of the board (unless it just happens to already be occupying the center) and any stone occupying the center must be withdrawn to make way for the mur stone. Whether the game ends by mur stone trap or regular stone trap, the mur stone is placed upon the center intersection of the board for the next game. Except for these adjustments the position of the board maintains the game position achieved at the moment the last withdrawal was made. The positions of the pieces comprise the asymmetrical setup for the next game. Please note that in all odd numbered games such as the 1<sup>st</sup>, 3<sup>rd</sup>, and 5<sup>th</sup> game, Black has the first move and in all even numbered games such as the 2<sup>nd</sup>, 4<sup>th</sup>, and 6<sup>th</sup> game, White has the first move. Mur matches are usually played in two sets of six games. Players may only resign from a set. A player may not resign from a game. Any time a player resigns, he resigns from a set of games.

## SPECIAL CASES

### *CONSECUTIVE WITHDRAWALS*

Consecutive withdrawals occur when a player creates a mixed traps position where both players' stones are trapped. In this scenario, the player who created the mixed traps position still has a trapped stone on the board after their opponent withdraws their trapped stone. Consequently, they must then use their turn to withdraw their trapped stone.

### *WITHDRAWAL ON REPEAT*

If a player creates an immediate repeat of a game position, the opposing player must use his turn to remove any one of his stones from the board. Note that an "immediate repeat" of a game position is when all stones on the board are in identical positions for a second time within four plays. No change in score occurs.

### *WITHDRAWAL ON STAGNATE POSITION*

Should a player find himself in a game position where all his stones are on the board and where he must use his turn to move and yet is completely blocked from being able to do so legally then that player must withdraw any one of his stones from the board. No change in score occurs.

### *NO SUSTAIN OF POSITION*

A player may never pass on a turn and must alter the board position by placing, moving or withdrawing. A position is not altered if all stones of the same colour remain on identical intersections. For example, if a player knocks a stone of the same colour so that it is knocked to the intersection just moved from; this sustains the position and is therefore illegal.

## **VIDEO EXPLANATION OF THE RULES**

[Click here](#) to watch a video explaining the basic rules to Mur.

Visit [www.murfederation.com](http://www.murfederation.com) for puzzles, tactics and much more!



