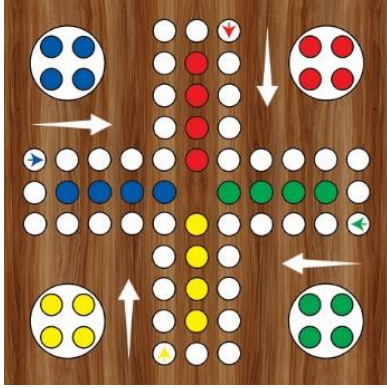




LUDO

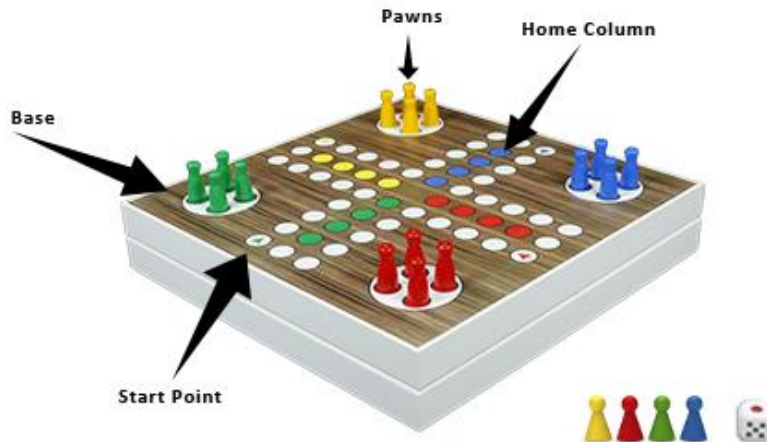
LUDO



The game of Ludo originates in India as far back as 3300 BC. Easy to learn, this classic game is fun for children and adults alike.

THE EQUIPMENT

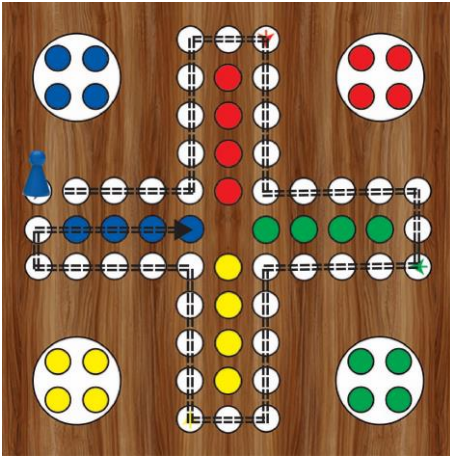
Ludo consists of a circle board with four different colored bases in each corner. The first colored space outside of each base is the start position. A path leads clockwise around the board returning to a path with the same color as the base, then to the home column, which leads to the center home column. There are four different colored sets of playing pieces that start off in their matching bases. Each set consists of 4 playing pieces. The dice is used for to include pawn into the game or to govern the movement of the pawns.



GAMEPLAY

2 to 4 players begin by placing their pawns in the same colored bases. Each takes turns throwing the dice, and the player with the highest roll plays first. The players to the left follow in turn going clockwise. On each player's turn, the player rolls the dice to determine a move. The goal of the game is to move all four of the player's pawns clockwise once around the board, into the own home column.

Movement



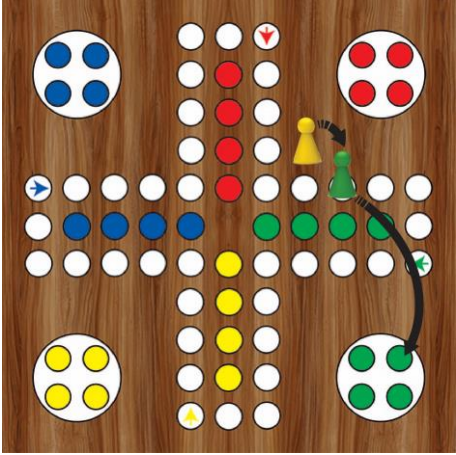
To begin, a player must roll a six to move a pawn out of the base and onto the start position. That pawn is then in play. The player cannot make any other moves until at least one pawn is in play.

If a player has a pawn or pawns in play, they can move any one of their pawn 1 to 6 spaces along the path according to the number they roll.

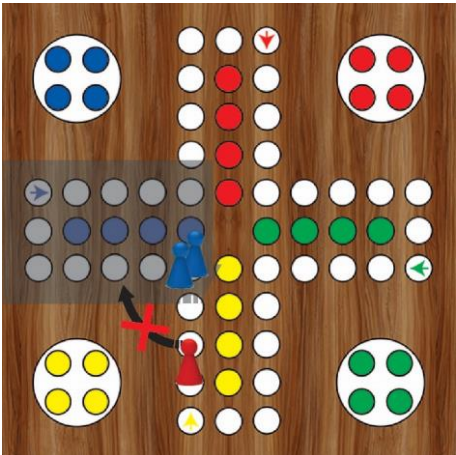
Rules of the 6's.

- If a six is rolled, the player can choose to either move a pawn out of his base onto the start position or move a pawn that is in play.
- Anytime a six is rolled, the player gets an extra roll after his move.
- If a six is rolled three times in a row, the player loses his turn.

Landing on a shared circle

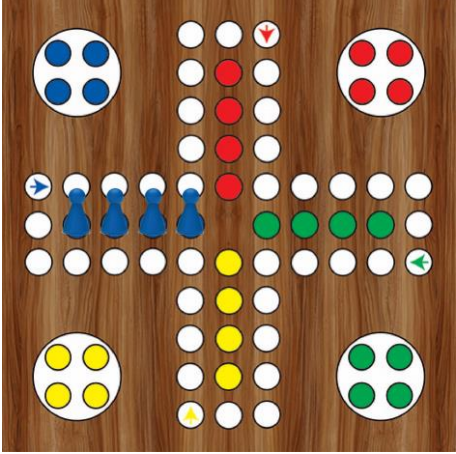


If a player's pawn lands on an opponent's pawn the opponent's pawn is sent back to their base where he must roll a six again in order move it out onto the starting circle.



If a player lands on a space occupied by one of his own pawns. That space becomes blocked. A blocked space cannot be passed or landed on by an opponent's pawn.

Winning the Game



When a player's pawn has reached the home column of its own color, the pawn continues its moves toward the center to its home columns. When a player dice roll lands its pawn on the home column, that pawn has completed its journey. A piece can only be moved to the home pawn with an exact roll.

The first player to have all four of his pawn finish their journeys wins. The remaining players continue the game to determine the runner-ups.