

THE RULES LUDO

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THE BASICS

You can play ludo with 2-4 players. Each player picks a colour from the board to play as for the day.

When you've picked your colour, put all four of the pieces in the corresponding colour pocket.

The board has a large cross in the centre made up of three rows of smaller tiles. The aim of the game is to make an entire lap around the outer tiles of the cross and back to your corresponding colour's row.

WHO GOES FIRST?

Every player rolls the dice. Whoever rolls highest gets to have the first go.

1.) For the first player to move their first piece or pawn they need to roll a 6. If they do not roll a 6, the turn moves on to the person to their left. This will continue until someone rolls a 6!

2.) Once the 6 has been rolled, that player then rolls again to determine how many spaces you can move your first piece.

3.) You can only move one of your pieces in this turn. The turn then moves on to the next player.

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4.) Each player takes a turn in a clockwise fashion. Each time a player rolls a six they can place a new piece on the board and roll a second time to determine how many spaces that piece can move (Like in step 2).

If a player rolls 1-5 and has a piece already on the board then they can move that piece accordingly.

If a player rolls 1-5 and hasn't yet moved any pieces, then the turn moves to the next player.

5.) You can capture an opponent's piece every time you land on the same square as the opponent's piece. Once you have taken their piece off the board that player will need to roll another 6 to move a different piece.

6.) You cannot move past a piece; you must land on that space to capture it. If you cannot capture the piece you must wait until your next turn.

7.) You can create a block, this will stop other players moving past or capturing your pieces. To do this you need one piece to land on the same square as another piece. The pieces on the same square create the block.

TO WIN

To win the game you need to be the first player to have all your pieces back to your colours home space. If your pieces have been captured, then you need to roll a 6 to get them back on the board.

In order to get back to the home, you need to roll the exact number. For example, if there is one space left, you must roll a one. If you were to roll a higher number your turn would be over.

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