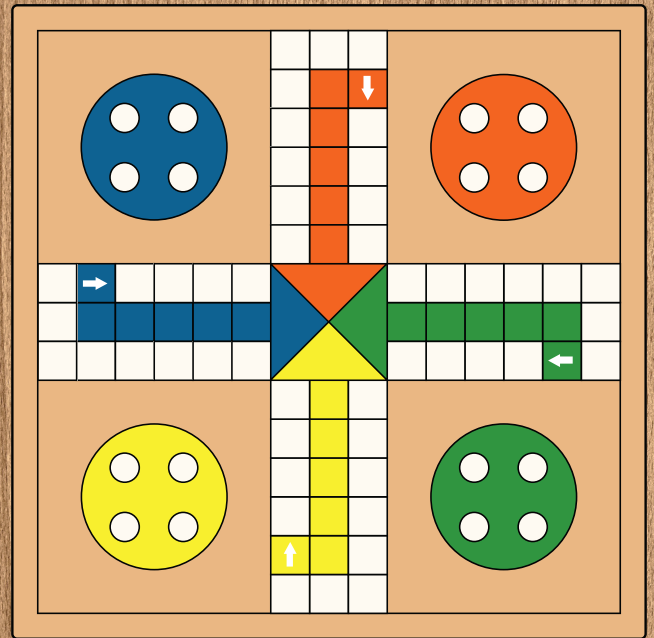


LUDO



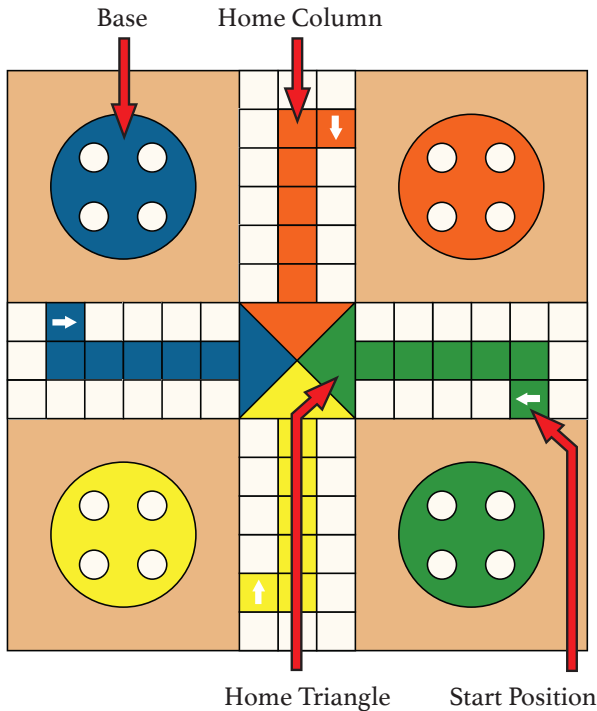
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Ludo

The game of Ludo originated in India as far back as 3300 BC. Easy to learn, this classic game is fun for children and adults alike. Ludo's popularity has gone on to spawn variations such as Parcheesi and Sorry. With centuries of tradition behind Ludo, you will surely become a fan as well!

The Equipment



Ludo consists of a square 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 triangle.

There are four different colored sets of playing pieces that start off in their matching bases. Each set consists of 4 playing pieces. The included die is used to govern the movement of the pieces.

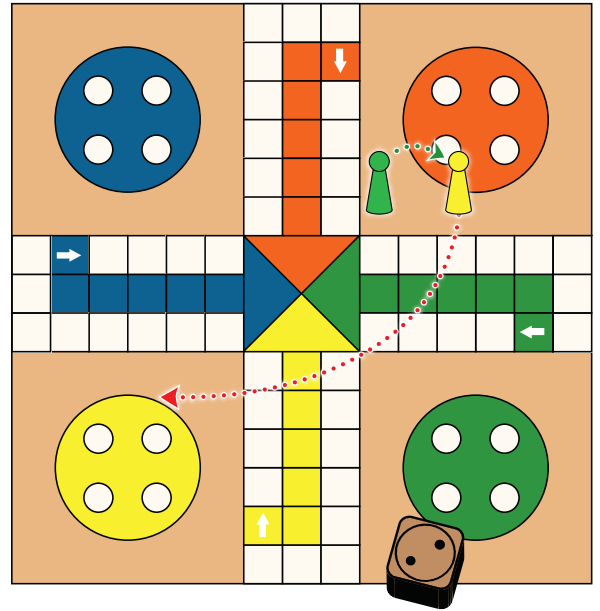
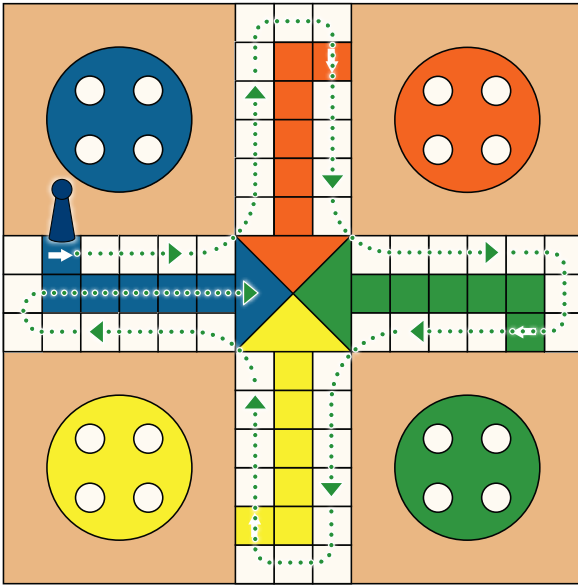
Gameplay

2 to 4 players begin by placing their four colored pieces into their matching corner bases. Each takes turns throwing the die, 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 die to determine how far to move one of their pieces. The goal of the game is to move all four of the player's pieces clockwise once around the board, up the home column, and into the home triangle.

Movement

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

If a player has a piece or pieces in play, they can move any one of their pieces the number of spaces shown on the die.



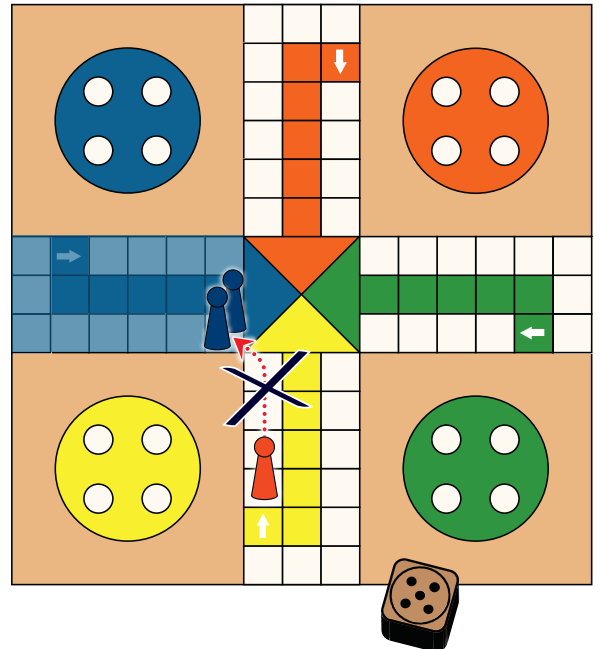
Rolling a Six

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

Landing on a shared square

- If a player's piece lands on an opponent's piece, the opponent's piece is sent back to their base where they must roll a six again in order to move it out onto the start position.

- If a player lands on a space occupied by one of his own pieces, that space becomes blocked. A blocked space cannot be landed on or passed by any piece except the owner's.



Winning the Game

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

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

