Ludo Game

For 1-2 Players

You Will Need:
* The Ludo Board (print both sides of the board on card stock paper and paste together to make the board)
* 4 Playing Chips Per Person (Each person should have their own color chips to keep them straight)
* 1 Die

Playing the Game:
Each player chooses a color. They set all four of their playing pieces on the "home" spot of their chosen color.

Players take it in turn to throw the die. A player must first throw a six to be able to move a piece from his "home" space to the "start" square.
Moving a playing piece from "home" to "start" counts as a full turn. The player must wait until his next turn to move the piece further along the board. Once a piece has left the "home" space, it can be moved freely around the board according to the number of spaces indicated by the die.

When a player throws a 6 the player can bring a new piece onto the "start" square, or the player can choose to move a piece already in play. The player is also granted another turn as a bonus. But if the 6 is rolled three times in a row it is counted as a foul and the player loses a turn.

If a player cannot make a valid move they must pass the die to the next player.

If a player's piece lands on the same square as an opponent's piece, the opponent's piece is captured and sent back to its "home" space. A player may not land his piece on a square that already contains one of his own pieces.

Once a piece has completed a circuit around the board, it moves up the column of its own color into the black "safe" area. The player must throw the exact number to advance into the "safe" area.

The winner is the first to get all four of their pieces into the "safe" are.

Home

Start

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