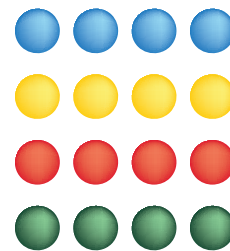


LUDO



Components

How to Play?

Set up:

Each player places their 2 pieces on the colored circles next to their character. (You can use 3 or 4 pieces per player for a longer game).

Start of the game:

Decide who goes first. Players take turns clockwise.

Leave the colored circle:

Roll the dice on your turn. If you roll a 6, move one piece from your starting circle onto the first square of your color (marked with swords).

Six:

Rolling a 6 lets you take another turn. You may either:

- Move a new piece out of the starting circle onto the track,
- Move an existing piece 6 squares forward.

Occupying a square:

Only one piece can occupy a square at a time. A piece cannot jump over or land on an occupied square unless it's an exact collision (see below).

Collision:

If your piece lands exactly on a square occupied by an opponent's piece, their piece is sent back to its starting circle.

Stairs:

After completing a full lap, your piece must stop at the base of their stairs by rolling the exact number needed to reach it.

Climb the stairs:

To reach the center, roll these numbers in order: 1, 2, 3, 4, 5, 6, and a final 6. Once achieved, that piece wins and is removed from the board.

Winning:

The first player to get all their pieces into the center wins the game!