

make a second move). If the second die roll is also a null then after they (possibly) make a move with the second null they roll the die a third time (and possibly make a third move). However if this third die roll is a also null they do not get to make a third move (with the null) and their turn is over.

Additional Resources

- www.ludism.org/ppwiki/Ludo
- boardgamegeek.com/boardgame/2136
- [en.wikipedia.org/wiki/Ludo_\(board_game\)](http://en.wikipedia.org/wiki/Ludo_(board_game))
- www.ymimports.com/pages/how-to-play-ludo

Credits

Game design: Traditional, adapted by Trevor L. Davis

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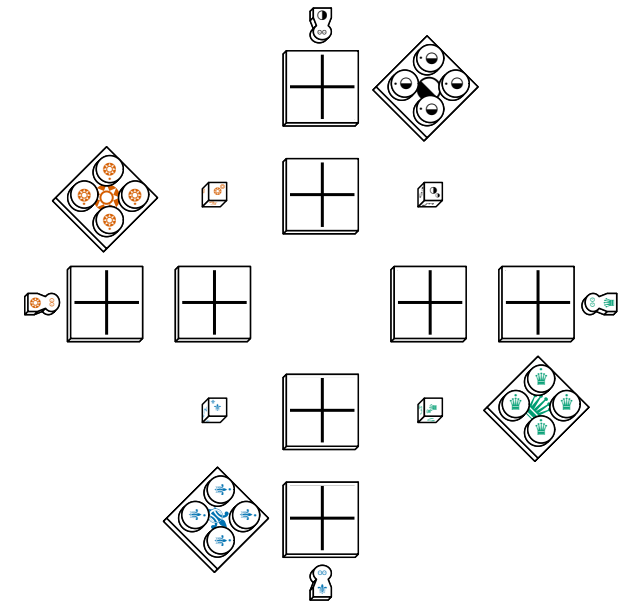
Ludo

Players 2-4

Length 30 minutes

Equipment one standard piecepack

Version 1.1 (2022-07-25)



Ludo

Description

The family friendly *Ludo* is a 19th century derivative of the 6th century Indian race game *Pachisi*.

Objective

Race all your coins around the track to *home* before your opponents get all of their coins *home*.

Setup

Take eight non-ace tiles and place them face down as in Figure 1. Each of these tiles has nine “points” that coins may be placed on. Each player picks a suit and grabs their “ace” tile, four coins (“suit” side up), their die, and their pawn and places them as in Figure 1.¹ Each face up “ace” tile is the player’s *staging tile* where their four coins start out (and may return to upon capture). The nearest “point” to the *staging tile* is that player’s *starting point* where coins will be entered into play. The middle of the board represents the *home* where they aim to move their coins to. The pawns serve as a reminder of the player’s *home column*: the five “points” leading up to the *home* where their opponents can’t enter.

The Order of Play

Each player rolls a die to see who goes first. After the first player moves then play proceeds in clockwise order. For each move the player rolls their die and (possibly) makes a move.

Moves, Entering, Hitting, and Blocking

- An ace die roll equals one and null equals six.
- Players enter their coins from their *staging tile* onto their *starting point* and move them clockwise

¹If there are less than four players then the pieces for the non-chosen suits need not be set up. If exactly two players are playing then they should place their suits on opposite sides of each other on the track.

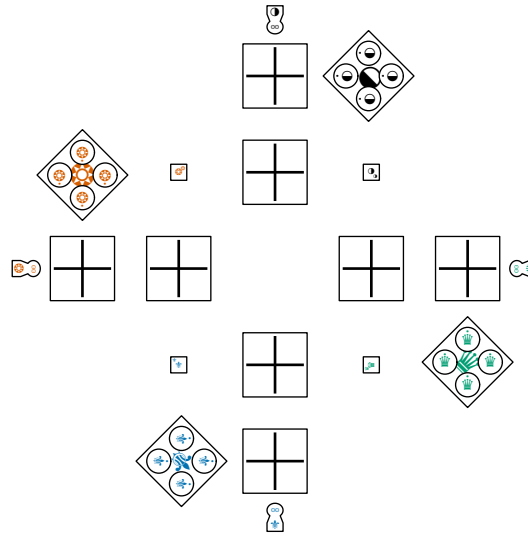


Figure 1: Setup for a game of Ludo

around the track and then through their *home column* to finally reach their *home*. See Figure 2 for the Moons player’s route.

- Per die roll a player may either enter a coin from their *staging tile* into play at their *starting point* or alternatively move an already “in play” coin.
- For a given die roll it may not be possible to make a legal move and in such case play will skip to the next die roll.²
 - Coins in the *starting stage* cannot be entered if a null is not rolled or if the *starting point* is “blocked” by a stack of opponent coins.
 - An “in play” coin may be “blocked” from making a move by a stack of opponent coins.
 - One may roll too high to enter *home*.
- If a player has a legal move then they must make a legal move (of their choice).
- A player’s coins start the game on their *staging tile*. A coin in the *staging tile* may not move until it has been *entered* into play. If a player rolls a null they

²If they rolled a null the same player may roll again.

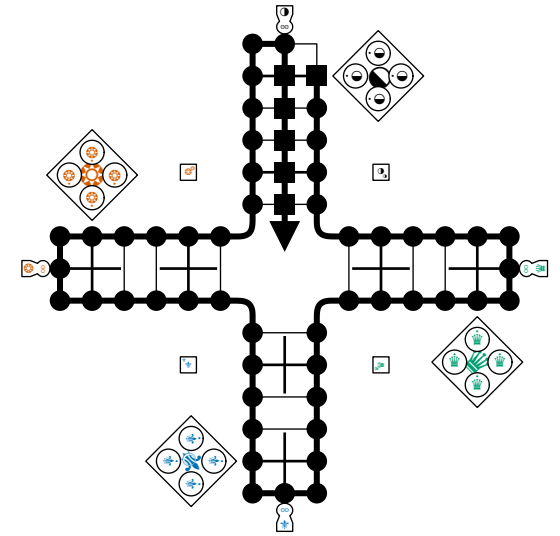


Figure 2: The Moons player’s route from their *starting point* to their *home*. The square nearest Moons’ *staging tile* is Moons’ *starting point*, the triangle in the middle is Moons’ *home*, and the five squares leading up to it is Moons’ *home column*.

may *enter* a coin from their *staging tile* into their *starting point*.³ It is now “in play” and may move around the track.

- An “in play” coin must move exactly the number of points as the die roll. If that final point has a single opponent’s coin then that coin is “hit” and the opponent’s coin is returned to the opponent’s *staging tile*.⁴ If that final point has one (or more) of that player’s coins then they stack and form a “block”. Opponent coins may not land on or pass a “block”.
- One must roll exactly to move a coin to *home*.
- Normally a player rolls their die once and (possibly) makes a move. However if a player rolls a null then after they (possibly) make a move with the null they may roll the die a second time (and possibly

³Unless their *starting point* is *blocked* by multiple coins.

⁴This coin must be “entered” again from their *staging tile* to their *starting point* after the opponent rolls a null.