

ludo

OBJECTIVE: Be the first player to fill your home column with 4 pegs

NUMBER OF PLAYERS: Two to four

SETTING UP: Each player chooses a colour and places the 4 pegs in their coloured waiting circle

HOW TO PLAY: The youngest player starts the game by rolling the dice. At the beginning of the game, or otherwise when a player has no pegs in play, the player must roll a six to make any move. Rolling a six allows a player to launch one of their pegs into play by moving it from the waiting circle to their starting position (the peg hole next to the arrow in their colour). Rolling a six also allows a player to have another turn. In this case, the player rolls again and moves the peg from the starting position by the number of peg holes shown on the dice. The clockwise path to be followed when moving pieces around the board is the outer path. If a six was rolled, that player's turn continues with another roll, otherwise play passes to the next player. Whenever a six is rolled, a player may choose to launch another peg to the starting position (if it is empty) or move a peg towards home by six peg holes. If a peg finishes its move on a spot already occupied by a peg of another colour, the opposing player's peg is sent back to their waiting circle and the arriving peg takes its place. A player may not move a peg if it will land in a peg hole occupied by a peg of the same colour.

WINNING: A player wins when they have all four of their coloured pegs in the home column.