

LUDO (6 PLAYERS)



RULES

- At the beginning of the game all the tiles are in the house of their color.
- The tiles move counterclockwise.
- You should always move a tile; a turn can only be passed when the space in which it must stay is already occupied by two tiles.
- On the first move, the player will roll the die and:
 - a) If it is not a 5, you may draw a chip and move as many squares as the dice indicates.
 - b) If it is a 5, 2 chips can be drawn at the same time.

For the rest of the plays, the player must roll a 5 in order to get a tile from his home.

- When a 5 is rolled and you cannot remove a tile from your house because you already have two (your own) tiles at the start, you must move 5 boxes with another tile.

- If when we roll a 6, we don't have any chips in our house, we will count 12 instead of 6.

- By rolling a 6 we can repeat the turn, if he rolls another 6 he will repeat his turn, but if he rolls another 6 (the third time) the last chip he moved will return to his house. It will only be saved if it was already in the colored boxes before the goal. If the last move was made with a token inside the target, any other token that is outside the target will be removed.

- When placing two pieces of the same player in any square, a barrier will be produced, it cannot be surpassed by any piece.

- When the player who has a barrier created rolls a 6, he must open the barrier.

- If a tile falls on a white and numbered square occupied by a tile of another color, it will eat it. The food token will go to its original house (of the same color). The player who eats will count 20 squares.

- At the exits and in the insurances, it is not possible to eat and there may be two different colored tokens.

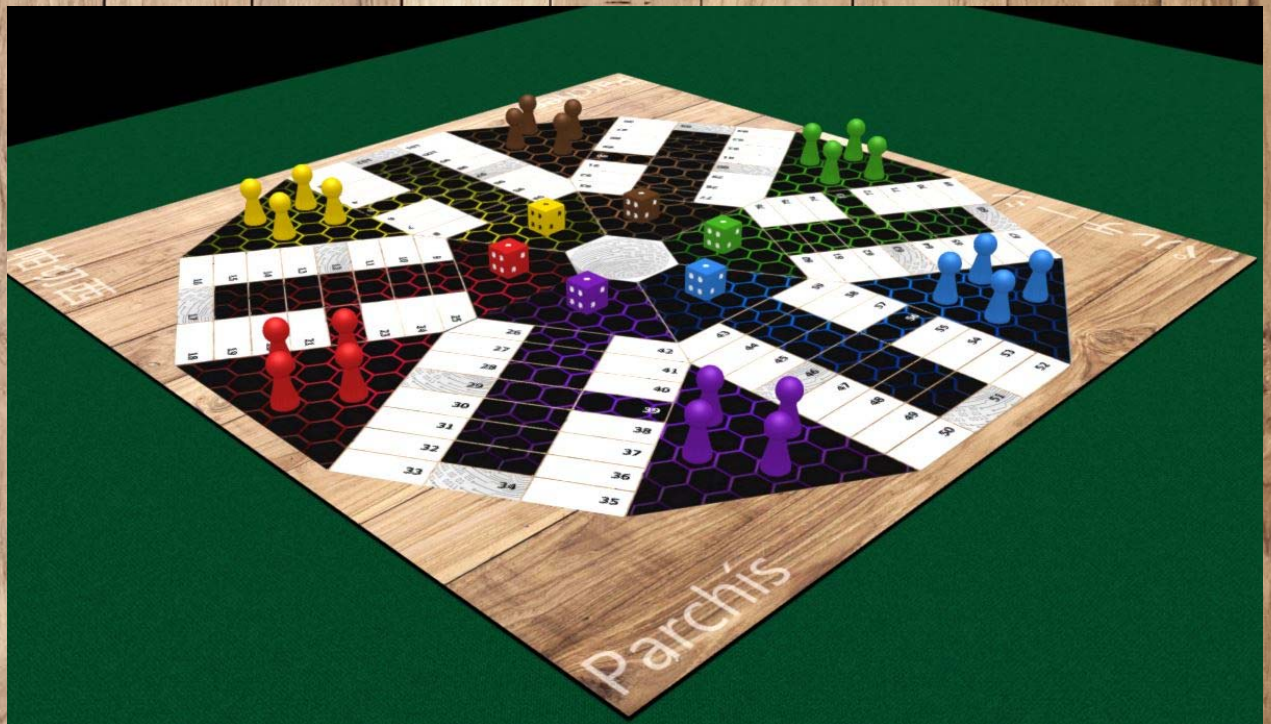
- In the case of tokens in a color insurance and the player of that color takes out one of his tokens with a 5, the last tile placed that another player will be eaten. The player who has eaten will count 20 squares.

- A token enters the insurance of its goal with an exact number of squares, if the number is not exact or greater it cannot be moved.

- A tile enters the goal with an exact number of squares, if the number is not exact it cannot be moved.

- When a chip enters the goal, it can count 10 with another chip.

- The player who first places his 4 chips in goal will win the game.



Designed by Alfonso Naranjo.