LUDO

HOW TO PLAY LUDO ?

Ludo is a fun, family-friendly board game for 2 to 4 people. The game has its roots in an Indian game called Pachisi, and it is similar to games like Parchisi (aka Parcheesi) and Uckers. It's easy to learn how to play Ludo! The goal of the game is to get all your pawns inside the home space, which is located in the middle of the board.

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Instructions

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1 Place all of your pieces onto the corresponding color pocket. A Ludo board is set up like a cross with 4 equal-sized arms. Each arm has 3 rows of squares and 1 of these rows will correspond to 1 set of 4 Ludo pawns. The object is to make a lap around the board going all the way around the outer row of squares and then traveling up the center of your row when you complete the lap. The pocket (circle or square next to your corresponding color row) is where your pieces stay until you get them onto the board.[1] You can play Ludo with 2 to 4 players. Each player chooses 1 of the 4 colors represented on the board and on the pawns. All pieces in the pocket are not yet in play. The pieces must remain in the pocket until you bring them into play.

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2 Decide who goes first by rolling the die. Let each player roll the die. Whoever rolls the highest number goes first. The order of play will proceed clockwise from the player who goes first.[2] If you prefer, you can also have the youngest player go first..

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3 Roll a 6 to bring your first pawn onto the board. To start moving a pawn across the board, each player must roll a 6 on their turn. If the starting person doesn’t roll a 6, then the player to the left of them takes their turn. If you do roll a 6, bring a pawn onto the board and place it on the start space.[3] Tip: For an easier variation, specify at the start of the game that players can roll a 1 or a 6 to get a pawn on the board.

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4 Roll again to determine how many spaces to move your first pawn. After you roll a 6 and get a pawn onto the board, roll a second time to determine how many spaces that pawn may move. Move the pawn as many spaces as the number you roll.[4] For example, if you roll a 2, then move the pawn 2 spaces.

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5 End your turn and pass the die to the next player after you move a pawn. You may only move 1 of the new pawns on the board during your turn. After you have moved a pawn, your turn is over. Hand the die to the next player and allow them to take their turn.

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Place another pawn on the board if you roll another 6. After a player rolls an initial 6 to activate a pawn into play, that player gets to roll a second time. If you roll a 6 on your second dice roll, then you get to place another pawn on the board. Then, roll again to determine how many spaces to move that pawn.[5] Each time you roll a 6, you get another pawn on the board and another turn to roll. If you roll another 6, place a pawn on the start space and then roll again.