

❖❖ Ludo

Players: 2–4

Objective: Be the first to move all four tokens from your base to the home triangle.

Setup:

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Each player selects a color and places four tokens in their respective base.

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Players take turns rolling a die; the highest roller starts.

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Gameplay:

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Roll a 6 to move a token from base to the starting square.

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Tokens move clockwise around the board based on die rolls.

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Landing on an opponent's token sends it back to their base.

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Rolling a 6 grants an extra turn; rolling three consecutive 6s forfeits the turn.

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Tokens must enter the home column and reach the home triangle by exact count.

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Winning: First player to get all four tokens into the home triangle wins.