

```
import random

class Ludo:
    def __init__(self):
        self.players = ["Player 1", "Player 2", "Player 3", "Player 4"]
        self.positions = {player: 0 for player in self.players}

    def roll_dice(self):
        return random.randint(1, 6)

    def play(self):
        while True:
            for player in self.players:
                input(f'{player}, press Enter to roll the dice...')
                roll = self.roll_dice()
                print(f'{player} rolled a {roll}')
                self.positions[player] += roll
                if self.positions[player] >= 100:
                    print(f'{player} wins!')
                    return
            print(f'{player} is at position {self.positions[player]}')

if __name__ == "__main__":
    game = Ludo()
    game.play()
```