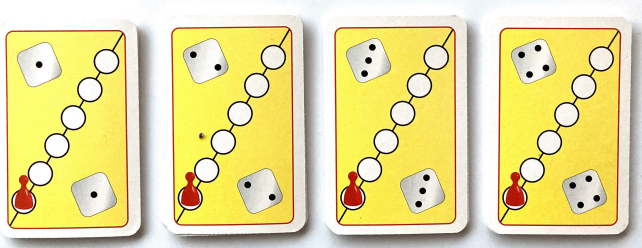


Ludo card game

for 2-4 players

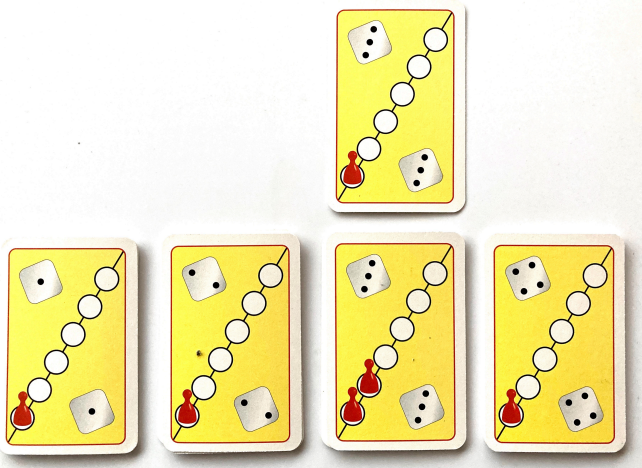
Preparation

Each player chooses a color and gets the cards of the chosen color. He makes 4 stacks: one stack of the cards with the dice with 1 eye, one stack of the cards with 2 eyes, etc. From every stack of cards the card with the pawn in the first position (bottom left) is placed on top, below that the card with pawns in the first and 2nd position, etc. The 4 stacks are placed in front of him in the order 1, 2, 3 and 4. For instance: the player who chose RED has the following 4 stacks of cards in front of him:



Lay out the first card

Each player takes turns to throw the dice (clockwise). If a player rolls a 1, 2, 3 or 4, he takes the first card from the stack with the corresponding number of eyes and places this card above the stack. If, for instance, a player throws a 3, his cards will look like this:



- To be able to lay out the first cards from the stacks, the exact number of eyes must be thrown.
- If the player rolls a 5 his turn is over as there is no stack of 5.
- If the player rolls a 6 he may choose which card to lay out. And in addition, he may throw again.

Adding the following cards

Adding cards, in the course of the game, creates new stacks of cards above the original stacks. Once a player has laid out his first cards, in subsequent turns he can add cards to the already laid out and added cards up to the exact number of eyes thrown.

For example: suppose a player has already laid out the first cards from stacks 1, 2 and 3 and throws a 5. He can then add one card from pile 2 and one from pile 3, which comes to a total of 5. Or he can add 2 cards from stack 1 and one from stack 3.

If a player has only laid out the first cards from stacks 2 and 4 and then throws a 1 or a 3, then he cannot add cards with the exact number of eyes thrown and his turn is over.

Beating

If, after laying out or adding cards, a player has a new stack of exactly the same height as that of another player's stack with the same number, then this other player's stack will be captured. All cards of the captured stack are returned to their starting stack and this player must start all over again with it.

A player also can capture more than one stack of cards from one or more other players at the same time.

End of the game

Only when a new stack is full (with all 6 cards) it is safe and can no longer be beaten. The first player who has all 4 new stacks complete, is the winner.

Attention!

- A player cannot both lay out and add a card. Either he lays out one card, or he adds one or more cards.
- If a player cannot do anything, for example if his new stacks 1, 3, and 4 are full and he still has to add 2 cards on stack 2, his turn is over if he rolls a 1, 3 or 5. If he rolls a 6, he cannot add either, but he can throw again.