

DRAGONFLY *Escape*

Ludo Rules

Objective

Be the first player to move all four pieces from the starting area, around the board, and into the home space.

Setup

Ludo is played on a cross-shaped board with four colored player areas.

- Each player chooses a color and takes four pieces of that color.
- Place all four pieces in your starting area.
- Each player uses one die.
- Players take turns rolling the die to move their pieces.

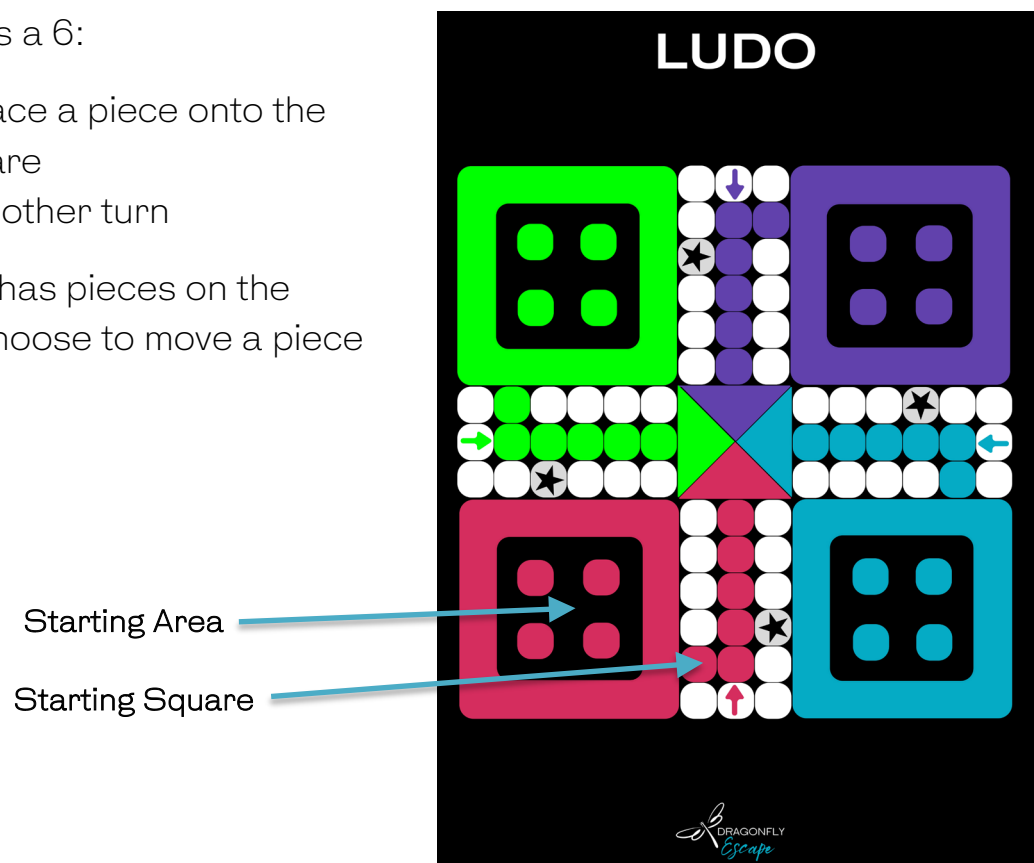
Entering the Board

To move a piece out of the starting area, a player must roll a 6.

When a player rolls a 6:

- They may place a piece onto the starting square
- They take another turn

If a player already has pieces on the board, they may choose to move a piece instead.



Movement

Players move their pieces clockwise around the board.

The number rolled on the die determines how many spaces a piece moves.

Players may choose which piece to move.

If a player rolls a 6, they take another turn.

Capturing Opponents

If a player lands on a square occupied by an opponent's piece:

- The opponent's piece is sent back to its starting area
- The opponent must roll a 6 again to bring that piece back onto the board.

Safe Spaces

Some squares are marked as safe spaces.

Multiple pieces may occupy a safe space.

Pieces on safe spaces cannot be captured.

Entering Home

After completing a full lap around the board and reaching the arrow, a piece moves up its home column.

A piece must land exactly on the final home space.

If the roll is too high, the piece cannot move.

Winning the Game

The first player to move all four pieces into their home area wins.