

Ludo Rules Guide

A Beginner's Guide for Game Night

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PLAYERS	DIFFICULTY	PIECES EACH
4 (2 pairs)	■ Easy to Learn	4

The Goal

Each player has 4 pieces waiting in their yard. The aim is to move all 4 pieces out of the yard, all the way around the board, and into your home square before your opponents manage the same. This mode is played in pairs — four players split into two teams — so a team wins together once all of its pieces are home.

Setting Up and Taking a Turn

All players start with their 4 pieces sitting in their yard, off the board. On your turn, roll both dice. You may move up to 2 different pieces in the same turn — one using each die — as long as you have pieces on the board to move.

Entering a Piece into Play

- Rolling a **6** on either die lets you bring a piece into play.
- Rolling dice that **add up to 5** (for example a 2 and a 3) also lets you bring a piece into play, even without a 6.
- Roll both a 6 and a total of 5 and you can bring two separate pieces into play in the same turn.
- You can't enter a new piece if you already have 2 of your own pieces sitting on the start square.

Bringing a piece into play always takes priority over breaking up a blockade — if a roll would let you do either, you deal with entering a piece first.

Quick Tip

Rolling the same number on both dice (a double) earns you another turn straight away — but three doubles in a row sends your last-moved piece back to the yard, unless it's already safe in the home row.

Barriers and Blockades

When two of your own pieces land on the same square, they form a blockade, and no piece — friend or opponent — can pass over that square while the blockade holds.

- If you roll a double, you're forced to break up your own blockade that turn, and you can't rebuild it with the same two pieces again on the same turn.
- Two pieces of different colours are allowed to share a square (usually on the safe squares) without forming a blockade — other pieces can pass through, though they still can't land on that exact square.

Capturing Pieces

Land a piece of yours on a square already held by an opponent's piece, and you capture it — it's sent straight back to its owner's yard to start over.

- After a capture, you must move 20 squares with any one of your pieces, if a legal way to do so exists.
- Pieces can't be captured while sitting on a safe square (the coloured squares scattered around the board).
- If the start square is shared by two pieces and at least one isn't your colour, entering a new piece lets you capture whichever of those pieces arrived there last.
- You're even allowed to capture your own partner's pieces, despite being on the same team.

Reaching the Home Square

A piece that has travelled the full lap of the board can turn in toward the home square — but only with the exact roll needed to land on it precisely; overshooting doesn't count.

- Every time one of your pieces reaches home, you must move another piece of yours 10 squares, if possible.
- Once all 4 of your own pieces are safely home, you're free to play your partner's pieces for the rest of the game.

Common Beginner Mistakes

Forgetting that entering a piece always beats breaking a blockade when both are on offer from the same roll — and trying to move a piece home on anything less than the exact number needed.

A Few Friendly Strategy Tips

- **Get a second piece out early.** It gives you the option to form a blockade and a spare piece to move when your other one is stuck.
- **Use blockades to control chokepoints.** A well-placed blockade near the start can hold up an opponent's whole army.
- **Don't rely on a blockade lasting.** Any double forces you to break your own.
- **Help your partner, not just yourself** — captures apply to your own teammate too.

That's everything needed to sit down and play a full game of Ludo — simple enough to pick up in one round, with plenty of push-your-luck tension to keep everyone at the table.

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