

LUDO

BOTH

- Moving out of the nest
- The token can come out only when the player rolls a **six**. Rolling a six also will also give an extra turn to roll the dice.
- Punishment of rolling three consecutive six
- Should a player roll six thrice, his/her turn will end and the next player will be given the chance to roll the dice.
- Two tokens at the same box?
- If two token of the same color land in the same box, **they will not form a joint token**. However, two tokens of the same color in the same box are safe from getting killed by an opponent token. You or your opponent can cross or land in this box.
- Safety spaces
- All spaces with stars are safety spaces. A token resting on one of them cannot be captured or sent back.
- Reward of capturing
- The reward for sending an opponent's token to the nest will be an **extra turn** to roll the dice. The reward for landing a token in the home space will also result in an **extra turn** to roll the dice.
- Winning the game
- The player who will get all 4 of his/her tokens safely around the board and up the Protected Path into the Home Square first will win.

MISAAL 5.0