

# JAMAICAN LUDO BOARD GAME

## USER MANUAL



Entertainment for Everyone

### Who we are

We are a family owned business. Our unique designs make great gifts for special occasions and holidays.

Have a question? Suggestions? Send them to our email or corporate headquarters.

- We aim to provide quality products at all times.
- Our customers are who we work for, so be confident that we will always be there to assist you with answers about any of our products.
- Got suggestions, comments or letters? Send them all, we love hearing from happy customers!

### Contact Us

We are conveniently located in Atlanta, Georgia. You may reach us at:

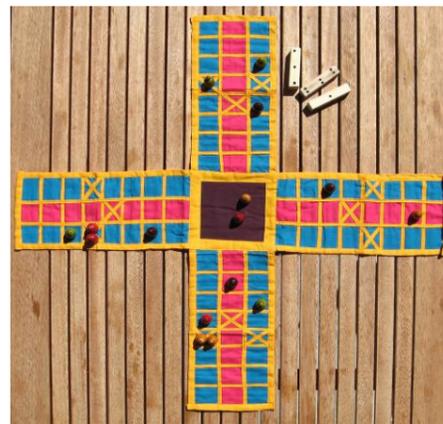
7199 Maddox Rd,  
Building A  
Lithonia, GA 30058

Phone: 1.334-377-0932

Email: [support@jamaicanludo.com](mailto:support@jamaicanludo.com)

Web: <https://jamaicanludo.com>

## What Is Ludo?



Ludo is a fun and sometimes addicting two to four player board game. Originally called Pachisi (Parcheesi), the game derives from India around the 6th century. The earliest evidence of this game in India is the depiction of boards on the caves of Ajanta. This game was played by the Mughal emperors of India; a notable example is Akbar.

Later, Pachisi was modified in England, using six-sided dice, and patented as Ludo, in 1896.



## How to Play

Ludo, as we know it today, is a very old game. Yet its popularity shows is always in demand. It's a fun game for friends and family alike. Different cultures have taken the game to different levels. The game is also played differently in some countries.

1. Each player has 4 game pieces in a large square in one corner of the board.
2. Place 4 similar colored game pieces in the four corners of the board for each player.
3. Two dice are used to start the game by shaking the dice in hand (or a cup) and throwing it onto the board.
4. If a six is thrown on the dice, the player can now start the game with one game-piece on the start position (white or pictured spot next to the corner area). If two sixes are thrown, the player can start with two pieces or start one game-piece and move six spaces clockwise.
5. If a six is thrown after a player's piece is on the board, the player gets to throw the dice again as many times as sixes are thrown.
6. The player's goal is to throw the dice and move all 4 game pieces around the board and into the home slot.

## General Gameplay

Generally, the game is played clockwise. A player chooses 4 The dice is thrown and a player begins at the starting position (Pictured or White Spot with Black Dot) when a six is thrown on the dice.



A player piece is considered "Born" onto the board with the throw of a six. From there-on, the player can choose to bring other game pieces onto the board with the throw of another six on the dice while playing. The player already on the board can also choose to run with a single game piece to the goal slot (Black Horizontal Slot with Arrow pointing up), into their goal.

Each player's goal is the pyramid above the horizontal slots to the right of where the player is born. So each player has to travel the entire board before reaching their goal.

This ensures a complete journey through all player's terrain. If played strategically, a player can travel the board with all four player pieces together and all will arrive home safely.

This also means there's much danger in the game as the player travels. The more players, the more dangerous the game. Once you pass another player's home spot, you're at risk of getting killed, sending your player piece back to its home. Killed player pieces must be "born" again with the throw of a six on the dice.

The game often creates rivals and allies. Two players will try to keep another player or two from advancing or reaching their goal area. This creates a more competitive gameplay, forcing players to plan more strategically and intelligently move around the board.

While Jamaican Ludo can be a simple game, it can also be quite challenging when all players understand it's features, tricks, cheats and rules.

Upon completing the game, the resulting champion can win whatever was chosen before the game started. From bragging rights to prizes or valuables.

**Be sure to check the official website frequently for your chance to compete and win prizes, contests, and giveaways!**

## RULES OF THE GAME

1. A single dice can be used to make the gameplay longer and harder to win. Normal gameplay uses two standard dice.
2. A player piece can only start with the throw of a six on one or more dice.
3. If a player throws two sixes on the dice, a player can start two player pieces, or start with one player piece and move six places clockwise with the same player piece.
4. If a player throws the dice off the board, that player loses their play and the next player gets to throw the dice next.
5. A player cannot intentionally throw the dice off the board or you automatically lose the game. **This is considered cheating.**
6. If a player throws the dice, and has player pieces active on the board, the player must move their player pieces according to what's thrown on the dice.
7. If a player has two game pieces in one spot, this is called a barrier. Other players cannot pass a barrier, unless this feature is enabled before starting the game.
8. If a player has a barrier of two game pieces, the player can move both game pieces if a double number is thrown on the dice (example: double 4 moves both pieces 4 slots ahead).
9. If a player has a barrier of 2 pieces on another player's start position. The player's start position is said to be locked. So unless the locked start position player has other pieces on the board, that player has no play until the barrier moves off the start.

## Hacks and Cheats

**Note:** *These hacks and cheats can be selected individually or together to make the game more interesting. However they must be announced prior to the start of the game.*

### 3x and 4x Dice Game

For faster games, you can play with 3x or even 4x dice. This may be too much for some players to hold and throw, so it is recommended that you use a small cup to shake and place the dice on the board rather than shaking and throwing the dice.

### Barrier Kills Barrier

If a player has a barrier on another player's start position, only the throw of a double six on the dice can allow the player on the board, effectively killing the barrier, sending the pieces to it's home position.

During gameplay, a double barrier can kill another double barrier by throwing a double number and moving to the victim's barrier spot.

### Barrier Jumps Barrier

During gameplay, a barrier (2x player pieces on the same spot) can jump over another barrier, if a double number is thrown. Example if a double 5 is thrown, a player's barrier can jump in front of the opponent's barrier. However if a tripple barrier is ahead, a double barrier cannot jump over a tripple barrier.

### Lock On Stop

To prevent players from running home with one single player, this mode of play requires a barrier (2x player pieces) on the goal position before a player is allowed to enter the goal steps into the goal. So each player must create a barrier on the bottom slot of the goal steps before moving into the goal area to win.

### Team Up Technique

Once the game has started, everyone will quickly see who is dominating the board. The dominating player can choose to team up with another player and kill the other two players off the board, while protecting themselves.

### Speed Run Game

A speed run game is a game of play where only one game piece per player is allowed on the board. Each player must throw the dice and get home only a single player piece as quickly as possible. The player with all game pieces to the goal first wins.

### Winning Game Positions

1. Winner – First player with all 4 player pieces in the goal area.
2. Heavy-Less - A player with no game pieces in the goal area.
3. Born-less - A player who loses with no active game pieces on the board.