

Ludo Official BSE Rules

Following are the very basic rules for the Game of Ludo.

The time limit for the Game is 45 minutes. If a game hasn't been won within that time, side/players with least number of active pieces left on the board will win. In case of a tie, a play will continue and the side/player to reach the "Home" first wins.

Some of the uncovered rules may be enforced by the discretion of the Umpire.

The only way for a player to move a piece from the starting circle onto the track is by throwing a "6". Whenever a "6" is thrown, the player has the option of moving a piece from the starting circle to the first square on the track instead of moving a piece already on the track. A double "6" can be used to start two pieces on the track. Triple "6" will nullify the throws and start the count again.

Capturing

If a piece lands on an opponent's single piece, the piece jumped upon is captured and returned to its starting circle. A piece may not be captured if it's in "Start" or "Stop" square. A Blob (see below) may capture another opponents Blob or a single piece.

Blobs

If square contains two or more pieces of the same side forms a barrier known as a 'blob'. By default a blob cannot be passed by an opponent but a blob does not block a partner's pieces. A blob may, however, be passed by or captured by the opponent with a blob.

In order for opponents with single pieces, to pass a Blob, they must first land on the blob and in subsequent turns may move on, provided the Blob hasn't been moved forward leaving the single piece behind once again.

A Blob may move half the number if an even number is thrown e.g. move 2 spaces if a "4" is thrown. It cannot be moved with an odd number.