

How to Play Ludi – Jamaican. Rules

Deciding who goes first:

Players take turns rolling one die in a clockwise order. The player with the highest roll goes first.

Rolling rules:

All dice rolls must land on the game board to be valid. If one or both dice land off the board or fall off after rolling, the turn is forfeited, and play passes to the next player.

Placing pieces on the track:

To place a piece from your BASE onto the track, you must roll a **6**. If you roll anything other than a **6** and have no pieces on the track, your turn is skipped, and the next player rolls.

Moving pieces:

On your turn, roll the dice and move your pieces forward in a clockwise direction based on the total rolled. You may also use a roll of **6** to move a piece from your BASE onto the track. If no legal move is possible, your turn ends, and play passes to the next player.

Extra turns:

Rolling a **6** gives you an extra turn. You can use this to move a piece out of the BASE or advance a piece further along the track.

BLOCKs:

- a)** A BLOCK is formed when a player moves two or more of their pieces onto the same square using the exact number rolled.
- b)** Only the player who creates the BLOCK can land on or pass over it. All other players must stop and wait behind the BLOCK.
- c)** BLOCKs cannot be captured or sent back to BASE.
- d)** If a BLOCK is formed on an opponent's start gate, the opponent cannot move any pieces from their BASE onto the track until the BLOCK is cleared.

Capturing pieces:

If you land on a square occupied by an opponent's piece (that is not part of a BLOCK), the opponent's piece is captured and sent back to their BASE. Captured pieces can only re-enter the track if the player rolls a 6.

Entering HOME:

When moving a piece into the HOME section, you must roll the exact number needed on one die or the combined total of both dice. If you cannot roll the exact number, you must either move another piece or forfeit your turn. After a BLOCK has been formed at the entrance of a player's HOME, the BLOCK pieces or other pieces can be moved into HOME following the exact number rule.

Winning the game:

The first player to successfully move all four of their pieces into the HOME triangle wins!

