**LUDO**

For two, three or four players each of whom takes four counters off the same colour, and places them within the corresponding starting enclosure. Each player casts the dice until a six is thrown. At that moment this player may move one of his counters into the first circle D. He then has another throw and moves his counter forward as many spaces as are indicated by the dice. At each subsequent throw of a six, a player may either bring a fresh counter into play (if any are still left in the starting enclosure), or advance a counter already on the track. A six always entitles him to a second turn.

When a counter is played into a space already occupied by an opponent, it takes its place and the latter is returned to its enclosure, from which it is again started in the usual way.

When two or more counters of the same colour are played into the same space, they form a barrier which no other counter may seize or pass over. If a barrier prevents a counter being advanced its full number of spaces, that turn is lost.

After a counter, having been round the outside track, comes back to its own colour, it is played up the centre line of spaces to the center of the game. Here the exact number required must be cast i.e., the center may not be overshot.

The player who first gets his four counters in the center is the winner.