## LUDO


(ubogatant
Our plan is to install a game in cafes, public spaces like parks and observe how people from different backgrounds interact and communicate. cultural exchange.

EQUIPMENT
1 Board, 4 Coins of a house, 1 Die
The starting circle, the home triangle and all the home column circles have signs matching the corresponding house signs. Each player choo-
ses one of the 4 houses and places the 4 pieces of that house in the corresponding home circle. A single die is thrown to determine movement.

-A throw of 6 gives another turn. Players take turns in a clockwise order; highest throw of the die starts

- A player must throw a 6 to move a piece from the home onto the first circle on the track. The piece moves to the first circle and the playe then has another turn.
-Each throw of a die, the player decides which piece to move. A piece simply moves in a clockwise direction around the track given by the If a piece lands on a piece of a different sign, the piece jumped upon is returned to its home, needing a throw of 6 to leave the home again. -If a piece lands upon a piece of the same sign, this forms a block. This block cannot be passed or landed on by any opposing piece. WINNING
When a piece has circumnavigated the board, it proceeds up the home column. A piece can only be moved onto the home triangle by the throw of an exact number on the die. LUDO (GAMEPLAY)

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