

DIRECTIONS FOR PLAYING  
The Games of  
**Ludo - Auto Race**  
**Checkers and Backgammon**

Parker Game Board Series  
No. 473

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**DESCRIPTION**

An interesting Series of Games enjoyed by Young and Old all of which are very clearly described in the following Rules of Play, with the exception of **BACKGAMMON** the rules for which will be found in a separate booklet.

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# HOW TO PLAY LUDO

For Two, Three or Four Players

The layout of the game will be found on the inside of the folding board which to play is laid on the table and the players are to be seated around it. Each player takes four wood counters of the same color and in duplicate of the color of the large square space, which is known as "THE PRISON," at his left and places one of each of these pieces on the four circles of the same color in the center of this square.

When two take part they play opposite each other, that is, diagonally across the board.

The Object of the Game is for each player to move his four counters around the Outside White Track of the entire board and through the entrance track shown in the same color as his pieces, into the space of that same color marked "FINISH HERE."

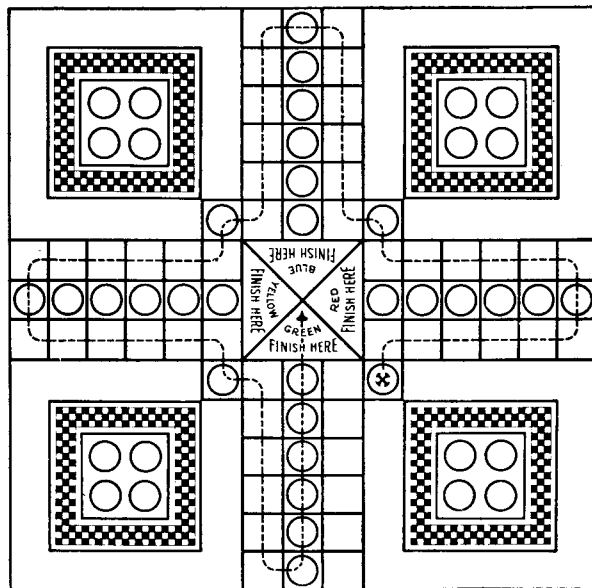
Two dice and a dice cup are used. The players shall throw the dice and play in turn.

After the playing pieces have been set in their correct position, each player throws the two dice once, and the one having the highest total shown by the spots uppermost on them STARTS THE GAME. In case of a tie throw again. The others follow in turn from the left of the leader and not in accordance with what the total of their dice might have shown. For example, if green were highest, this player is followed by yellow, then blue, then red.

The Sum of the Spots on the dice indicate the number of spaces each player shall move as against each throw.

THE ENTRANCE onto the playing track is made through the square with the circle on the inside corner where each player's pieces rest, and the progress around

the track is to be made in accordance with diagram below.



TO ENTER THE TRACK any player must throw a 5 or a combination making 5, which if not accomplished on their first throw to enter, that turn is lost and passes to the next player to the left.

Entries may be made for 5's as follows. FIRST, if 5 is thrown by a combination of 3 and 2 or 4 and 1, enter one piece. SECOND, if 5 is thrown in combination with

a 1, a 2, a 3, a 4 or a 6 spot uppermost, enter for the 5 and move that piece forward as many spaces as the number of the other die indicates. **THIRD**, if double 5 is thrown, enter two pieces, or if only one piece remains to be entered, enter that piece and move it or any other of the pieces already on the track forward 5 spaces for the count of the second die.

Whenever a piece is entered for either of the two combinations making 5, that piece is not to be moved on that play beyond the entrance space, **except when double 5 is thrown**, the piece is then entitled to a move of 5 for the second doublet, at the discretion of the player in case all four pieces are then on the board, otherwise another piece must be entered for the second 5.

Players should throw the dice in succession and turn, whether or not they are able to enter the playing track.

Any player is **obliged to enter** a piece for every throw of 5 or combination of 5. After one piece has been entered and if on his next throw a 5 in connection with any of the other numerals is made, one piece **must be entered** and the piece already on the entrance space **may be moved** forward the number of spots as shown upon that die. In case of two or more pieces being in "THE PRISON" and a double 5 is thrown, **two pieces must be entered**, that is, one for each of the 5's.

After all four pieces are on the track, a throw of 5 uppermost on the dice shall count for a move of 5 along the track.

It is optional whether a player use the combination of the count of both dice on any throw for moving one piece the total of that throw or moving one piece for the number of spots on one die and another piece for the number of spots on the other die.

When any player's piece lands on a space occupied by a single opponent's piece, that piece already occupying

the space is **CAPTURED** and is removed from the track and placed back in "HIS PRISON" and can only again be released onto the entrance space by a throw of 5 or a combination making 5 as previously described, and when entered that piece proceeds around the track as before.

No piece can be captured while resting on its own entrance space as this is a "SAFETY SPACE" for that player, neither can any opponent rest his piece on any of the entrance spaces of the other players when this space is covered by the piece of the player who enters there. However, if this space is uncovered, opponents' pieces may rest upon it although that piece is subject to capture by the player who might enter from "HIS PRISON" onto it.

When capturing an opponent's piece, that player advances any of his pieces **twenty spaces**, which count, however, **must not be divided** into an advance of more than one of the pieces, but must be taken as a **single move** of one piece.

**BLOCKADE:** When any player's piece lands upon a space occupied by another of that player's pieces by exact count, one is placed on top of the other and **forms a blockade for all players, himself included**, and **no player can pass** this blockade until it is broken by a move of the player holding it, and when broken one piece may be moved for the **total of both dice**, or both pieces for the **single counts of each of the two dice**, as previously explained.

In case any doubles are thrown, **both pieces may be moved forward** at the option of the player to the **same space**, one piece for the count of one die and the second piece for the count of the other die, to form a new blockade.

In case for any reason a player holding a blockade can not move any of his other pieces, the blockade must be broken.

A blockade cannot be established by any player on any of the four entrance spaces either by the entering of pieces from "THE PRISON" or in the general course of play.

The six spaces shown by a background of all four colors entering from the main track into the finishing section, is a SAFETY ZONE for all pieces of that color and cannot be entered by any of the other colors excepting to cross the bottom space in their course around the track, and this bottom space when occupied by a player's piece of duplicate color in its course around the track is free from capture. For example, if a green piece rests upon the lower green space of his entrance track and another player's piece may also occupy this space, the green is free from capture.

When a player's piece has entered this colored entrance track, no other piece is allowed to follow in an attempt to capture.

One of the greatest interests in the game is the establishments of blockades, which all players should plan to make so far as possible, depending upon the throw of the dice and when not detrimental to their own chances to win.

The center goal marked "FINISH HERE" must in all cases be reached by exact count and by all four of the winning players' pieces.

The first player succeeding in getting all four of his pieces into the space of his color in the center of the board marked "Finish Here," WINS THE GAME.

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## HOW TO PLAY AUTO RACE

### For Two, Three or Four Players

The Auto Race Track will be found illustrated on the folding board.

The Autos shall be represented by one each of red, yellow, blue and green colored playing pieces with which the game is supplied.

At the beginning of the Game each player selects one of these pieces as his color and places it on the space marked START HERE.

The first player throws one of the Dice from a Dice Box and moves his piece or Auto forward as many spaces as indicated by the spot uppermost on the Die. The others follow in turn.

In moving always count as the next space the one next to that on which his playing piece rests; and not that on which it stands.

There are five illustrations i.e. obstructions on the Track such as "REPLENISH OIL," etc., representing two spaces, all of which must be jumped in the progress of the game.

A player's piece landing on any of these obstructions which must always be counted as TWO SPACES, cannot move from the space from which he attempted to make the jump and loses that turn.

As each obstruction counts as TWO SPACES, it takes at least a count of three to make the jump.

The player whose piece (or Auto) first reaches or passes the space marked FINISH HERE and having made a complete circuit of the track WINS THE GAME.

The finish line need not be reached by exact count.

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## CHECKERS

The game of Checkers is more easily learned from those who know how to play than to be studied out from Rules. In nearly every family some one is familiar with this old well-known game who can give complete instruction and an actual demonstration of how to play it.

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YOUR DEALER WILL SUPPLY YOU

