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## Ludo battle kingdom apk

Infusion game This article may need to be rewritten to meet Wikipedia quality standards. You can help. The conversation page may contain suggestions. (October 2020) LudoOne of the first editions of LudoYears activeSince c. 1896Genre (s)Board game gamePlayers2-4Playing time!t; The age of range3Skill (s) requires strategy, tactics, counting, probability Ludo (/ˈljuːdoʊ/; from latin ludo 'I play') - this is a counter-attack strategy for two or four players in which players race their four tokens from start to finish according to the rolls of one die. Like other cross and circle games, Ludo comes from the Indian game Pachisi, but easier. The game and its variations are popular in many countries and under different names. The history of Pachisi was created in India in the 6th century. The earliest evidence of the evolution of this game in India is the image of boards on the caves of Ellora. The original version is also described in the Indian epic Mahabharata, in which Shakuni uses cursed bones to defeat Pandav and finally loses everything. Yudhisthira puts his wife Draupadi on the map and loses her too. However, the Pandav get all their stuff back after Draupati vows to curse the entire Kuru line, but stops at Gandhari's intervention and, seeing an opportunity to express Draupadi's wrath, King Kuru Dhritarashtra promises to bring back the Pandas, all they have lost in the game. It was also known as Chaupar in ancient times. The modern version was played by the mughal emperors of India; a notable example is Akbar. Pachisi was changed to use a cubic death with a cube cup and patented as Ludo in England in 1896. (b) The Royal Navy took Ludo and transformed him into a Uckers infusion game. The Ludo board of the Original Ludo board special area of Ludo boards is usually painted bright yellow, green, red and blue. Each player is given a color, and in its color four tokens. The board is usually squared with a cruciate playing space, with each hand of the cross having three columns of squares, usually six on the column. Medium columns usually have five squares of color; they are the player's home column. The sixth color square, not on the home column, is the player's starting space. In the center of the board is a large finish area, often consisting of colored triangles on top of the players' home columns (thus depicting arrows pointing to the finish line). Rules Review the trajectory of tokens of each color on the original ludo board Two, three or four can play, without partnership. At the beginning of the game, four tokens of each player are not played and are placed in the player's yard (one of the large corner pads of the board in the player's color). When this is able, players will enter their tokens one per turn on their respective starting squares, and proceed to race them clockwise around the board along the game track (the path squares are not part of any player's home When reaching the square under his home column, the player continues by moving the tokens up the column to the finish area. Rolls of one die 6 7 control the speed of tokens, and the entrance to the finish area requires an accurate roll from the player. First bring all your tokens to the finish line wins the game. Others often continue to play to determine the second, third and fourth place finishers. Gameplay Every player rolls to die; The highest roller starts the game. Players alternate turns clockwise. To enter the token into the game from his yard to the starting area, the player must roll 6. The player can draw a token from the house every time he gets 6 if the house is not empty or move the piece 6 times. The starting box has 2 own tokens (twice). If the player does not have tokens in the game and rolls except 6, the turn moves on to the next player. Players should always move the token according to the die rolled value. Once the player has one or more tokens in the game, he selects a marker and moves it forward along the track the number of squares specified to die. If the enemy's token blocks your path, you need to land in the same space as the token to capture it. You can't get past that marker. Passes are not allowed; If you can't move, the turn goes to the next player. If a player can't make a token from home, Rolling 6 earns the player an extra or bonus roll in that turn. If the bonus roll again leads to 6, the player again earns an additional bonus throw. If the third shot is also 6, the player may not move, and the turn immediately moves to the next player. If the advance of the token ends on a square occupied by the opponent's token, the opponent's token returns to the owner's yard. The returned token can only be returned to the game when the owner rolls 6. If a piece lands in the same space as another piece of the same color, the shapes double and form a block. If the promotion of the block ends on the block of the enemy, the latter is captured and returns to the yard of its owner, collectively. The player's home column squares are always safe because no opponent can enter them. In the home column, you can't jump over a marker. Roll up the exact number needed for each marker to move into a home triangle. Options list of international variants Regular parqu's board for four players Mens erger je niet, the Dutch version for 6 Ludo players exists under different names, brands and various derivatives of the game: Brits, Pachisi, Indian Fia, Swedish Eile mit Weile (Haste makes Pace), Swiss Cò c'ngura, Vietnamese Spanish and Colombian Parches, Spanish Parkes, Colombian Vuelta obligada (mandatory restart) Syelo Robado (stolen sky) De Piedra en Piedra (from stone to stone) , Don't Get Angry) — 1914 game, has equivalent names in Bulgarian, language, Slovenian, Serbian, Macedonian, Albanian, Greek, Romanian, Polish, Turkish, Czech and Slovak. Mens Erger Je Niet, Dutch Non t'arrabiare, Italian specific Verliere nicht den Kopf (Don't Lose Your Head) Coppit French Petits Chevaux (Little Cavalry) Jeu des petits chevaux Hasbro Lid British version, Hasbro Headache game has several brand names for human-like games from its acquisitions, including: North American and British 14 (14) 15 Trouble, North American Kimble, Finnish version of disappointment, British and Irish version of troubles, variant Of Differences Pachisi, played on the board ludo in Nepal, in which Ludo played on the Indian subcontinent, has a safe square in each quadrant, usually the fourth square on top in the right column. These squares are usually marked with a star. In India, Ludo is often played with two dice, and rolling one on the die also allows the marker to enter an active game. Thus, if a player rolls 1 and 6, he can get a token and move it six steps. In Pakistan, an option that uses two bones allows for back movement. Bones are rolled and death values can be used independently or in combination to move two parts or a single part forwards either backwards or both. (For example, if the roll gives 1 and 4, the player can move one part 4 steps forward, then 1 step back, or 1 step forward or 4 steps back, or 1, then 4 steps forward or backward. Or the player can move part 1 step forward or backward, and another piece 4 steps forward or backward.) To start the game faster, some house rules allow a player without parts on the board to bring their first part into the game on any roll, at 1 or 6, or allow a few tries to roll 6 (with three rolls is the most popular). If a piece lands in the same space as another piece of the same color, the moved part should occupy the previous space. Some options allow two blocks to be transferred rolling 6 or 1. A block of two or more pieces can be taken by one enemy figure. Double parts can move twice to a number if you've even thrown a number (for example, move two spaces if 4 is thrown). A double part can capture another double piece (as in Coppit). The three pieces together are weak and can be cut into one piece. The board can only have four seats in each home column. All four player pieces must end in these spaces for the player to finish the game. (See Mensch Ergere Dich nicht.) The player must move all the rental rooms (for example, if the player rolls a few 6s, they must use all the numbers to move). The player cannot capture or enter the finish line if they have any numbers left. (For example, if a player rolls 6 and 2 and they have the ability to grab or enter finish with one of their parts using 2, they can't its only if they have another piece that can use 6.) To speed up the game, additional extras or bonus moves can be rewarded for grabbing a piece or getting a piece home; they can provide passage past the block. In Denmark and some other countries the board has eight spaces marked by a globe and eight with a star. Globes are safe spaces where a piece cannot be captured. The exception is that a player who has not yet entered all the pieces can always enter a piece on roll 6. If the input space is occupied by another player's figure, this part is captured. Otherwise, the input spaces work in the same way as other spaces of the globe. A piece that would land on a star rather than moving to the next star. In Vietnam, it is called Cờ c'ngura, where the game is modeled after jumping with tokens modeled on the heads of horses. In this version, 1 is given equal status 6 (meaning that the player can enter the marker into the game and can roll again). Also, once a token player reaches his home column, he can only go up each square with a precise roll. This means that the person outside the column has to roll 1 to enter the first square, 2 afterwards to enter the second, and so on. A player who is about to throw a dying African In some parts of Africa is reportedly playing the following rules: a double block also blocks the backs of the player who created the block, or blocks them if they don't drop the exact number to land on the block; In addition, the double block cannot move forward until the block that landed on it moves again. This reduces the tactical advantage of the unit and makes the game more interesting. If the two players sitting opposite are partners, players can exchange numbers. There are four safety squares on the board like the lock squares in Pachisi, as well as a safe house area where the piece can move forward or backward and start turning before the previous player ends. A piece of landing on a square with the figure of the enemy not only sends the enemy piece back to the starting zone, but also sends the landing piece to his home area. The player cannot move his first part into the home column unless they have captured at least one piece of any of the opponents. If a player captures a part of another player, he is awarded a bonus throw. If in the bonus roll, part of the other player is captured, another bonus roll is awarded and so on. Notes : In some countries (at least Denmark) an option for six players is available, but this is a rarity. Patent number 14636. The tokens were originally flat bone discs; Modern materials are cardboard or plastic. Two to four play, each with four parts, and no partnership. If a player throws two 6 in a row, he is allowed a third throw. This article includes a text from a publication currently in the public domain: Chisholm, Hugh, Note. Petit Shevo. Encyclopedia Britannica. 21 .11 University of Cambridge. page 308. Inquiries : Grunfeld (1975), page 27 and B Bell, R.C., (1979) No.1 pub. 1960, Oxford Oxford The press, London. Table and board games from many civilizations. 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