



Where YOU are the Game!

28 & 29 Aug 2026



مول أبوظبي المفضل
Abu Dhabi's Favorite Mall

GAME MECHANICS

THE GAME FORMATS

Senior Legends – 6-Team Challenge

- A specially designed **6-Team Human Ludo Board**, featuring **six colour-coded Team Zones** and six competing teams. With more teams on the board, Senior Legends brings added strategy, competition, captures and challenges to the game.
- **Junior Legends – 4-Team Challenge**
- The classic **4-Team Human Ludo Board**, featuring **four colour-coded Team Zones** and four competing teams, bringing the familiar Ludo experience to life on a giant scale.

THE TEAM

Each team consists of **5 members**, representing one assigned team colour:

- **1 Team Captain**
- The team's strategist and decision-maker. The Captain remains **outside the playing board**, rolls the dice and decides which Human Ludo Piece will move after every roll.
- **4 Human Ludo Pieces**
- The team's playing pieces who move around the board according to the dice roll and **only on their Captain's instruction**.

The Golden Rule: The Captain Rolls. The Captain Decides. The Pieces Move. The Team Plays Together.

THE GAME OPENER

All **4 Human Ludo Pieces** begin inside their team's **Starting Zone**.

- At the beginning of the game, the **opening roll may be taken by any of the team's Human Ludo Pieces**, with the opportunity to roll passing between them until the team achieves its first 6.
- Once the **opening 6** is rolled, the **Team Captain takes control of the dice** and decides which Human Ludo Piece enters the board.

From that point onwards, **all subsequent dice rolls throughout the game must be made only by the Team Captain**.

THE GAME CHANGERS

Every move counts! As the **Human Ludo Pieces** make their way around the board, watch out for special zones that can **protect your journey or change your game**.

- **SAFE ZONE – YOU'RE PROTECTED!**

Land on a **Safe Zone** and you're safe. A Human Ludo Piece occupying a Safe Zone **cannot be captured or sent back to the Starting Zone** by an opposing team. Protection lasts until the Piece moves out of the Safe Zone.

- **DANGER ZONE – BACK TO START!**

Land on a **Danger Zone** and your journey takes a turn! The Human Ludo Piece must **immediately return to its team's Starting Zone** and can re-enter the board only when the team **rolls another 6**.

QUICK RULE:

SAFE ZONE → STAY PROTECTED

DANGER ZONE → BACK TO START





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GAME MECHANICS

PROTECTED PAIR

Two together are stronger!

When two Human Ludo Pieces from the same team land on the same space, they form a **Protected Pair**. A Protected Pair can **move together only** when the Captain rolls an **EVEN** number. When selected, the pair moves together by **half the number shown on the dice**.

For example:

🎲 Roll **6** → Pair moves **3** spaces, 🎲 Roll **4** → Pair moves **2** spaces, 🎲 Roll **2** → Pair moves **1** space

If an **odd number** is rolled, the pair **cannot move together**. The Captain may instead choose **one Piece** from the pair to **move individually** by the full number rolled, thereby breaking the Protected Pair. While together, a **single opposing Human Ludo Piece** cannot capture a Protected Pair.

QUICK RULE:

- 👤 2 TOGETHER → PROTECTED PAIR
- 🎲 EVEN ROLL → MOVE TOGETHER BY HALF
- 🎲 ODD ROLL → PAIR CANNOT MOVE TOGETHER
- 👤 1 OPPONENT → CANNOT CAPTURE THE PAIR

BREAK THE PAIR

It takes two to beat two!

A Protected Pair cannot be captured by a single opposing Human Ludo Piece. To break their protection, another team must challenge them with a Protected Pair of their own.

If an opposing Protected Pair **lands exactly on the space occupied by the defending pair**, the defending pair is **captured**, and both Pieces must immediately return to their team's **Starting Zone**.

The attacking pair takes their place and **remains together as a Protected Pair**.

The captured Pieces can re-enter the game only when their team **rolls a 6**, following the normal entry rule.

QUICK RULE

- 👤 1 vs 👤 2 → NO CAPTURE
- 👤 2 vs 👤 2 → BREAK THE PAIR & CAPTURE
- 🔄 CAPTURED PAIR → BACK TO START

PENALTY PLAY

Follow your Captain. Play it right!

Every Human Ludo Piece must move only on the **Team Captain's instruction** and follow the move exactly as called.

A **Penalty Play** applies if a Piece:

- Moves without the Captain's instruction;
- Moves before the Captain makes the decision;
- Moves the wrong number of spaces; or
- Changes position independently or without instruction.





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GAME MECHANICS

⚠ THE PENALTY

The Human Ludo Piece must **move 3 spaces backwards** from its current position.

A penalty move is a **repositioning only**. Landing on a **Safe Zone**, **Danger Zone**, **opposing Piece** or **Protected Pair** as a result of the penalty does **not activate** any board rule, protection, capture or challenge.

All penalties are determined and confirmed by the **Game Marshal**, whose decision is final.

QUICK RULE

- ⚠ BREAK A MOVEMENT RULE → MOVE 3 SPACES BACK
- 👑 CAPTAIN CALLS → PIECES FOLLOW
- ⚠ GAME MARSHAL → FINAL DECISION

🏠 THE RACE HOME

Four Pieces. One Goal. Get them Home!

The Team Captain must strategically guide all **4 Human Ludo Pieces** around the designated board route and safely into the team's **Home Zone**.

To enter Home, a Piece must roll the **exact number required** to reach its final Home position. If the number rolled is higher than required, the Captain must choose another eligible Piece to move. If no other move is possible, the turn ends.

Once a Human Ludo Piece reaches Home, it is **safe and out of play**.

🏆 HOW TO WIN

The first team to get all 4 Human Ludo Pieces Home wins the game and earns the title of:

LUDO LEGENDS!

QUICK RULE

- 🎯 COMPLETE THE BOARD → HEAD HOME
- 🎲 EXACT ROLL → ENTER HOME
- 🏠 ALL 4 PIECES HOME → WIN!



Exciting
Prizes
Await!



CATEGORIES:

6 - 15 years (Junior)

16 + years (Senior)