

Ludo Masters

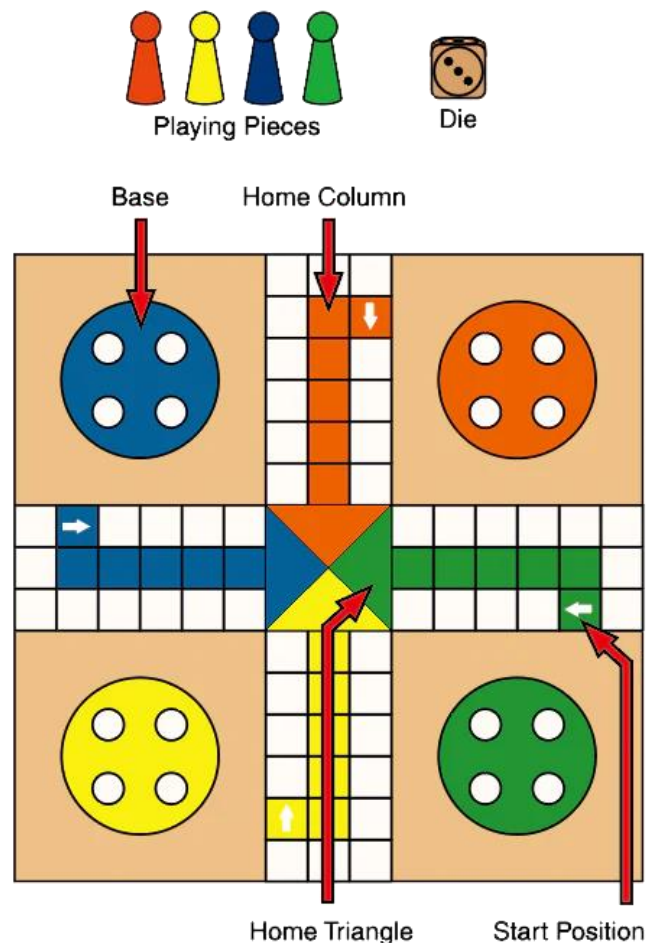


LUDO:

The game of Ludo originates in India as far back as 3300 BC. Easy to learn, this classic game is fun for children and adults alike. Ludo's popularity has gone on to spawn variations such as Parcheesi and Sorry. With centuries of tradition behind Ludo, you will surely become a fan as well!

Ludo consists of a square board with four different colored bases in each corner. The first colored space outside of each base is the start position. A path leads clockwise around the board returning to a path with the same color as the base, then to the home column, which leads to the centre home triangle.

There are four different colored sets of playing pieces (Pawns) that start off in their matching bases. Each set consists of 4 playing pieces (Pawns). The included die is used to govern the movement of the pieces (Pawns).



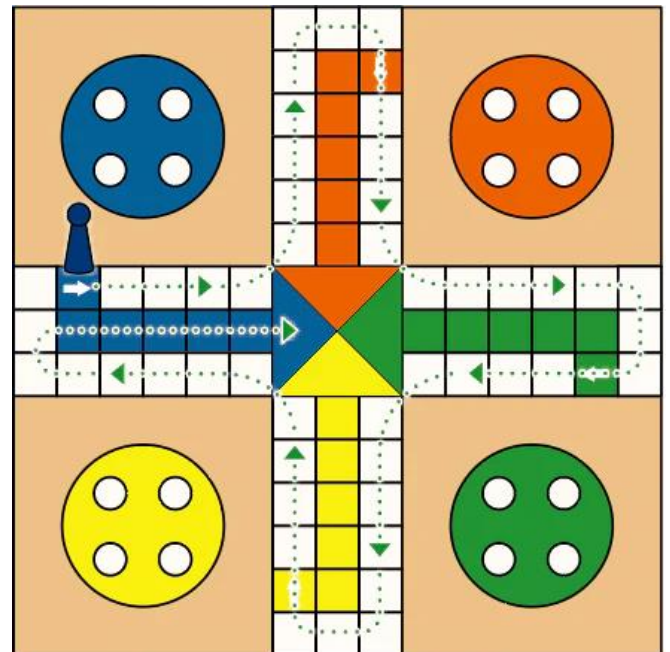
Gameplay

2 to 4 players begin by placing their respective pieces in their bases. Each takes turns throwing the die, and the player with the highest roll plays first. The players to the left follow in turn going clockwise. On each player's turn, the player rolls the die to determine a move. The goal of the game is to move all four of the player's pieces clockwise once around the board, up the home column, and into the home triangle.

Movement

To begin, a player must roll a six to move a piece out of the base and onto the start position. That piece is then in play. The player cannot make any other moves until at least one piece is in play.

If a player has a piece or pieces in play, they can move any one of their pieces 1 to 6 spaces along the path according to the number they roll.

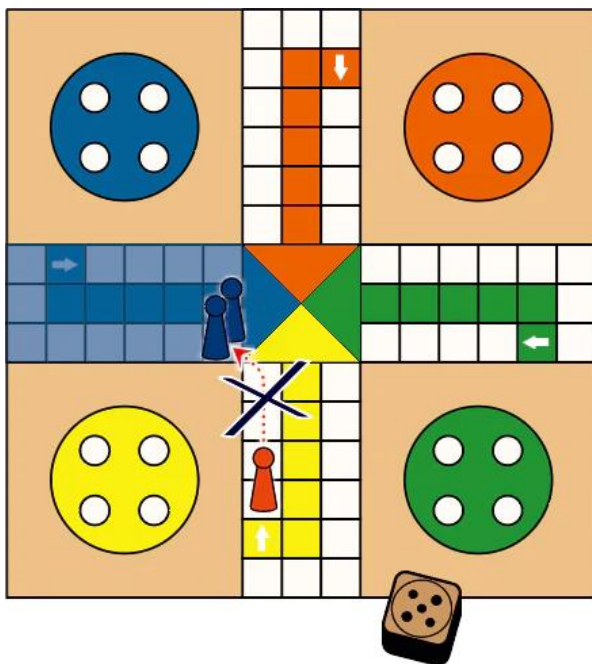
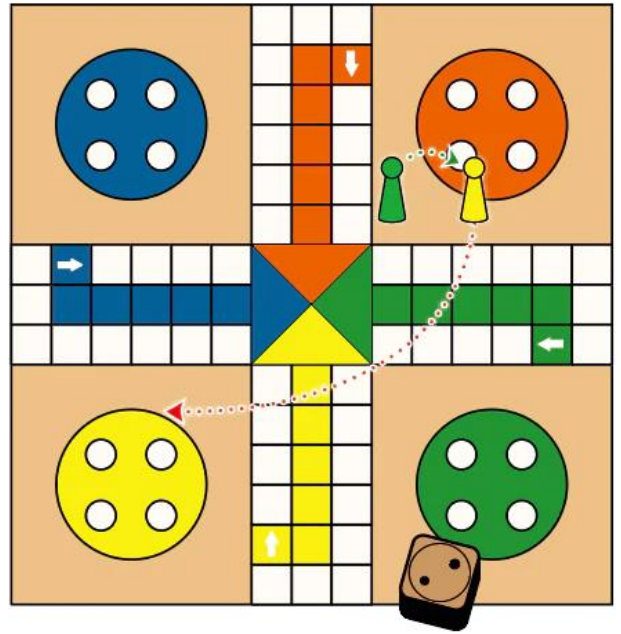


Rules of the 6's.

- If a six is rolled, the player can choose to either move a piece out of his base onto the start position or move a piece that is in play.
- Anytime a six is rolled, the player gets an extra roll after his move.
- If a six is rolled three times in a row, the player loses his turn.

Landing on a shared square

If a player's piece lands on an opponent's piece, the opponent's piece is sent back to their base where he must roll a six again in order move it out onto the starting square.

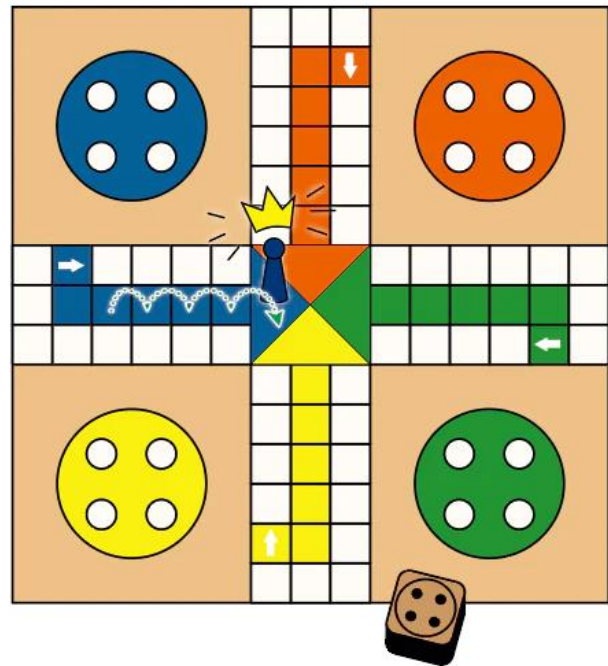


If a player lands on a space occupied by one of his own pieces, that space becomes blocked. A blocked space cannot be passed or landed on by an opponent's piece.

Winning the Game

When a player's piece has reached the home column of its own color, the piece continues its moves toward the center to its home triangle. When a player's die roll lands its piece on the home triangle, that piece has completed its journey. A piece can only be moved to the home triangle with an exact roll.

The first player to have all four of his pieces finish their journeys wins.



Play to Earn Ludo Masters

Each piece (pawn) will be NFT which players will mint from smart contract to start playing

Player will need 4 NFT to play the Game

Upon winning the Game, player will be rewarded with 3 NFT's (pieces/pawns), One from every other player who lost the game.

There will be limited supply of pawns in game play, thus the value of pawns will be increased over period of time.

Pieces (pawns) Being NFT will allow players to own that particular NFT thus allowing them to hold, sale, flip, or trade it on secondary market.

Ape Masters NFT integration in LUDO Masters Play to earn game:

Only ape masters NFT holders can breed new pawns through staking in game environment to balance and introduce new Pawns/NFT's. Thus getting huge returns for holding and investing in ape masters initial sale.