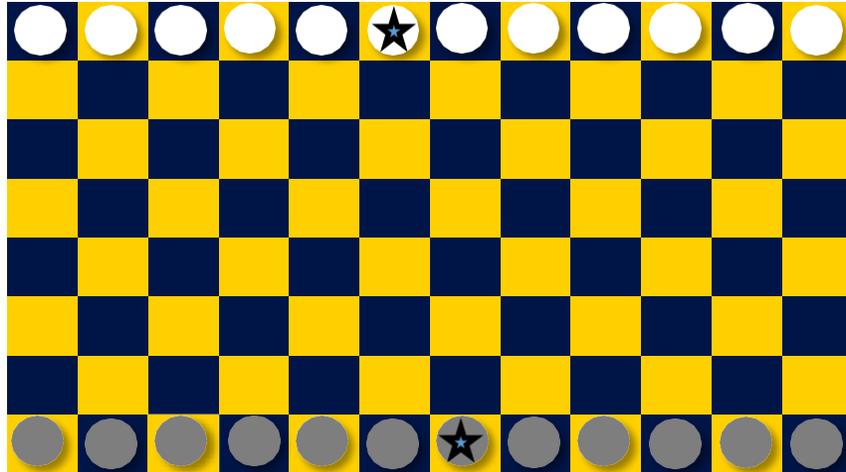


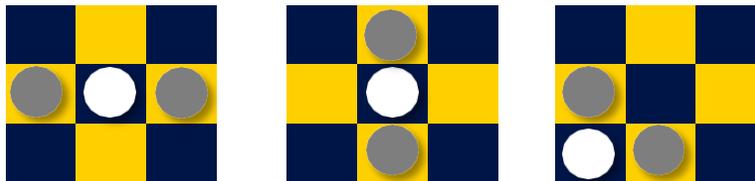
LUDUS LATRUNCULI: A GAME OF SOLDIERS



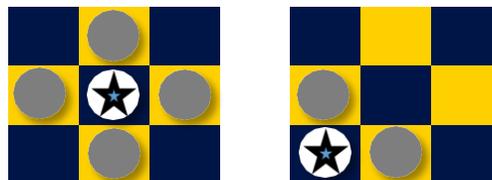
HOW TO PLAY

The goal of the game is to capture your opponent's *dux* or king (marked with a star here), as well as to capture and remove as many other pieces (pawns) as possible.

1. Place all pieces on the board, as shown in the diagram above. Roll the dice to see who goes first; Player 1 will use the light pieces.
2. All the pieces move the same way. Each piece may move any unobstructed distance horizontally or vertically, but **NOT** diagonally.
3. A piece can move between two enemy pieces without being captured, but the player who does this should announce that they are moving between enemy lines. A player can also block enemy pieces.
4. To capture your opponent's pawn and take it off the board, surround it on two sides or in the corner, like this:



5. To capture the *dux* or king piece, it must be blocked on all four sides or in the corner, like this:



6. The game is won when the *dux* is captured as shown above. The rule of thumb is that if your opponent's *dux* can't move, you've won! If neither player's *dux* can be captured, the player with the most pawns left on the board wins.