

Ludo Competition

(Offline & Online Format)

1. Introduction and Description of Ludo

Ludo is a classic and widely loved board game of strategy and chance. Originating from the ancient Indian game Pachisi, Ludo involves players racing their four tokens from start to finish based on dice rolls, while attempting to block or capture opponents' tokens.

The game promotes strategic thinking, patience, and social interaction. It is simple to learn but challenging to master.

Ludo is known by different names worldwide:

- Ludo (International/English)
- Pachisi (India origin)
- Parcheesi (USA)
- Mens-erger-je-niet (Netherlands)
- Uckers (UK Naval variant)
- Ludo Karc (Hungary)

This diversity illustrates its global cultural reach, making it an ideal event for the Modern Pythian Games.

2. Event Vision

To foster friendly competition, inclusivity, and cross-cultural connection through the timeless game of Ludo. The event offers a platform for both general and disabled participants to showcase skill, sportsmanship, and strategic thinking.

3. Eligibility

- General Category: Open to all participants aged 10 and above, regardless of gender or nationality.
- Disabled Category: Open to participants with physical or sensory disabilities, ensuring accessible formats and accommodations.
- Participants must register individually. Team events may be considered in future editions.
- Online participants must have stable internet and a verified account on the official Pythian Games gaming platform.
- Offline participants must attend designated venues for supervised play.

4. Competition Formats

Online Format:

- Matches conducted through the official Pythian Games online platform or approved partner platforms.
- Real-time games with video or chat support for transparency and community engagement.
- Automated dice rolls and token movement tracked by the system.

Offline Format:

- Traditional physical Ludo boards used at event venues.
- Matches supervised by official referees to ensure fair play and adherence to rules.
- For disabled participants, accessible boards and adaptive equipment will be provided.

5. Rules and Gameplay

- 1.Players: 2 to 4 players per game.
- 2.Objective: Be the first to move all four tokens from the starting point around the board and into the home column.
- 3.Dice Rolls: Players roll a single die to determine movement.
- 4.Starting a Token: Players must roll a six to move a token from the start area onto the board.
- 5.Movement: Tokens move clockwise according to the die roll.
- 6.Capturing: Landing on a square occupied by an opponent's token sends that token back to its starting area.
- 7.Safe Squares: Certain marked squares are "safe," where tokens cannot be captured.
- 8.Winning: The first player to bring all four tokens into the home column wins the game.

All other rules align with the traditional Ludo gameplay recognized internationally.

6. Jury and Officials

Jury Composition:

- 1.5 members for offline events, including:
 - 2 game rules experts
 - 1 representative from the disabled participants' community
 - 1 official referee coordinator
 - 1 impartial observer/organizer representative
- 2.For online events, a panel of 3 technical referees monitors the platform for fair play, cheating, and disputes.

3.Responsibilities:

- Oversee adherence to competition rules.
- Resolve disputes and appeals.
- Verify player eligibility and sportsmanship.
- Certify match results and declare winners.

7. Scoring Criteria and Medals

- Match Win: The winner of a match scores 3 points.
- Runner-Up: Second place scores 1 point.
- Tie/Disqualification: No points awarded.
- Tournament Progression:
 - Single-elimination or round-robin format, depending on the number of participants.
 - Final standings based on total points accumulated.
- Medals Awarded:
 - Gold Medal: Champion (Top scorer or winner of final match)
 - Silver Medal: Runner-up
 - Bronze Medal: Third place (decided by playoff match or points)