

Tactile Ludo Board – Player Instructions

What's in the Set

- **One board**, 9" x 9" square, with a raised track of holes running around the outside and a colored home area and starting circle for each of the 4 players
- **16 pegs total — 4 per player**, each color molded in its own distinct tactile shape
- **One tactile die**, standard 25mm, marked with a braille numeral (1–6) on each face, plus a raised line underneath the braille to show which way is "up" so you can orient the die correctly before reading it
- Raised arrows on the board marking the direction of travel around the track

Telling the Pegs Apart by Touch

Each color has its own unique shape, so you never need to see the color to know whose peg it is:

- **Green** – cross shaped
- **Yellow** – triangular
- **Red** – circular
- **Blue** – square shaped

Before the game, take a minute to handle one peg of each color so you can recognize every shape quickly during play.

Setting Up the Board

1. Each player takes the colored starting circle matching their peg shape (green, yellow, red, or blue) and places all 4 of their pegs there.
2. The board has 4 starting circles, one in each corner, and 4 matching colored home areas near the center where pegs finish their journey.
3. Trace the raised arrows on the board to find the direction of travel — all players move the same way around the outer track (clockwise, based on the arrows).

How to Play

Goal: Be the first player to move all 4 of your pegs all the way around the track and into your home area.

Taking a turn:

- Roll the die, feel for the raised orientation line to find "up," then read the braille numeral to know your roll.
- If one of your pegs is still in your starting circle, you need to roll a 6 to bring it out onto the track — rolls of other numbers can't move a peg that's still at home. When you do roll a 6 and bring a peg out, place it on the track hole next to the "up" (departure) arrow closest to your starting circle; that's always your entry point onto the track.
- Otherwise, move one of your pegs that's already on the track forward that many holes, in the direction shown by the arrows.
- If your move lands your peg on a hole occupied by an opponent's peg, that opponent's peg is sent back to their starting circle — you'll feel their peg there as you land.
- Once a peg reaches your home area, it's safe and out of play for the rest of the game.

Winning: The first player to get all 4 pegs into their home area wins.

General Tips for Play

- Sweep a hand around the track before your turn to refresh your sense of where all the pegs are.
- Call out your roll and your move ("rolled a 4, moving my blue peg") so all players can follow the game.
- Keep a light touch when tracing the board so you don't accidentally bump pegs out of their holes.
- Since pegs only move forward, you can always find your own pegs again by tracing back from your home area toward your starting circle.