

Liubo



What we know:

Board geometry (see your board)

Six pieces per player

Six sticks used as dice

What you need to decide:

- Where are the pieces supposed to go on the board ?
- How are the dice used in the game?
 - Do they determine the number of spaces that the pieces move?
 - Do they determine which piece moves?
- How do the pieces move, if not by dice?
- What are the values assigned to each combination of the dice?
- How do the pieces move?
 - Is there a predetermined path?
 - If yes, what is it?
 - Can they move more freely?
 - If yes, how do they move?
- Can pieces occupy the same space?
 - If no, what happens?
 - Maybe the player cannot move?
 - Maybe they capture the opponent's piece on that spot?
 - Maybe they send the piece back to start?
- What is the goal of the game?
 - To reach a certain point on the board?
 - To remove your pieces from the board?
 - To capture all of the opponent's pieces?
 - To achieve a particular configuration on the board?

