

6+
years



LUDO SNAKES & LADDERS

Instructions

1. LUDO

Players: 2-4

Getting Prepared:

16 playing pieces (4 of each colour: Yellow, Red, Green, Blue) and 1 dice.

Object of the Game:

The aim is to be the first player to move all four of your pawns to the finish square.

Setup:

The game board is a square with a cross-shaped path in the centre. Each arm of the cross has a "home column" for each player's pieces.

Each player chooses a colour and places their four pawns in the corresponding starting area on the board.

Let's Play:

Players take turns rolling the dice. In order to move a pawn onto the board, a player must roll a six.

Once a pawn is on the board, players move it clockwise along the path.

To move a pawn up to the finish area, it must travel along its home column.

If a player's pawn lands on a square occupied by an opponent's pawn, the opponent's pawn is sent back to their starting area, and they must begin again.

The first player to get all four of their pawns to the finish square wins the game.

Note:

Rolling a six not only allows a player to enter a pawn onto the board, but also gives them an extra turn.

2. SNAKES & LADDERS

Players: 2-4

Getting Prepared:

2-4 playing pieces (one of each colour: Yellow, Red, Green, Blue), and 1 dice.

Object of the Game:

The goal is to be the first player to reach square 100.

Setup:

Each player selects a playing piece of a different colour. Players then roll the dice to determine who goes first, with the highest roll starting the game. Players take turns rolling the dice in clockwise order.

Let's Play:

1. On a player's turn, they roll the dice and move their piece according to the number rolled.

2. If a player rolls a six, they get an additional roll.

3. If a player lands on the bottom of a ladder, they must move their piece to the top of the ladder.

4. If a player lands on a snake's mouth, they must slide their piece down to its tail.

5. Landing on any other square has no effect.

6. If a player lands on a square already occupied by an opponent's piece, the opponent's piece is sent back to the start, and they must begin again from square 1.

7. To land on square 100, a player must roll the exact number needed to reach it.

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WARNING: CHOKING HAZARD
SMALL PARTS. NOT FOR CHILDREN UNDER 3 YEARS.

WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS,
LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS
TOY TO YOUR CHILD.