

TG2102SLTB_LUDO & SNAKES & LADDERS_IM_Kmart AU_20240102.ai

W140mm x H210mm

6+
YEARS

2-4

LUDO SNAKES & LADDERS

INSTRUCTIONS

Ludo

Contents: 16 Wood game pieces, 1 Dice, 1 Wooden game board and Instructions.

Set up:

Each player chooses one of the 4 colors (green, yellow, red or blue) and places the 4 pieces of that color in the corresponding starting circle. A single dice is thrown to determine movement.

How to play:

Players take turns in a clockwise order; highest throw of the dice starts. Each throw, the player decides which piece to move. A piece simply moves in a clockwise direction around the track given by the number thrown. If no piece can legally move according to the number thrown, play passes to the next player. A throw of 6 gives that player another turn.

A player must throw a 6 to move a piece from the starting circle onto the first square on the track. The piece moves 6 squares around the circuit beginning with the appropriately colored start square (and the player then has another turn). If a piece lands on a piece of a different color, the piece jumped upon is returned to its starting circle. If a piece lands upon a piece of the same color, this forms a block. This block cannot be passed or landed on by any opposing piece.

How to win:

When a piece has circumnavigated the board, it proceeds up the home column. A piece can only be moved onto the home triangle by an exact throw. The first player to move all 4 pieces into the home triangle wins.

Recommended variants:

For young children, a piece may start with a throw of a 1 or a 6 to help speed up play.
For adults, to make Ludo a lot more interesting and skilful, try using the rules for Pachisi, Chaupur or Uckers.

Snakes & Ladders

Contents: 4 Colored wood game pieces, 1 Dice, 1 Wooden game board and Instructions.

How to play:

Each player takes a different game piece and throws the dice. The player who rolls the highest number goes first. The first player throws the dice and moves their game piece according to the number shown on the dice.

Each time a player throws a 6, that player is entitled a free extra turn.

If a player's game piece ends its move at the foot of a ladder, it must climb up to the square at the top of that ladder. If a player's game piece ends their move at the head of a snake, the player must slide all the way down to the tail of that snake. No effect if the player lands on any other square in the middle of a

snake or ladder. If the player lands on a square occupied by an opponent's game piece, the opponent's game piece is placed back onto square "1" and that player must begin the game again.

How to win:

To be the first player to reach square "100".

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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.**