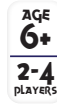


FUNSKOOL

Ludo

INSTRUCTIONS



CONTENTS:

- Gameboard
- 1 Dice
- 16 Pegs
(4 colours - 4 nos. each)

SETTING UP:

Each player selects four pegs of the same colour and places them on the matching circles on the corners of the board. Each player throws the dice in turn, and the first player to throw a six starts the game - the rest follow clockwise.

OBJECTIVE:

The aim is to reach "HOME" before the rest of the players.

HOW TO PLAY:

Having thrown a six, the first player may move a peg out of their corner and on to square the coloured arrow points to. The first player then throws again, and moves his peg along the white outside "track" in the direction of the arrow, according to the number shown on the dice. When the move is complete, it is the turn of the second player. Every time a player throws a six, they can either move another peg out of their corner and into play, or move a peg already on the board. They are also allowed another throw. If a peg lands on that of another opponent, the opponent must take their peg back to their own corner. It can only come back into play when they throw another six. As a player's peg moves around the board towards their own corner, it is moved along the central coloured track towards the triangle marked "HOME". They must, however, throw the exact number of spaces required to get their peg home.

THE WINNER:

The winner is the first to get all their pegs home.