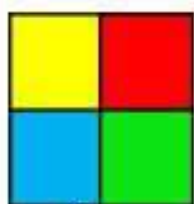


Ludo is a board **game** for 2-4 players. Every player is assigned 4 pieces. The goal is to get all your pieces around the **game** board and into **home**. Players take turn at throwing the **dice**, which decides how far a piece **can** be moved.

Players take turns in a clockwise order; highest throw of the die starts. Each throw, the player decides which piece to move. If no piece can legally move according to the number thrown, play passes to the next player.

To start a player must throw an **odd** number.



This square means roll dice again.



Red **ONLY** would slide to the end of the arrow when landing anywhere on the arrow. Other colours ignore.



Blue only would move back 6 spaces – this allows blue to almost get home!

Activity squares – You complete the exercise on the square you land on

Optional Rule – If your player lands on another piece of a different colour you can send them back to the start. **ENJOY !**