



Pirate Snakes and Ladders & Ludo

Contents:

1 double-sided playing board, 16 counters, 4 playing pieces, 1 dice, 1 dice shaker

PIRATE SNAKES AND LADDERS

Object

To escape the snakes and reach the finishing square.

To play

- Players choose a counter and place it on the 'start' square. The youngest player starts by throwing the dice and moving the number of spaces indicated on the dice. Play then moves on to the next player.
- If a player lands on a square that is at the bottom of a ladder, they must move their counter to the square at the top of the ladder before play moves on to the next person.
- If a player lands on a square that is the head of a snake, they must move their counter to the square at the end of the snake's tail before play moves on to the next person.
- The game ends when one player has reached the finishing square. Players must throw the exact number to finish.

The winner

The winner is the first player to reach the finishing square.

PIRATE LUDO

Object

To be the first player to move all of their coloured counters round the board to the matching treasure in the centre. Blue counters must be moved to the money bag, red counters to the treasure chest, green counters to the jewels and yellow counters to the crown.

To play

- Players choose a colour and place their four counters in the starting area with the same colour characters.
- The youngest player starts by throwing the dice and trying to get a six. Players must throw a six to move a counter out of their starting area and on to the start square on the track. N.B. For very young players, throwing a six at the start is not necessary.
- Players may have more than one counter moving round the track at any one time, but must always throw a six to move a counter out of their starting area.
- Once counters are on the track, players take turns at throwing the dice and moving one of their counters the number of spaces indicated by the dice.
- If a player's counter lands on top of another player's counter, the bottom counter is returned to that player's starting area and can only begin again when that player throws a six.
- Once a player's counter gets almost all the way round the board, it is moved up the coloured arrow to the treasure in the centre. The treasure can only be reached by throwing the exact number. For example, if there are only three squares left and the player throws a four, the player must wait until their next turn or move another counter if possible.

The winner

The winner is the first person to get all four of their counters to their treasure.



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