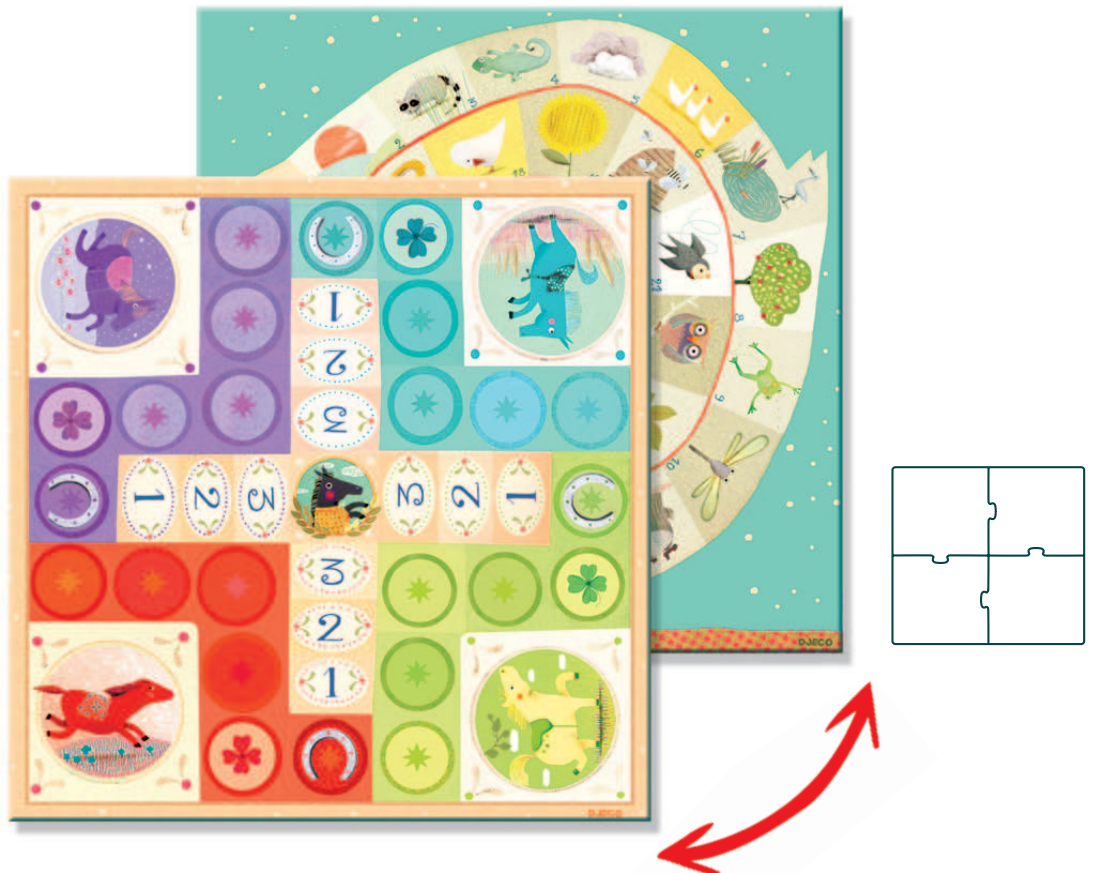


Ludo & Co Junior

Contenu • Contents • Inhalt • Contenido
Contenuto • Inhoud • Innehåll • Indhold
Conteúdo • Игровой комплект



X2



GB

Game rules

Ludo & Co

The little horses

- **Aim**

Get both your horses to the middle of the board first.

- **Rules**

The players place their horses in the stable of their colour.

The players take it in turns to throw the die, starting with the youngest player.

Players must roll a six before they can take one of their horses out of the stable and put it on the first square (the star square) of their colour.

Once a player's horse is in the race, it is moved forwards the number of squares shown by the die. Players who roll a six get another go.

Players can only move one of their horses after each throw of the die.

- **Special rules**

- A horse cannot overtake another horse. It can only go as far as the square just behind.
- A horse can land on a square occupied by another horse when it is moved the exact number of places shown by the die. The horse that was on the square first has to go back in its stable and start again.

The horses have to land on their last square (the horseshoe square in their colour) to complete a full lap. If the player rolls a higher number than the horse needs to finish exactly on its horseshoe square, the horse is moved as far as this square and then backwards the remaining number of places.

Once the horse lands exactly on its horseshoe square, the player has to roll a 1 in order to place the horse on square 1 of the home straight, then a 2 to move the horse to square 2, and a 3 to put it on square 3. The player then has to roll a 6 for the horse to finish the race.



Junior

Game of goose

- **Aim**

Reach square number 30 before your opponents.

- **Rules**

the players take it in turns to roll the die and move their piece the number of squares shown. A piece is "captured" when another piece lands on its square, and has to go back to the square just left by the other piece.

Players who roll a six with their first throw can move their piece straight to square 11.

- **Special squares**

- "Goose" squares 6, 12, 18 and 24: advance again by the same number of squares just moved.
- Square 9 (frog): advance to the next frog square (13).
- Square 16 (snail): miss a go.
- Square 26 (night owl): go back to square 22 (day owl).

Important: if a piece lands on square 30 before it has moved the full number of places shown by the die, it has to go back the remaining number of places.

