



UK

## GIANT LUDO

For 2 – 4 players

### **Contents**

Giant playing mat (approx. 2m x 2m)  
Large inflatable dice  
4 Red counters  
4 Yellow counters  
4 Green counters  
4 Blue counters  
8 pegs

### **Object of Game**

To reach home square with all four counters

### **Setting Up**

Unfold the giant plastic mat and lay out flat, use the pegs provided to secure the Mat to the lawn. Blow up the inflatable dice and you are ready to play. Each player takes four counters of the same colour and places them on the corresponding coloured base. Then each player throws the dice once, the player rolling the highest number goes first.

### **Playing the Game**

Players can only move in a clockwise direction. Players need to throw a 6 to release a counter from the base onto the starting square (only one counter is allowed on the starting square at once). Any throw of a 6 results in another turn only if they can move. When a player throws a 6 the player may bring a new piece onto the starting square, or may choose to move a piece already in play. If a player cannot make a valid move they must pass the dice to the next player. If a player's piece lands on a square containing an opponent's piece, the opponent's piece is captured and returns to its base. A piece may not land on square that already contain a piece of the same colour in that case that piece cannot move. Once a piece has completed a circuit of the board it moves up the home column of its own colour, once a counter is in the home column it is safe from other players sending it back to the base. The player must throw the exact number to advance to the home square.

### **Winning the Game**

The player who gets all their four counters to the home square first wins the game.