



# Loopy Llamas

A fun colour and pattern matching game.  
Collect all your loops and dive in the pool to win the game!

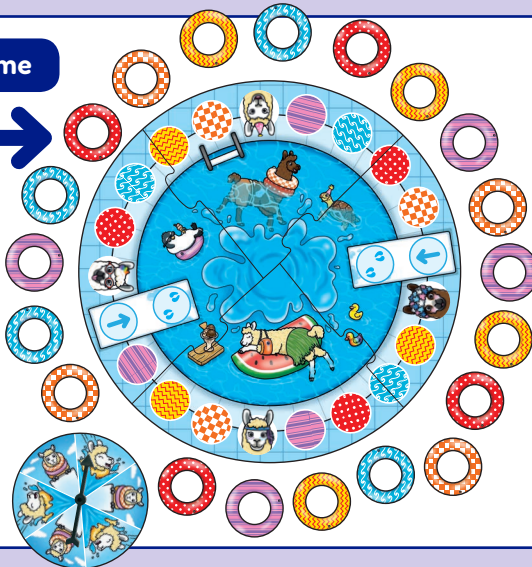
## Contents

- 1 jigsawed game board
- 4 three-part 3D llamas
- 4 character playing pieces
- 4 character stands
- 20 loop cards
- 1 dice
- 1 spinner board
- 1 two-part plastic spinner (separate plastic arrow from the base and attach to spinner board)

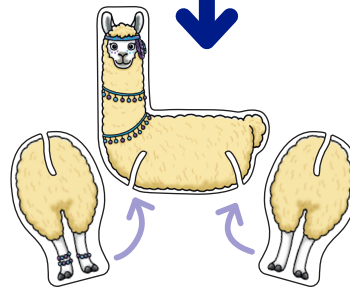
## Setting up the game

Assemble the board and spread the loops\* around it, pattern side up. Place the spinner and dice where everyone can reach them.

\*Punch out the inner circles of the loops and discard before play.

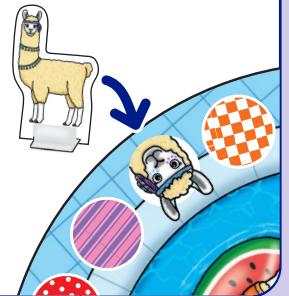


Choose a llama and slot the matching pair of legs\* into the body piece. Place the llama in front of you.



\*Make sure the hooves are facing forward.

Insert the matching llama playing piece into a character stand and place it on your llama's face on the board.



## 1 Roll the dice

The youngest player starts.

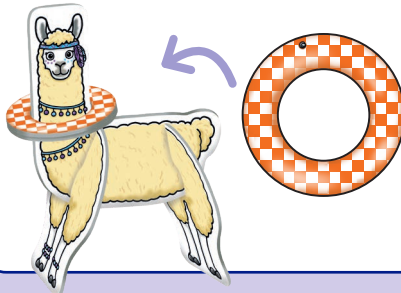
Roll the dice and move your llama around the board in a **clockwise** direction.



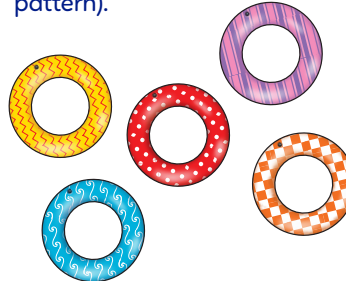
## 2 Collect patterned loops

If you land on a **pattern space**, pick up the matching loop and place it around your 3D llama's neck.

Play passes to the next player.



Each player must **collect five loops in total** (one of each pattern).



If you land on a **pattern you already have**, play passes to the next player.



If you land on a **llama face space** you can pick up any loop you need.



If you land on an **arrow space** before collecting all five loops, play passes to the next player.

## 3 Go to the diving board

Once you have collected five loops, you must roll the exact number to land on a diving board arrow.

On your next turn, spin the spinner. If it lands on a **splashing llama**, move forward one space to the edge of the diving board. If it lands on a **scared llama**, stay where you are.

After reaching the llama footprints, on your next turn spin another **splashing llama** to jump into the pool!



## 4 The winner

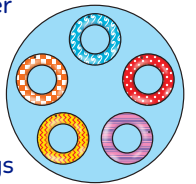
The winner is the first player to collect five loops and spin two splashing llamas to jump into the pool!

(Remaining players can continue playing until everyone has jumped into the pool).



## For younger players

**1** At set up, turn over the spinner so the pattern reference board is visible. Use this to help you see which rings you need to collect.



**2** At step 3, once you have collected five rings, you don't need to roll the dice to reach the arrow. Instead, on your next turn, move to the nearest diving board and spin the spinner.