



Pirate Snakes and Ladders & Ludo

Contents:

1 jigsawed game board (double-sided), 4 pirate characters, 4 character stands, 16 coloured card counters, 1 dice

PIRATE SNAKES AND LADDERS

Setting up

- Assemble the pirate ship snakes and ladders board and place it in the centre of the table.
- Insert the pirate character pieces into the matching coloured character stands.
- Each player chooses a pirate character and places it on the mermaid 'start' square.

Object

To escape the snakes and be the first to reach the crow's nest 'finish' square.

To play

- The youngest player starts by rolling the dice and moving their pirate character the number of spaces shown.
- If a player lands on a square at the bottom of a ladder they move their pirate character to the square at the top of the ladder.
- If a player lands on a square that contains the tail of a snake, they must move down the snake to the square that contains its head.
- Play then moves to the next player.
- The game ends when a player reaches the crow's nest 'finish' square. Players must roll the exact number to finish.

The winner

The winner is the first player to reach the crow's nest 'finish' square.

PIRATE LUDO

Setting up

- Assemble the treasure island ludo board and place it in the centre of the table.
- Each player chooses a colour and places their four coloured card counters over the matching coloured circles in the corresponding pirate boat on the game board.

Object

To be the first player to move all of their coloured card counters around the board and onto the corresponding finish spaces on the treasure island.

To play

- The youngest player starts by rolling the dice and trying to get a six.
- Players must roll a six in order to move a counter out of their boat and onto the corresponding star 'start' space.
- Once counters are on the track, players take turns rolling the dice and moving their counters the number of spaces shown. Players may have more than one counter moving around the track at any one time, but must always roll a six to move a counter out of their boat.
- If a player's counter lands on top of another player's counter, the bottom counter is returned to that player's boat and can only begin again when that player rolls a six.
- Once a counter has moved around the board the treasure island can only be reached by rolling the exact number.

Note: For very young players it is not necessary to roll a six to start.

The winner

The winner is the first player to get all four coloured card counters to the treasure island.



©2014 Orchard Toys Ltd.
Wymondham, Norfolk, NR18 9SB, England
www.orchardtoys.com
Ref: 040 Made in England
Please retain this information for future reference.