



# Winter Ludo



## + Instructions

### Equipment needed (per playing group):

(Note: Playing group refers to people using the same board — for example, if one person is playing on one end of the phone, and two people on the other, then those two people can share a board and dice as a “group”)

- Playing pieces (as many as there are total players)
- A dice
- A pair of scissors (to cut out the cards and Winter items)
- A print out of the *Winter Ludo* board (download and print out)

### Players:

**2 - 4**

(can alternatively be played in small teams)

### Tip:

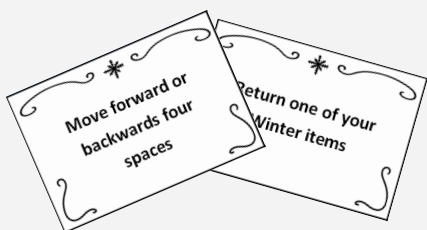
Sometimes, a practice game can help players understand the rules of the game!

### Before playing:

Make sure each playing group has a *Winter Ludo* playing sheet (download and print out).

Assign each player a playing piece. It’s helpful if, for each game, each player uses the same playing piece — this can help avoid confusion over who’s who!

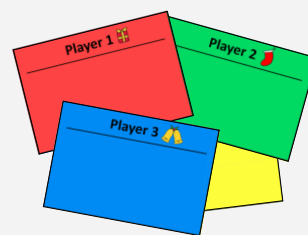
Before you can start playing, you will need to cut out a few things:



The cards  
(place in a pile  
face-down)



The Winter  
items you will  
need to collect



Each player's  
Collecting Square  
(optional)

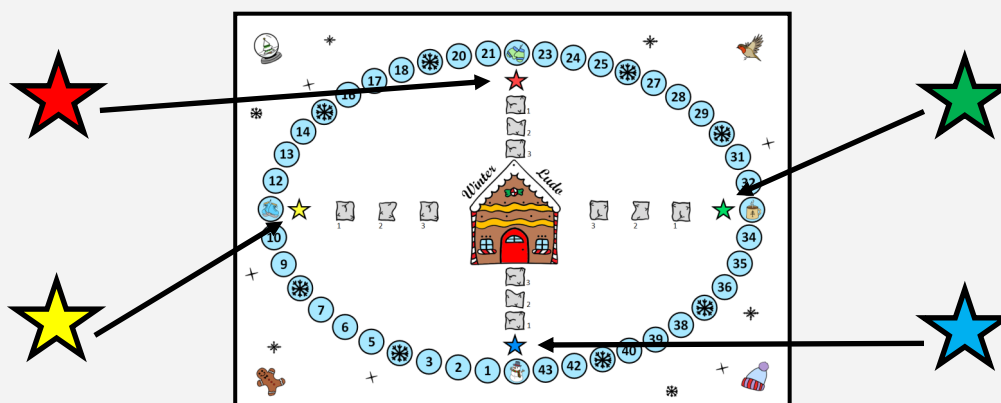
Assign each player a Collecting Square. It's helpful if your collecting square is the same colour as your playing piece, to avoid confusion.

## Aim of the game:

The aim of the game is to be the first to collect all four Winter items and deliver them to the Gingerbread House!

## How to play:

All players start the game by placing their playing pieces on a Starting Star. Your Starting Star will be the same colour as your Collecting Square (e.g. if your Collecting Square is green, your Starting Star will also be green).



All players will move clockwise around the board, aiming to be the first to collect all four Winter items and deliver them to the Gingerbread House.

**Note:** Each blue space has a number on it — these are not relevant to the game! They are simply there to help you tell other players which space you have landed on.

Make sure to move the playing pieces of those people who are not playing on the same board as you! (e.g. if Player 3 is playing on the other end of the phone and rolls a 3, you will need to move their playing piece 3 spaces on your board too, in order to keep track of where they are)

On their way, players may land on special spaces:

### Winter item spaces

If you land on one of these, you may pick up the Winter item shown on the space and add it to your Collecting



Square! Remember, if a player who isn't playing on the same board as you lands on one of these spaces, you will need to put that item on their Collecting Square for them, in order to keep track of how many items they have. If you already have the item on that space (e.g. a snowman), you can pick up a different item of your choice.

### Snowflake spaces

If you land on a snowflake space, you must pick up a card and do what is written on it — it may work against you or in your favour! Note that these spaces don't have numbers on them, so in order to describe which snowflake you have landed on to other players who aren't playing on the same board as you, you can say, for example, "the snowflake between number 3 and 5".



If you land on the same space as another player, you may steal one of their Winter items (if they have any)!

Each player must keep lapping the board until they've collected all four Winter items.

Once you have collected all four Winter items (a snowman, gloves, ice skates and a hot chocolate), you need to make it to the Gingerbread House to win! Remember, if someone lands on the same space as you before you make it, they will steal one of your Winter items and you will have to collect that item again.



To get to the Gingerbread House, you can only use the pathway by *your* Starting Star (e.g. if you started on the blue Starting Star, you can only use the pathway by the blue star).

Other players may even follow you down your own pathway in an attempt to stop you, by landing on the same space as you and stealing one of your Christmas items! There are small numbers next to the stepping stones to help you tell other players on which stone you have landed (e.g. the 2nd stepping stone on pathway with the blue star).

Remember, you need to roll the exact required number in order to reach the Gingerbread House (e.g. if you are 2 spaces away and roll a 6, that would be too many. You would need to roll a 2, or two 1s).



**First one to reach the Gingerbread House with all four Winter items wins!**



## **Extra tips for effective game play:**

- When you land on a space, tell everyone what (colour) playing piece you are and what space number you have landed on. This will help avoid confusion which can occur when you're playing on separate boards.
- Have patience! When playing games over the phone, it's inevitable that at some point, confusion can occur and people are no longer sure who's coloured in which space. Taking the time to solve the problem will mean you will have more fun in the long run!