Fairy Snakes & Ladders and Ludo

Two magical games in one.

ORCHARD TOYS

Contents

- 1 double-sided playing board • 16 card counters • 4 fairy playing pieces
- 4 character stands • 1 dice

Fairy Snakes & Ladders

Setting up the game

Assemble the playing board.

Insert the fairy playing pieces into the matching stands. Each player chooses a fairy. These are placed on the unicorn start space at the bottom left of the playing board.

1 Roll the dice

The youngest player starts. Roll the dice.

Move your fairy counter around the board the number of spaces shown on the dice.

2 If you land on a ladder

If you land at the bottom of a **ladder**, **move your fairy up** to the top of the ladder. Play passes to the next player.

3 If you land on a rainbow

If you land at the top of a **rainbow move your fairy down** to the bottom of the rainbow.
Play passes to the next player.

4 The winner

The winner is the first player to reach the finish. N.B Players must roll the exact number to finish.

Fairy Ludo

Setting up the game

Assemble the playing board.

Each player chooses a colour.

Place your coloured counters on the matching spaces on the playing board.

1 Roll a six!

The youngest player starts. Roll the dice. Players must roll a six to start and every time they wish to move a new counter into play.

2 Once on track

Players take turns to move their counters around the board by rolling the dice.

Players may have **more than one counter** moving around the board at one time.

3 If you land on another player's counter...

If you land on another player's counter, the bottom counter is returned to the player's toadstool corner. This can only be brought back into play by rolling a six.
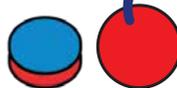
4 The winner

Once a player's counter has moved around the whole board they can head to the fairy ring in the centre. Players must roll the exact number needed to reach the fairy ring.

The first player to get all four coloured counters to the fairy ring is **the winner.**