



Playing Instructions / How to Play / Rules

1. Objective

Each player controls 4 tokens of one colour and tries to move all three tokens from START around the board and into their HOME area.

The first player to successfully get all 4 tokens HOME wins the game.

The game combines the movement of Ludo with special Snake, Ladder, and Frog squares.

2. Game Setup

- The game can be played by 2 to 4 players.
- Each player chooses one colour: Red, Green, Yellow, or Blue.
- Each player has 4 tokens of their chosen colour.
- Place all 4 tokens in the matching coloured START/Home Base area before the game begins.
- Place the dice beside the board.
- Decide which player goes first.

The board contains:

- A common playing track.
- A coloured START square for each player.
- A HOME path for each colour.
- Snakes that move a token backward.
- Ladders that move a token forward.
- Frogs that make a token jump one additional step.



3. Starting the Game

The first player rolls the dice.

To bring a token out of the START area and onto its starting square:

- The player must roll a 6.
- Place one of your tokens on your coloured START square.
- The player may then continue according to the normal rules.

If a player does not roll a 6, their turn ends.

A player can choose which of their 4 tokens to move when they have more than one token available.

4. Player Movement

On your turn:

1. Roll the dice.
2. Choose any one of your tokens that is allowed to move.
3. Move the token forward exactly the number of spaces shown on the dice.
4. Follow the direction of the track shown on the board.
5. Tokens move around the common track and eventually enter their own coloured HOME path.
6. Tokens cannot move backward unless a special Snake requires them to do so.
7. A token cannot move diagonally.
8. If you roll a 6, you get another roll after completing your move.

For example, if you roll 5, your chosen token moves exactly 5 spaces forward.

If you have more than one token on the board, you may choose the token that gives you the best strategic advantage.



5. Rolling a 6

Rolling a 6 gives the player a special advantage.

- You may use the 6 to bring a token out of START, if applicable.
- You may move a token already on the board by 6 spaces.
- After completing the move, roll the dice again.

If you roll another 6, you receive another turn.

6. Snakes – Slide Back! 🐍

The snakes are special squares on the board.

If your token lands exactly on the square containing the head of a snake:

- Your token must follow the snake down to its tail.
- Move your token to the square where the snake ends.
- The snake move is compulsory.

A snake can therefore move your token several spaces backward.

Simply passing over the head of a snake does not activate it.

Example: If you roll 4 and your token lands on a snake's head, immediately move the token down to the snake's tail.



7. Ladders – Climb Up!

Ladders help you move forward quickly.

If your token lands exactly on the bottom of a ladder:

- Immediately move your token to the top of the ladder.
- The ladder move is compulsory.
- Your token remains on the new square.

Simply passing over the bottom of a ladder does not activate it.

Example: If your token lands on the bottom of a ladder, climb directly to the square at the top.

8. Frog – Jump One More Step! 🐸

The Frog is a special bonus square.

If your token lands exactly on a Frog:

- The Frog gives your token an extra jump of 1 space forward.
- Move the token to one additional space along the track.
- The extra jump happens immediately.
- The Frog does not give an additional dice roll.

Example: You roll 4 and move 4 spaces. Your token lands on a Frog. The Frog then makes you jump 1 more space, for a total movement of 5 spaces.

If the extra Frog jump lands on another special square, that square's effect is also applied.



9. Landing on Another Player's Token

If your token lands on a square occupied by an opponent's token:

- The opponent's token is sent back to its START area.
- Your token remains on that square.
- The opponent must roll a 6 again to bring that token back into play.

Optional rule: If you want a simpler family game, players may agree that tokens can share a square and are not sent back to START.

10. Entering the HOME Path

After completing a full journey around the common track, your token enters its own coloured HOME path.

- Only your own tokens can enter your coloured HOME path.
- Opponent tokens cannot enter your HOME path.
- Continue moving forward according to the dice.
- Snakes and ladders outside the HOME path do not affect a token once it has entered the coloured HOME path, unless the board specifically marks otherwise.



11. Reaching HOME

To move a token into the final HOME area, the token must reach the required final space according to the board layout.

If an exact number is required:

- The dice roll must allow the token to reach HOME exactly.
- If the number rolled is too high, that token cannot move and you must choose another available token.

Once a token reaches HOME:

- It is safe.
- It cannot be sent back to START.
- It has completed its journey.

12. Winning the Game 🏆

The game continues until one player gets all 3 of their tokens into HOME.

The first player to do this is the winner.

Example

A player has:

- Token 1 – HOME
- Token 2 – HOME
- Token 3 – HOME
- Token 4 – still on the board

The player must continue playing until Token 3 also reaches HOME.

All 4 tokens HOME = WIN!



13. Basic Strategy

Although the dice determine movement, players can make strategic choices about which token to move.

You can:

- Decide which token to move after each roll.
 - Use ladders to move quickly forward.
 - Try to avoid snake heads.
 - Use Frog squares to gain an extra step.
 - Capture an opponent's token by landing on it.
 - Keep multiple tokens active so you have more movement options.
 - Move a token close to HOME while using another token to attack opponents.
- Take advantage of ladders while avoiding dangerous snakes.

The basic flow is:

Roll the dice → Move your token → Apply Snake/Ladder/Frog → Continue around the board → Enter your HOME path → Get all 4 tokens HOME → WIN!