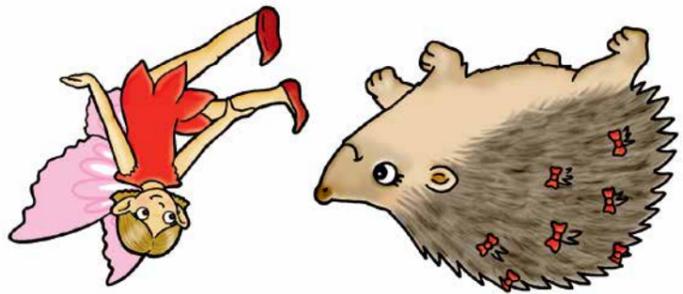


Instructions



Fairy Snakes & Ladders and Ludo



Orchard Toys have been supporting parents and children for over 40 years. We create colourfully illustrated, quality, educational games and jigsaws which have been designed, tested and manufactured in Britain.

Working with teachers, nursery professionals and children, we ensure that every game and jigsaw we make enhances learning and development.

We pay attention to the little details and keep testing until we get it right! This means that when your child is playing an Orchard Toys game or piecing together one of our jigsaw puzzles you can rest assured that they are learning whilst having fun!

For fun activities and to view our full range, visit: www.orchardtoys.com

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Ref: 059 Made in England
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Learning Made Fun!



Fairy Snakes & Ladders and Ludo

Two magical games in one.

Contents

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

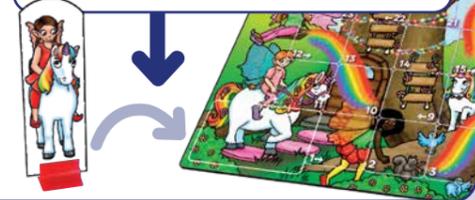
Fairy Snakes & Ladders

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.



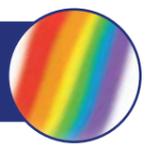
Move your fairy counter around the board the number of spaces shown on the dice.

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.



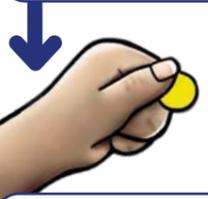
Fairy Ludo

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.

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.

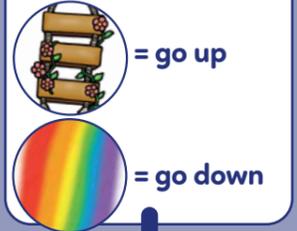
Quick Start

Snakes & Ladders

Roll the dice and move up the fairy treehouse



If you land on ...

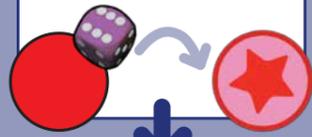


The winner is the first player to reach the finish square.



Ludo

Roll the dice to get a six and move onto the board.



Move each counter around the board once.



The winner is the first player to get all of their counters to the fairy ring.



More fun!

For FREE printable activities including colouring sheets, tasty recipes and craft ideas visit 'Things To Do' at: www.orchardtoys.com/thingstodo



Make Your Own Peg Fairy

Why not try making your own peg fairy? A FREE printable activity sheet is available from our website which shows you just how to do it!

