
PLAYING INSTRUCTIONS

LUDO

WRIGHT AROUND THE USA

LUDO

Game Instructions:

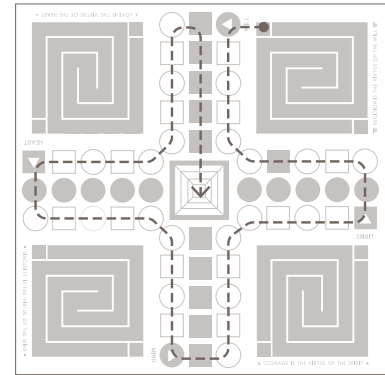
The object of the game is to move all 4 of your pieces from your Whirling Arrow, clockwise once around the track, and then up the home column to reach the winning square (multi-colored striped square in the center of the board).

Choose a color and place the 4 corresponding colored game pieces in the corresponding colored Whirling Arrow on the board.

Players roll the dice, and the player with the highest roll goes 1st. Take turns clockwise.

Roll both dice. To move a piece out of the starting den, you must roll a 6. If you do not roll a 6, then it is the next player's turn.

Once you roll a 6, move a piece into your color's starting arrow on the track (white arrow in circle or square with corresponding color). You can then move the piece around the track the number of spaces rolled on the 2nd die.



Dotted line shows path for blue player only.

Other players should follow same path starting from their matching base color

Any time you roll a 6, you can choose to move a piece out of your Whirling Arrow onto the starting square. You can then choose to move that piece the number of spaces rolled on the 2nd die. Alternatively, you can choose to move other pieces that you already have in play.

You can choose to move 1 piece the sum of both dice, or 1 piece the number on 1 die and another piece the number on the 2nd die. You can send another player's piece back to its Whirling Arrow when you end a turn with a piece in the same space as another player's. Once the piece is sent back to the Whirling Arrow, the player will need to roll a 6 to move the piece back into play.

You can have more than 1 of your own pieces share a space. However, if another player lands on that space, all pieces sharing the space must return to your Whirling Arrow.

Once a piece has traveled clockwise around the track, it enters the "home column" (filled in circles/squares that match the piece's color) to make its way towards the winning square in the center of the board. When a piece enters its home column, it is "safe," and it cannot be sent back to its starting den. To reach the winning square, you must roll the exact required number of spaces on 1 die, or the sum of both dice. If the number rolled is higher than the spaces remaining, move back the additional number of spaces. This could result in no longer being "safe".

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Once a piece reaches the winning square, set it aside and continue until all 4 pieces have reached the final square.

Beginner Level : Play with 1 die only. You can roll either a 6 or a 1 to move a piece out of the Whirling Arrow and onto the starting arrow on or square with corresponding color). You can then roll again to determine the amount of spaces that piece can move.

WRIGHT AROUND THE USA

Game Instructions:

The object of the game is to be the 1st player to reach the end of the Whirling Arrow board (SPOT 63).

Choose a game piece and place it on the green START box just before SPOT 1. Players roll the die, and the player with the highest roll goes 1st. Take turns clockwise.

Roll the die and move your piece the number of spots rolled. For a faster game, use 2 dice. Move inward around the spiral, following the numbers.

There are colored squares distributed throughout the board. Some represent penalties and others represent shortcuts to advance toward the end. The legend can be used for secondary reference of the penalties and shortcuts.

The 1st player to land exactly on SPOT 63 wins! However, you must roll the exact required number of spots. If the number rolled is higher than the spots remaining, move back the additional number of spots. This may cause you to land on a helpful or hazardous spot.

Legend:



If player lands on a gold triangle, they advance again as many spaces as the result of each dice.



Space 6: VIP Home Tour. You must attend! FLW Home & Studio. Skip to space 30.



Space 11: Skip your next turn to extend your stay in Polymath Park.



Space 28: Wait for the next traveler to pass through the Rookery, then proceed.



Space 37: After visiting Monona Terrace, return to the Muirhead Farmhouse on space 26 for a special workshop.



Space 50: Wait for another traveler to arrive at the Gordon House then proceed.



Space 57: You left your camera behind! Return to A.D German Warehouse (40) to pick it up.

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New Hampshire

Zimmerman House
Manchester, NH

New York

Blue Sky Mausoleum
Buffalo, NY

Fontana Boathouse
Buffalo, NY

Darwin Martin House
Buffalo, NY

Graycliff
Derby, NY

Francis Little House
Living Room
New York, NY

Virginia

Pope-Leighey House
Alexandria, VA

Pennsylvania

Beth Sholom
Synagogue
Elkins Park, PA

Duncan House
Acme, PA

Kentuck Knob
Chalkhill, PA

Ohio

Weltzheimer-
Johnson House
Oberlin, OH

Westcott House
Springfield, OH

Michigan

Affleck House
Bloomfield Hills, MI
Meyer May House
Grand Rapids, MI

Indiana

John Christian
(Samara) House
West Lafayette, IN

Illinois

Emil Bach House
Chicago, IL

B. Harley Bradley
House & Stable Shop
Kankakee, IL

Charnley-Persky
House
Chicago, IL

Dana-Thomas House
Springfield, IL

Illinois (continued)

Fabyan Villa
Geneva, IL

Unity Temple*
Oak Park, IL

Muirhead Farmhouse
Hampshire, IL

Pettit Chapel
Belvidere, IL

The Rookery
Chicago, IL

Frederick C.
Robie House*
Chicago, IL

Frank Lloyd Wright
Home & Studio
Oak Park, IL

Wisconsin

SC Johnson Complex—
Administration Building
Racine, WI

Wingspread
Racine, WI

American System-
Built Homes
Milwaukee, WI

Annunciation Greek
Milwaukee, WI

Bernard Schwartz
House

Two Rivers, WI

Unitarian Meeting
House
Madison, WI

Monona Terrace
Madison, WI

Taliesin & Hillside
Spring Green, WI*

Wyoming Valley School
Cultural Arts Center
Spring Green, WI

A.D. German Warehouse
Richland Center, WI

Seth Peterson Cottage
Lake Delton, WI

Iowa

Cedar Rock
Independence, IA

Historic Park Inn
Mason City, IA

Stockman House
Mason City, IA

Missouri

Kraus House
St. Louis, MO

Community
Christian Church
Kansas City, MO

Kansas

Allen House
Wichita, KS

Idaho

Archie Teater Studio
Bliss, ID

Oregon

C.E. Gordon House
The Oregon Garden
Silverton, OR

California

Marin County
Civic Center
San Rafael, CA

Hanna House
Stanford University
Stanford, CA

Hollyhock House*
Los Angeles, CA

Arizona

First Christian Church
Phoenix, AZ

Grady Gammage
Tempe, AZ

Taliesin West*
Scottsdale, AZ

Texas

Kalita Humphreys
Theater
Dallas, TX

Oklahoma

Price Tower Inn
& Arts Center
Bartlesville, OK

Arkansas

Bachman-
Wilson House
Crystal Bridges
Museum of Art
Bentonville, AR

Alabama

Stanley Rosenbaum
House
Florence, AL

Florida

Southern College
Lakeland, FL

*In 2019, eight Frank Lloyd Wright buildings were included in the UNESCO (United Nations Educational, Scientific, and Cultural Organization) designated World Heritage Site, "The 20th Century Architecture of Frank Lloyd Wright", recognized for their outstanding universal value.