

LIBERTY.

2-IN-1 GAME SET

INSTRUCTIONS

LUDO

· *and* ·

BACKGAMMON

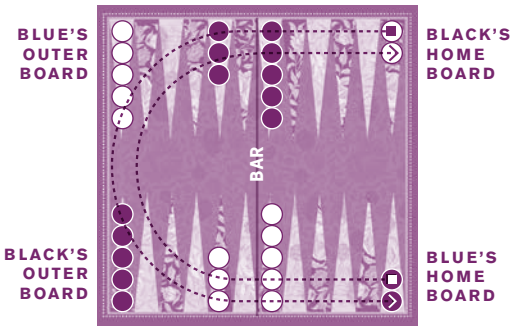
BACKGAMMON RULES

· 2 players ·

CONTENTS: 1 Game Board, 30 Checkers, 2 Dice

OBJECTIVE: Be the first player to move all your checkers off the game board.

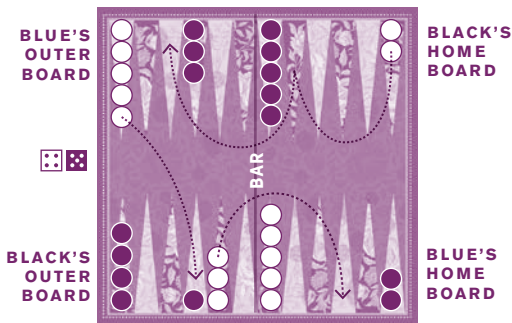
SETTING UP: The game board is divided into 4 sections (or quadrants) that each contain 6 triangles called points (24 points in total). The bar divides the game board in half, giving both players two quadrants: a home board and outer board. Each player takes 15 same-color checkers (blue or black) and places them in the starting position shown below.



PLAYING: Each player rolls one die. The player who rolls the higher number begins by moving their checkers according to the numbers shown on both dice. After the initial roll, players alternate turns, rolling both dice to determine the number of points to move their checkers.

Always move your checkers in the direction of your home board, as shown above—traveling a horseshoe path away from your opponent's home board—with the intention of ultimately moving all your pieces home. You can move a checker to any open point: one that is empty, one that is occupied by any number of your own checkers, or one that is not occupied by two or more of your opponent's checkers.

You can move any two checkers per the separate dice numbers; or move just one checker per the sum of both dice, as long as the count of either die would allow you to move your piece to an open point. For example, if you roll 4 and 5 (as shown below), you can move one checker 4 points and another checker 5 points; or move one checker 9 points (the sum of 4 and 5), but only if either the subsequent fourth or fifth point is open. If you roll doubles, play the count of each die twice; for example, if you roll two 5s, use any combination of checkers to move a total of 20 points.



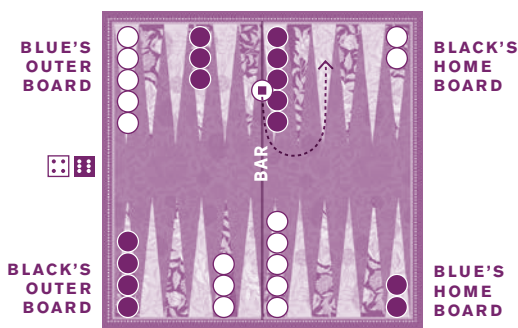
HITTING: If a single checker of either color is located on a point, that is known as a "blot." If your checker lands on an opponent's blot, the

opponent's checker is removed from the board and placed on the bar. This is known as "hitting" your opponent's blot.

If one or more of your checkers are on the bar, you must reenter them all back on the board before moving any others. This is done by moving your checker from the bar to an open point on your opponent's home board, corresponding to one of the numbers you roll. For example, if you were to roll 4 and 6 in the position shown below, you could only move that checker from the bar to your opponent's fourth point, since their sixth point is not open; you would then move another checker 6 points. If both numbers rolled correspond to points that are not open, you lose your turn.

If you can reenter one or more of your checkers from the bar, you must do so. If there is any checker remaining that you cannot reenter, you lose any remaining moves.

After your last checker has been returned to the board, any remaining numbers on the dice must be played. You may move any checker, including the one that you just returned to the board.



BEARING OFF: Once you have moved all 15 checkers to your home board, begin moving them off the game board. This is called bearing off. You must roll the exact number of points needed to remove a checker from the game board. For example, rolling 3 and 6 permits the player to remove a checker from the third and sixth points.

If a number rolled is higher than any occupied point, the player must remove a checker from the highest occupied point. If a number rolled corresponds to an empty point or is lower than any occupied point, the player must move a checker from a higher point according to that number; the player is then under no obligation to bear off.

If one of your checkers is hit while you are bearing off, you must first reenter that checker so it can travel the entire game board and reach your home board again; then you can resume bearing off.

WINNING: If you are the first to bear off all your checkers, you are the winner!

FOR ADVANCED PLAYERS

SCORING: The first player to bear off all 15 checkers wins the game. In addition, if an opponent fails to bear off at least one checker, or is caught with one or more checkers still outside their home board, the winner scores a "gammon"—worth twice the points or stakes being played for in "match play," a series of games played at predefined stakes. If the winner has removed all 15 checkers and their opponent still has one or more checkers in the winner's home board or on the bar, the winner scores a "backgammon"—worth triple the number of points or current wager.

LUDO RULES

· 2-4 players ·

CONTENTS: 1 Game Board, 16 Game Pieces, 2 Dice

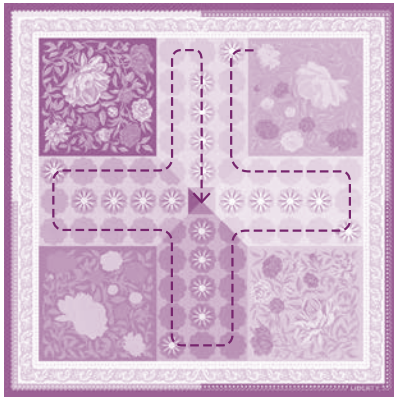
INSTRUCTIONS: The object of the game is to move all 4 of your pieces from your Floral Square clockwise once around the entire track and then up your given home column to reach the Winning Square (multicolored square in the center of the board).

Each player chooses a Floral Square on the board and places 4 game pieces matching the background of that square on top.

Players roll the dice, and the player with the highest roll goes first. Take turns going clockwise.

Roll both dice. To move a piece out of your Floral Square, you must roll a 6. If you do not roll a 6, then it becomes the next player's turn.

Once you roll a 6, move one piece onto your color's starting flower (the icon with the arrow) on the track. You can then move the piece around the track the number of spaces rolled on the second die.



The dotted line shows the path for the pink player only.

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

Any time you roll a 6, you can choose to move a piece out of your Floral Square and onto your starting flower. You can then choose to move that piece the number of spaces rolled on the second die. Alternatively, you can choose to move other pieces that you already have in play.

You can choose to move one piece the sum of both dice, or one piece the number on one die and another piece the number on the second die. You can send another player's piece back to its Floral Square when you end a turn with your piece on the same space as another player's. Once the piece is sent back to its Floral Square, the player will need to roll a 6 to move the piece back into play. You can have more than one of your own pieces share a space.

Once a piece has traveled clockwise around the track, it enters its home column (where the central flower icons 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," which means it cannot be sent back to its starting square. To reach the Winning Square, you must roll the exact required number of spaces either on one die or via 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.

Once a piece reaches the winning square, set it aside and continue until all 4 pieces have reached the final square. First player to remove all 4 of their pieces off the board wins.

BEGINNER LEVEL: Play with one die only. You can roll either a 6 or a 1 to move a piece out of your Floral Square and onto your starting flower. You can then roll again to determine the amount of spaces that piece can move.