Print and Play
Game Kit

This kit includes games that you can print, put together, and play at home! The paper components are all here - cut them out, color them, provide a few items from home (like dice or pencils), and then start playing! Have fun!
Paper Dice Template

- Draw numbers/symbols on each square (1, 2, 3, 4, 5, 6 - or symbols to represent these numbers)
- **Cut** along the *exterior* lines
- **Fold** along the *interior* lines to shape the *cube*
- **Glue** the *flaps* inside to hold the dice together
You will need:
Four 6-sided dice
One or more players
A pencil and a tree sheet for each player

Choose a player to be the first roller.

On each turn the roller rolls all 4 dice. Then they choose one to remove. All players then choose how to use the remaining three dice on their tree.

Each player will choose two dice to add together, this number is the leaf they will eat this turn. Remember, there is no 7 leaf.

The remaining die is how many squares they will eat on that leaf. They must eat exactly that number of squares, no more, no less. Each square they eat in a turn must share an edge with another square they eat that turn (unless they are only eating one square). Fill in the eaten squares.

If you are the first player to eat all 9 squares on a leaf, or tied for first, circle the lady bug on that leaf. You will get an extra point for each spot on that lady bug.

If you cannot eat any squares because there are not enough connected squares left on a leaf, you must fill in a knot on your tree. You may not choose to fill in a knot if there is a combination of the 3 dice that lets you eat a leaf.

After each player has finished filling in the proper spaces, the player to the left of the roller becomes the new roller and starts a new turn by rolling all 4 dice. This continues until one player has filled in all 10 knots on their tree.

When a player has filled in all 10 knots on their tree, the owl attacks and the caterpillar must run for cover. The game is over.

**Scoring**
Each player scores their tree.
10 points for each completed leaf.
Plus bonus points for spots on circled lady bugs. Then subtract 1 point for each uneaten square on the tree.

The player with the highest score wins.
CATERPILLAR FEAST

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CATERPILLAR FEAST

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How To Play Ludo

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<tr>
<th>What do you need?</th>
<th>What is the goal of the game?</th>
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<td>- Ludo Game Board</td>
<td>- To be the first to move all your pieces in a clockwise direction once around the board and make it to the home triangle in the center of the board.</td>
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<tr>
<td>- 4 sets of space markers</td>
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<td>- 4 yellow, 4 red, 4 blue, and 4 green (You can color and cut them out yourself!)</td>
<td></td>
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<tr>
<td>- One 6-sided die</td>
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How to Play:

1. Choose your color (yellow, red, blue, or green)
2. Set up your pieces in the circle that matches the color of your space marker. This is your base.
3. Each player rolls the die. Whoever rolls the highest number gets the first turn. Player to the left of the first player will go next, taking turns clockwise.
4. To move your piece out of the base and onto the board, you must roll a six. If the first player does not roll a six, they must hand the die to the next player.
5. Once a player rolls a six, they get a bonus roll where they roll the die again to determine how many spaces to move their piece. The player cannot make any moves on the board until at least one piece has left the base. Pieces will move clockwise along the white spaces.
6. Once the player has more than one space marker in play, the player can choose which of their pieces will move. The player will move their pieces as indicated by the number they rolled on the die.
7. Players cannot skip their turn unless they do not have any movable pieces on the board, or a move is not possible. In that case, it is the next player’s turn.
8. If a player’s piece lands in the same spot as an opponent, they have captured their opponent’s piece. This means the opponent’s piece must return to its base. The opponent will have to roll six to get their piece out of base. The player that captured the piece will receive a bonus roll. If the player captures another opponent’s piece, they receive another bonus roll and so forth.
9. If a player lands on a space that has their own piece on it, they can stack the pieces and block the space so no other player can land on or pass that square. This is a good tactic when trying to stop a player from reaching their home triangle.
10. To reach the home triangle at the center of the board, a player must roll the exact number of spaces. If there are only 4 spaces left to reach home, but they roll a five, they must either move a different movable piece on the board or pass their turn.

Rules of Rolling a Six:

- When the player rolls a six, they can choose of move a playable piece six spaces, or they can choose to move a piece out of their base on to the board.
- When the player rolls a six, they will receive a bonus roll.
- If the player rolls six during the bonus roll, the player receives another bonus roll.
- If the player rolls three sixes in a row, they lose their turn. They must pass the die to the next player.
Extra Markers → ○ ○ ○ ○ ○

Green Markers ← ○ ○ ○ ○ ○

Yellow Markers → ○ ○ ○ ○ ○

Blue Markers ← ○ ○ ○ ○ ○

Red Markers → ○ ○ ○ ○ ○
Ludo Game Board
Rain & Rainbow Board Game

From Mr. Printables
(included with permission)

"This Rain & Rainbow board game is our take on Snakes & Ladders game. Rainbows take you up to higher numbers (like ladders) and black clouds and rain bring you back down to lower numbers (like snakes). Got it? Try chasing the rainbows and not get soaking wet in the rain!"

https://mrprintables.com/rainbow-board-game.html

How to make this rain & rainbow game:
- Connect page 1 & 2 to make a complete game board.
- Cut on the solid grey lines to make slits for the rainbows.
- Cut all the pieces of rainbow and fold the ends.
- Insert the folded ends into the slits to create 3D rainbows as in the photo below.
You don’t need to glue anything, they will stay up and can be taken off to flat pack everything for storing. Neat!

How to play this rain & rainbow game:
Use the little characters and dice to play. (Use dice from home or the printable dice template in this packet.) You can play the game in exactly same way you play Snakes & Ladders:
- Each player starts on the #1 space. Take turns rolling the die.
- On your turn, roll a die, then move that number of spaces.
- Your little players can climb up the rainbow when they arrive at the start of a rainbow.
- If you land on black cloud, you’ll get rained down to the end of the rain drops!
- Your goal is to reach the sun at the end. The first player to reach the sun is the winner!
Roll a dice and have fun!