

# **WINNIE THE POOH KIMBLE/FIA/LUDO**

Number of players: 2-4

Age recommendation: 4+

## **Contents**

Game board with Pop-O-Matic dice, 16 Winnie the Pooh playing pieces (4 of each colour).

## **Object of the game**

The object is to be the first player to move all four playing pieces once around the game board to the goal. During the game the players will try to “eat” each others playing pieces, i.e. send them back to Home.

## **Before the game begins**

Take 4 playing pieces of the same colour and place them in the similar-coloured Home area. If there are only 2 players, both players can play with two sets of playing pieces. Once the pieces are situated in their Homes, each player presses down and releases the Pop-O-Matic dice in a clockwise order. The player with the highest number on the dice begins the game.

## **How to play**

### **Beginning**

On your turn press down and release the Pop-O-Matic dice. Each player must get a number 6 before he/she can place a playing piece on a similar-coloured Start square. If you don't get a 6 and you don't yet have any playing pieces in the game track, the turn goes to the next player. Try again on each turn until you get a 6. Once you get a 6, place your playing piece on the Start square. You may also press the dice again and move the playing piece forward on the game board in a clockwise direction, as many squares as the dice shows.

### **Moving**

On each turn press the dice and move one of your playing pieces forward on the game board. Each square is counted, regardless of whether it is empty or occupied (Picture 1). Note! Each time you get a 6, you can either place one of your playing pieces in the Start square or move forward one of your playing pieces that are already on the track. Each time you get a 6, you may also press the dice again. You may move any one of your playing pieces or choose not to move at all.

### **“Eating”**

If you land with your playing piece on a square occupied by an opponent's playing piece, the opponent's piece is removed and placed back to its Home (Picture 2). Once a playing piece is placed back to Home, the player must get a 6 before he/she may return the piece first to the Start square and then move it forward on the game board. If the Start square is occupied by an opponent's playing piece, the opponent's piece is placed back to Home.

## **End of game**

When you have moved your playing piece once around the game board, it reaches the goal area marked with numbers 1, 2, 3 and 4. You must have an exact number on the dice to land on a goal square (Picture 3). You can also move your playing pieces inside the goal area (for example from square 1 to square 4, if you get a 3 on the dice).

## **The Winner**

The winner is the first player to move all his/her playing pieces into the goal.