

Ludo Wood

+2

Jeux • Games • Spiele • Juegos

4
Mémo
Loto
Ludo
Magnet



Memo · Loto Ludo · Magnet

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MAGNETIC FISHING

1 player or more - 1 fishing rod, 16 pieces (16 different animals), game box.

Place all the cards in the box with the animal sides up. Each player takes turns to try to “fish” out an animal using the magnetic fishing rod.



MEMO

1 player or more - 16 pieces (each animal x2 pieces).

Place all the cards face down (“balloon” side up) in the center of the table.

The first player turns over 2 pieces of their choice:

- If the two pieces have the same animal and the background of the same color: they win. They then place the pieces in front of them and play again.

- If the two pieces have different animals: they show them

to everyone and they then put them back with the “balloon” side up in the same place.

Then, it’s the next player’s turn.

When all the pairs have been found, the winner is the one who has the most.



BINGO

From 2 to 4 players - 4 game boards, 16 pieces, 4 animal pieces.

Each player chooses a game board that they place in front of them and inserts the corresponding animal piece. The 16 pieces are placed face down in the center of the table.

The youngest player begins and turns a card over:

- If the picture on the chosen piece matches one of the images on their game board, they cover the image with the card,
- If it does not match any of the images on their game board, they put it back face down.

Then, it's the next player's turn. The winner is the one who has found all the images of their game board first.



ROLL-AND-MOVE GAME

From 2 to 4 players - 1 game board (back of the box), 1 die, 4 animal pieces.

Place the game board in the middle of the players. Each player chooses an animal and puts it on the start square. Turns are taken in a clockwise direction. The youngest player throws the die. The die indicates a color: the player moves their animal forward and puts it on the 1st square of the color shown on the die.

If the square is already taken, they continue to move forward to the next square of the same color which is free.

If they land on a frog or mushroom square, they move forward or backward to the other square of the same object.

The first player to reach the finish square wins the game.





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