



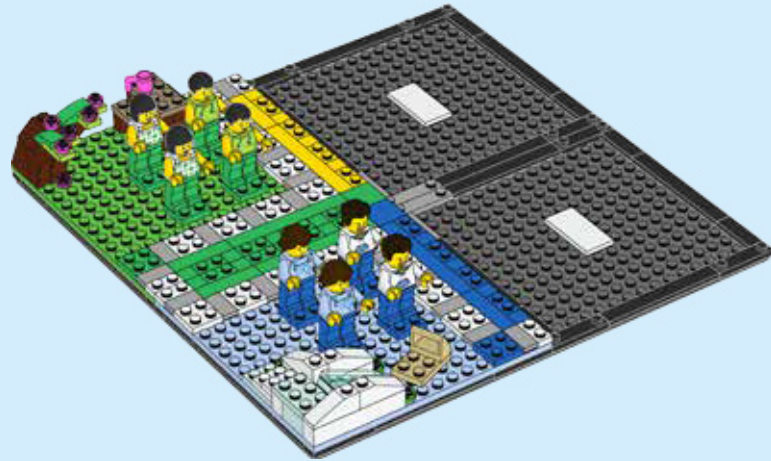
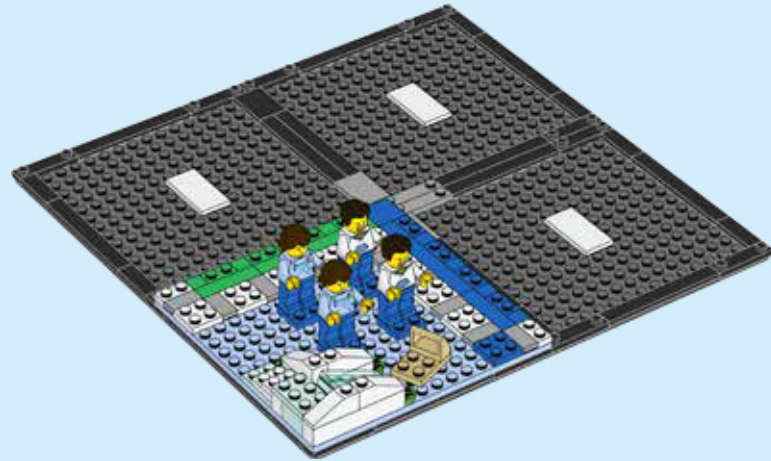
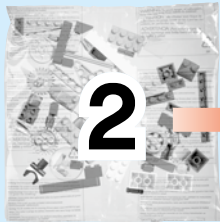
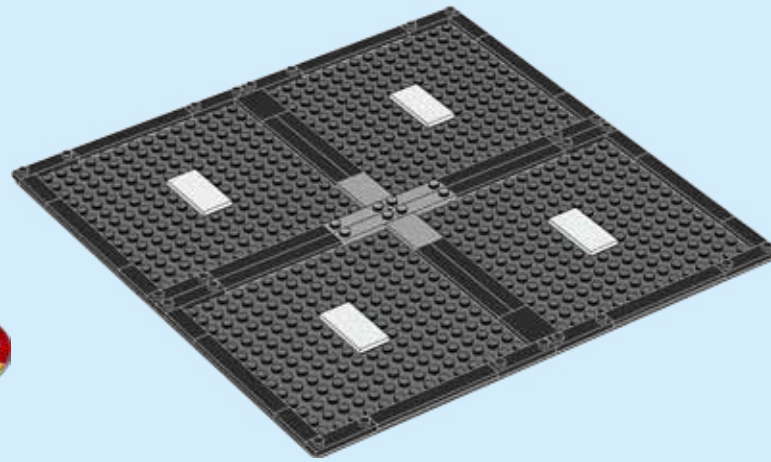
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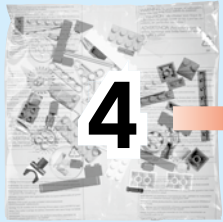


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**LUDO**  
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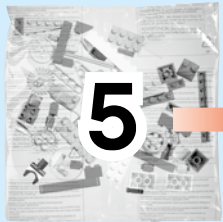
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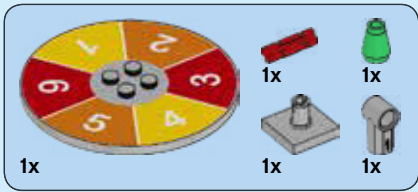
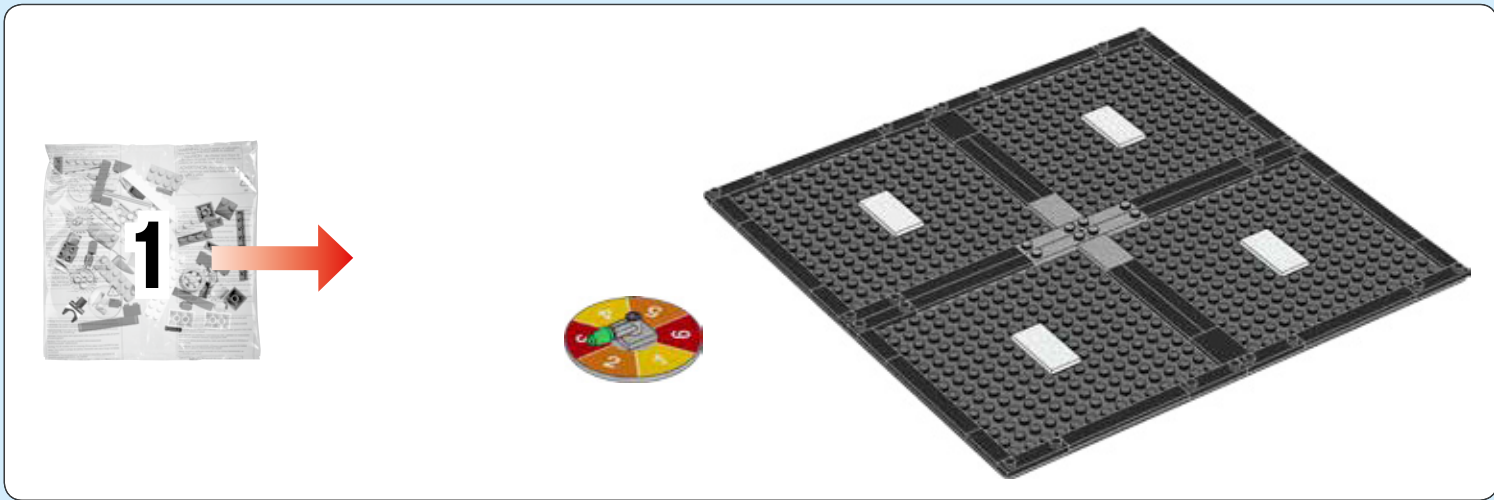


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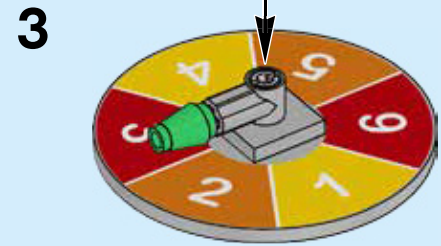
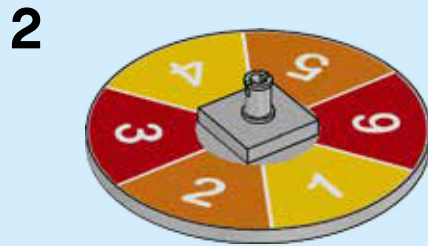
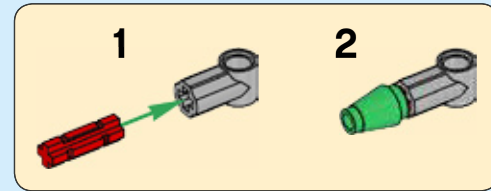


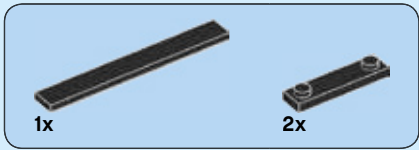
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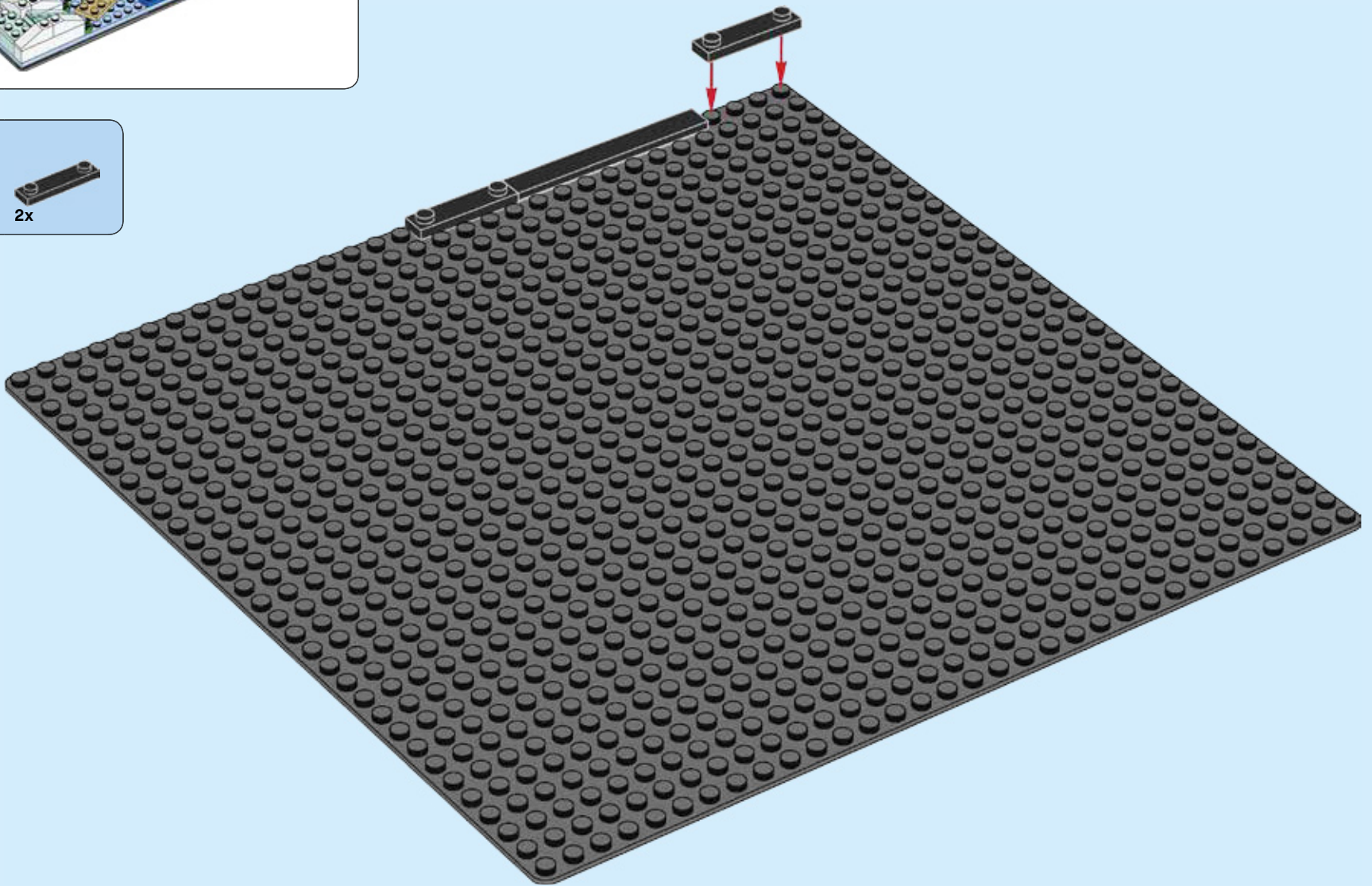


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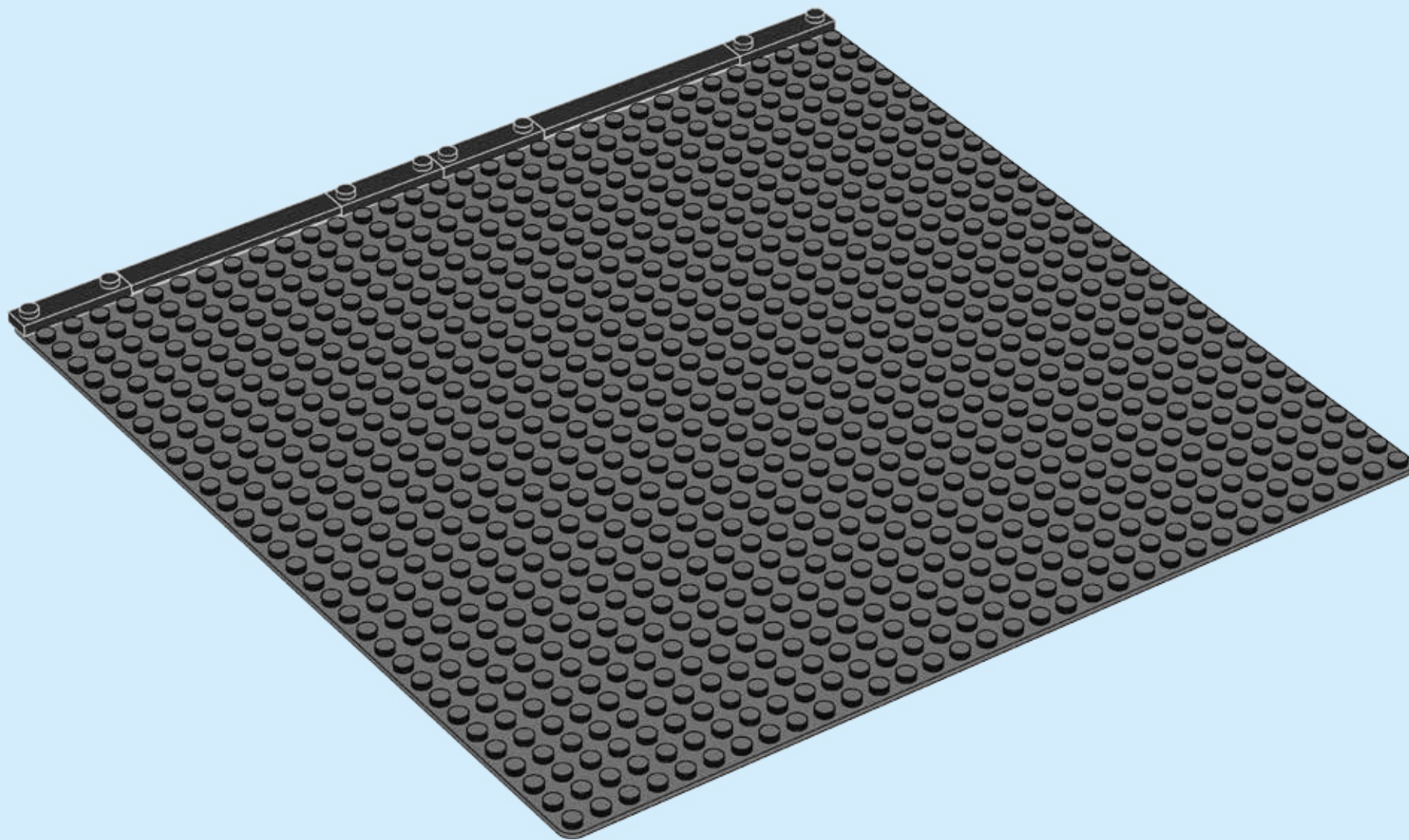


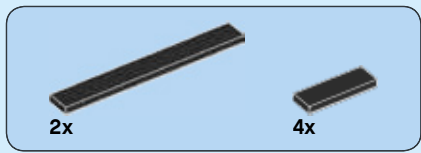
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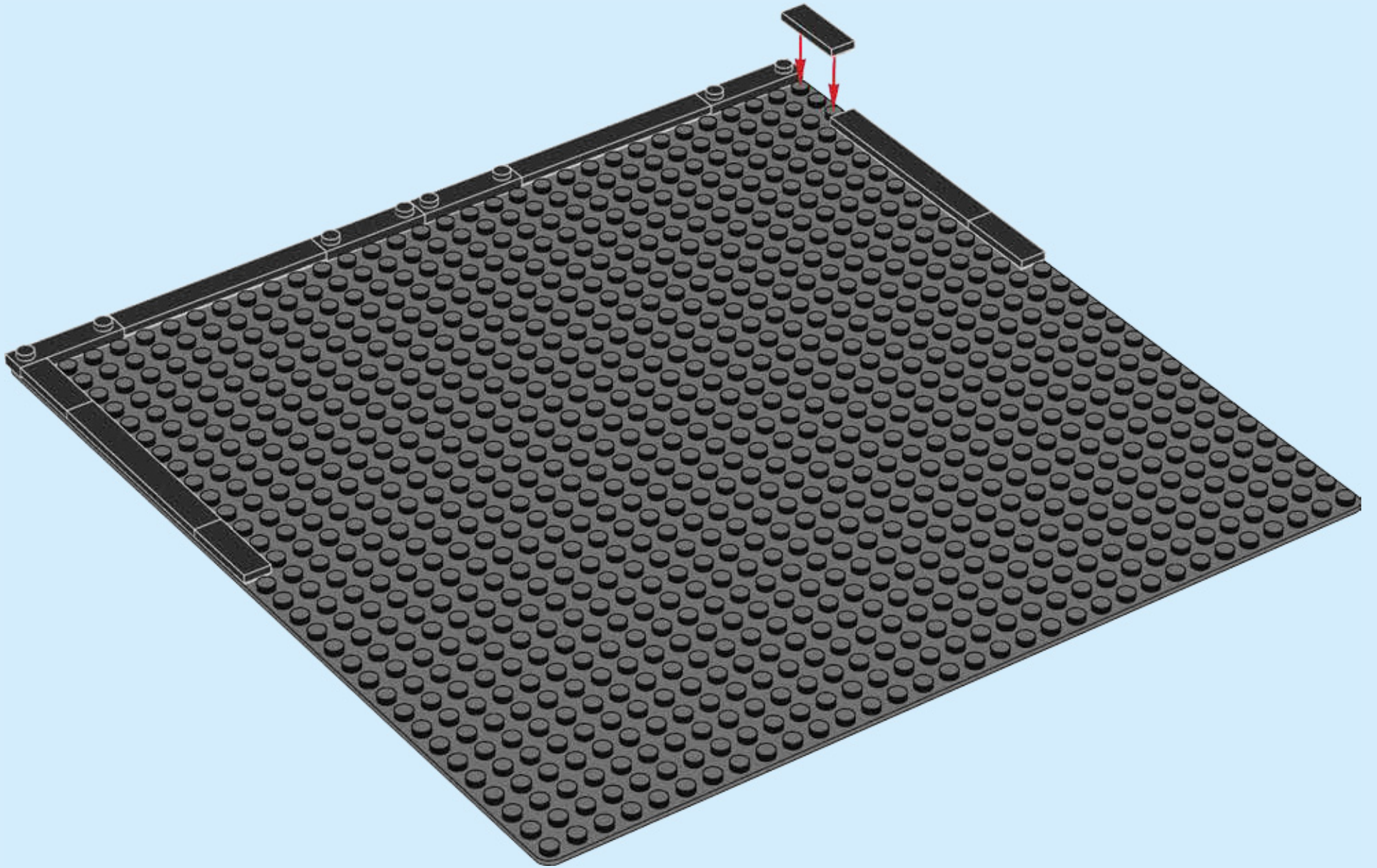


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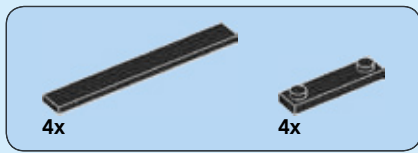




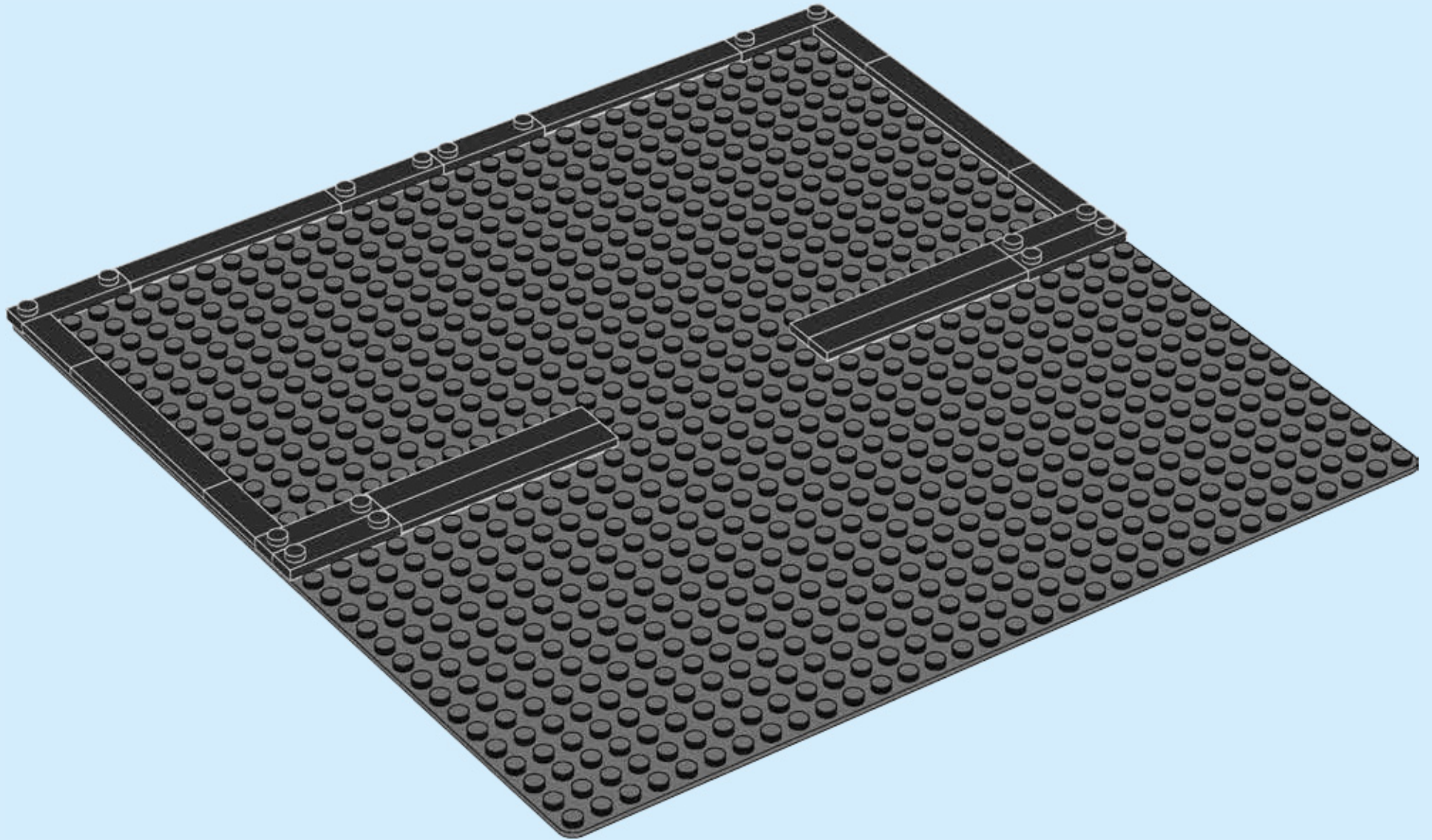
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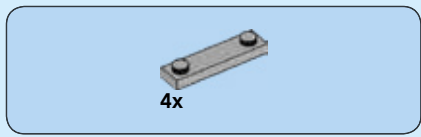




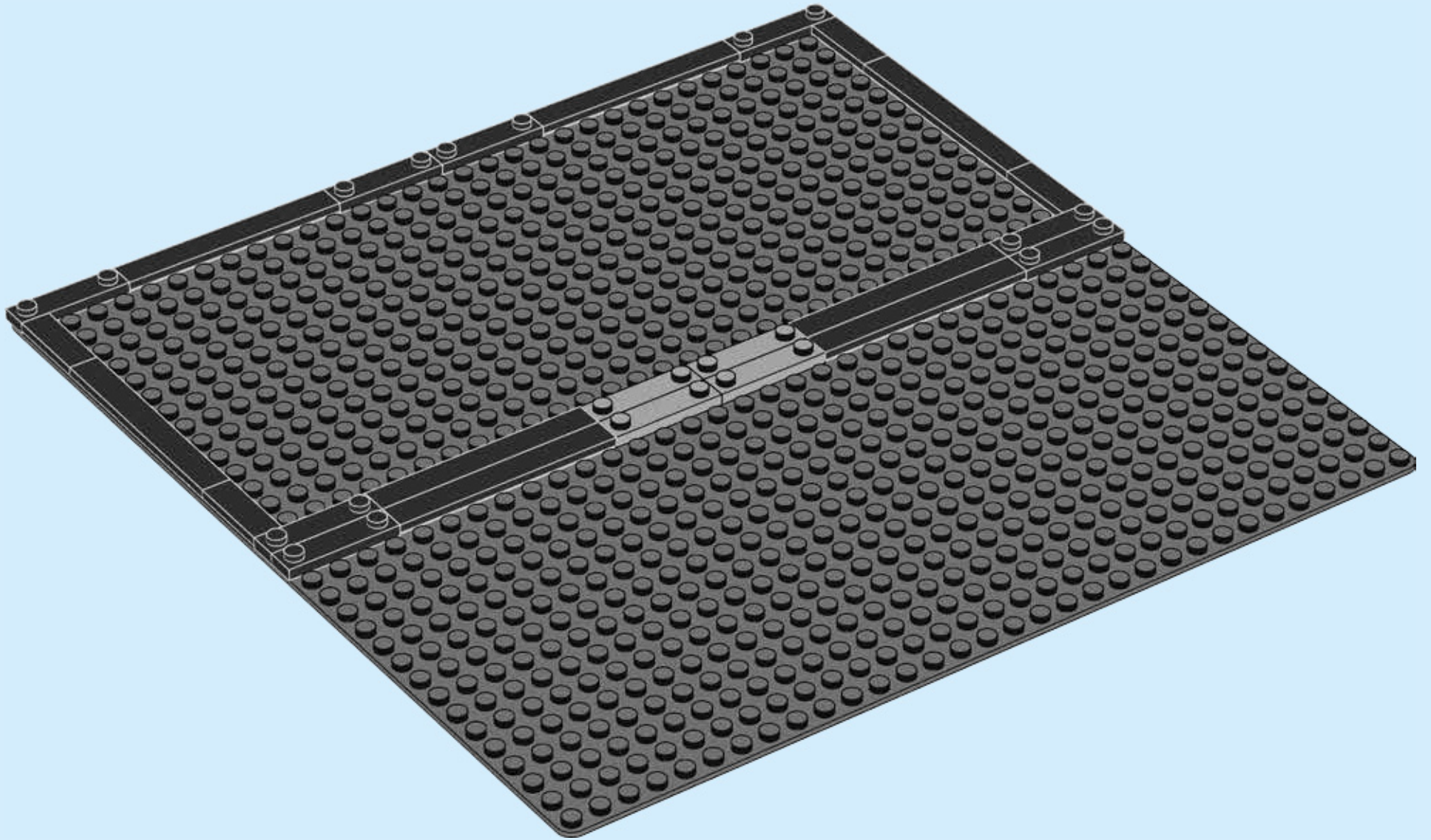


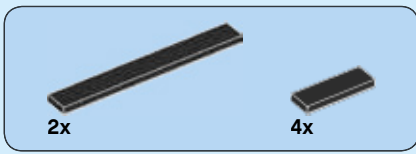
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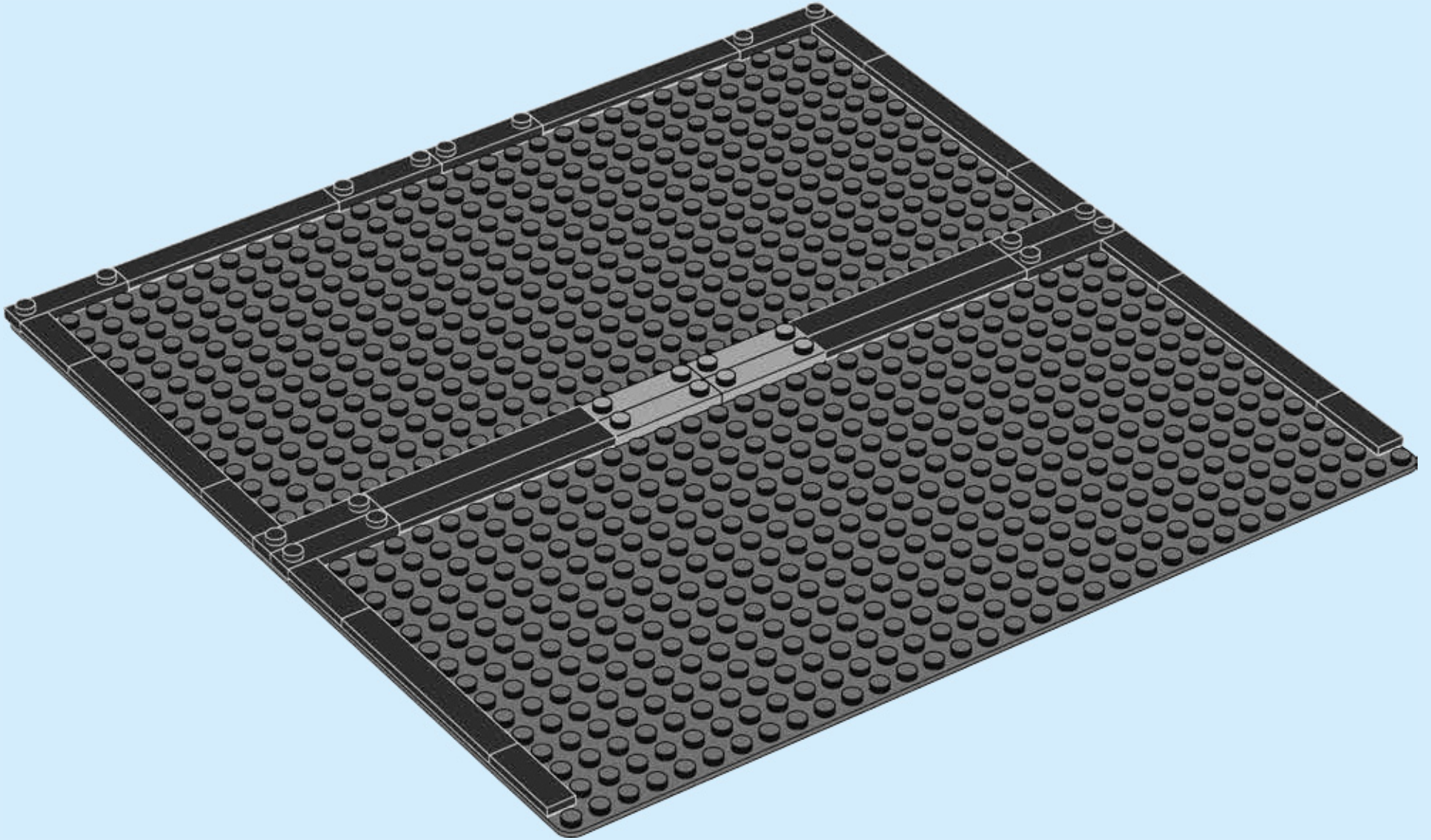


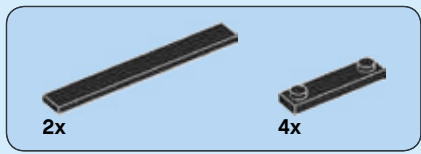
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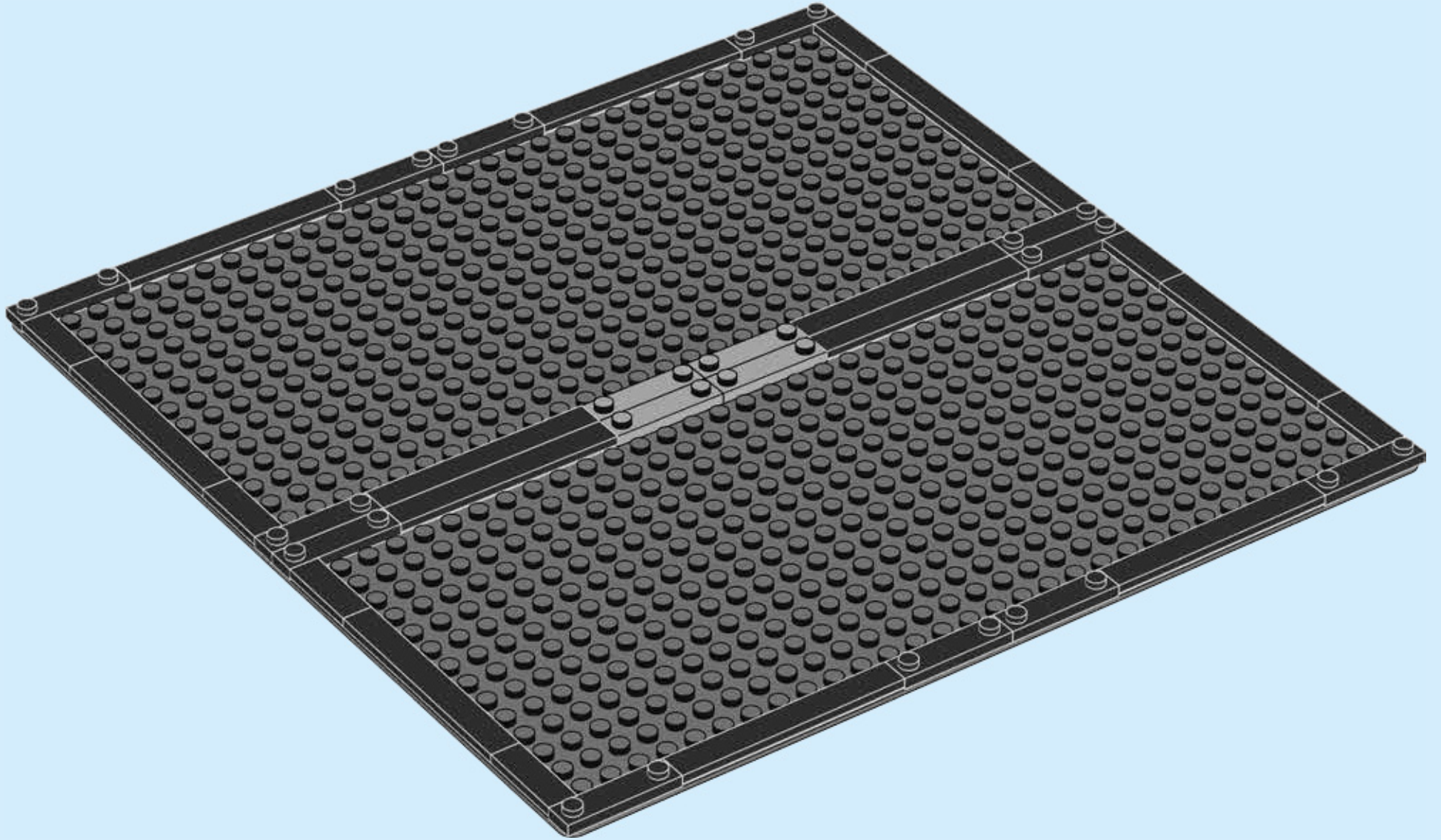


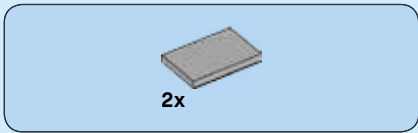
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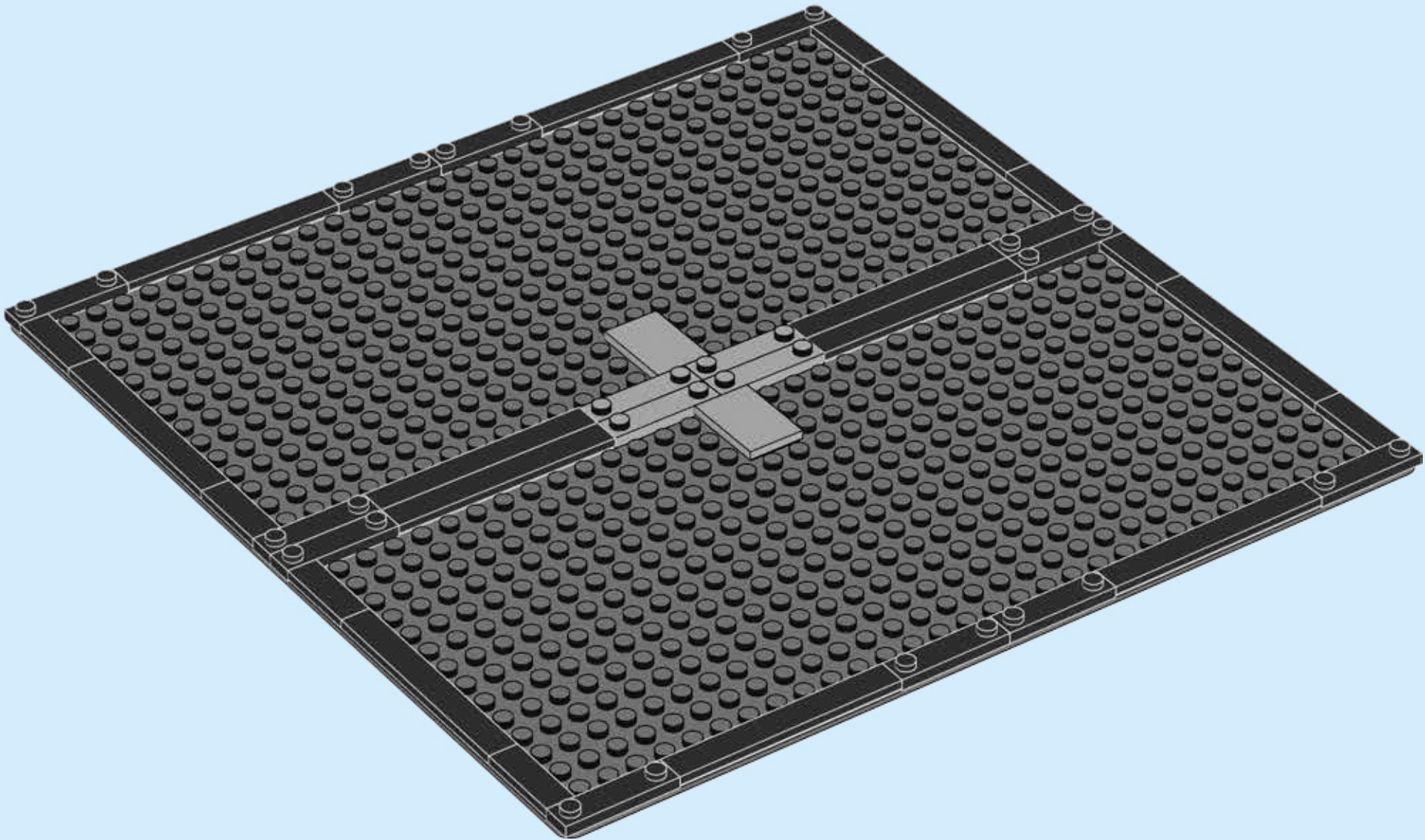


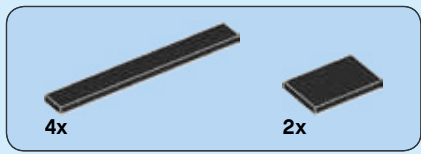
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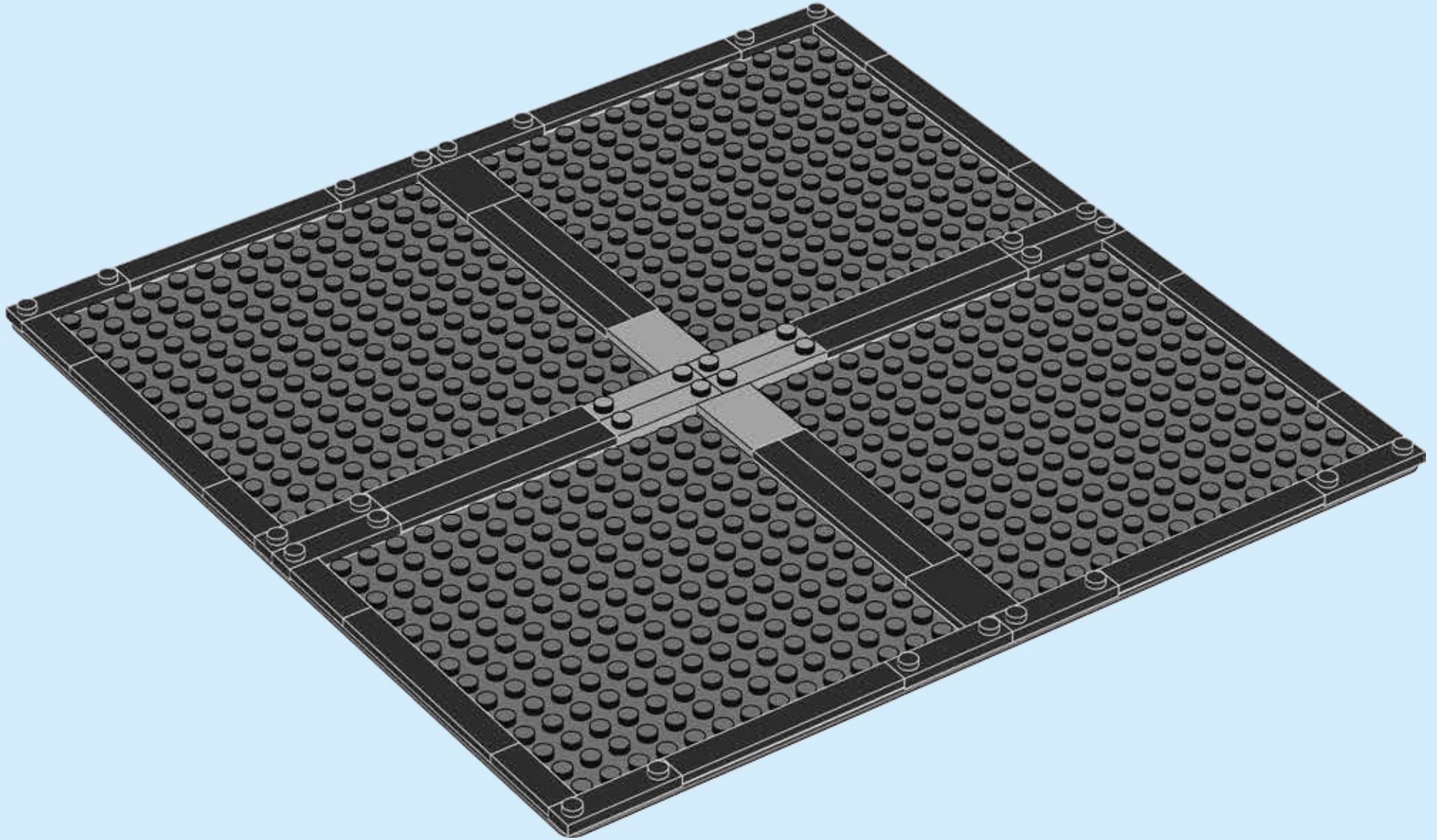


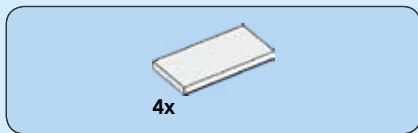
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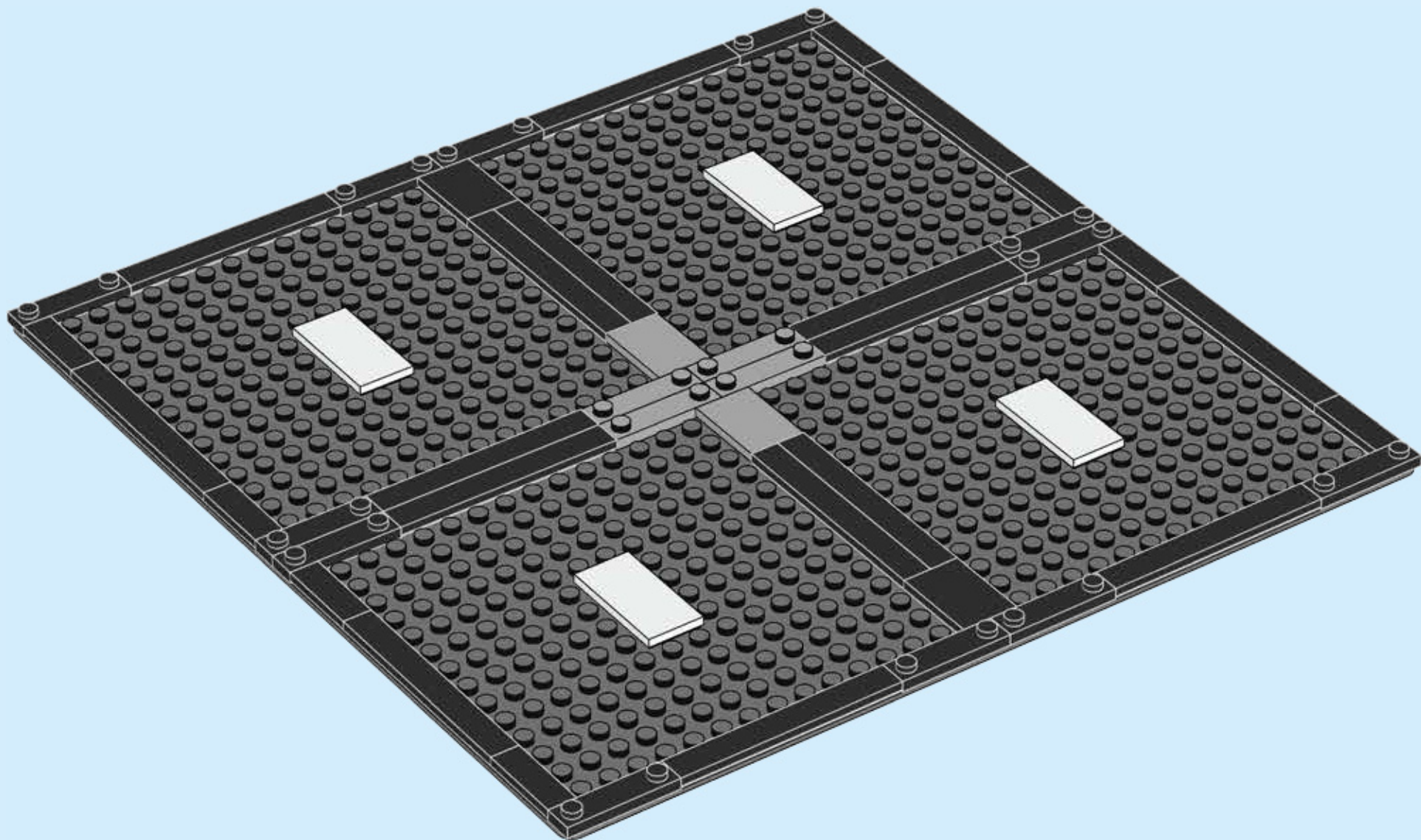


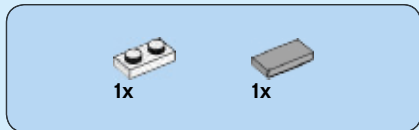
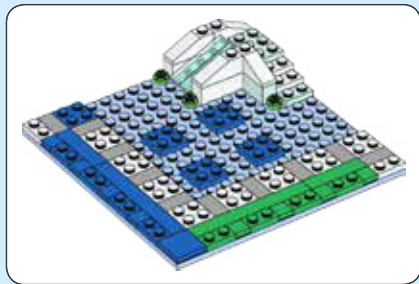
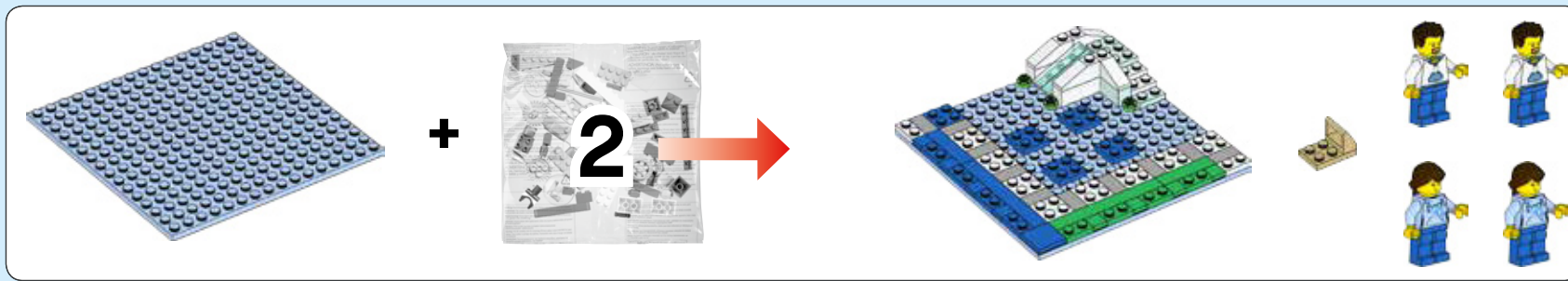
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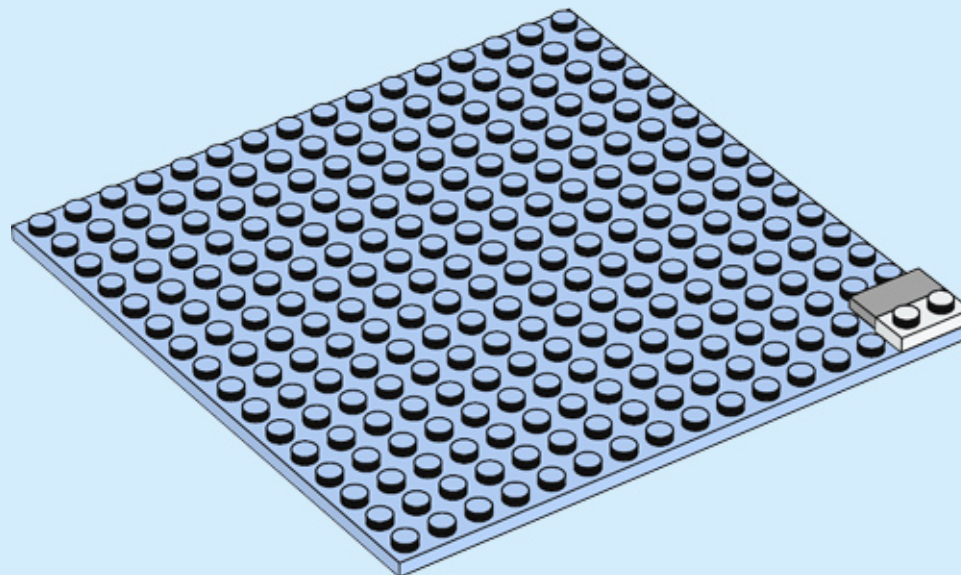


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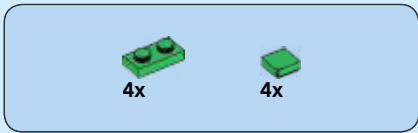




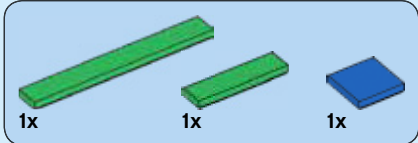
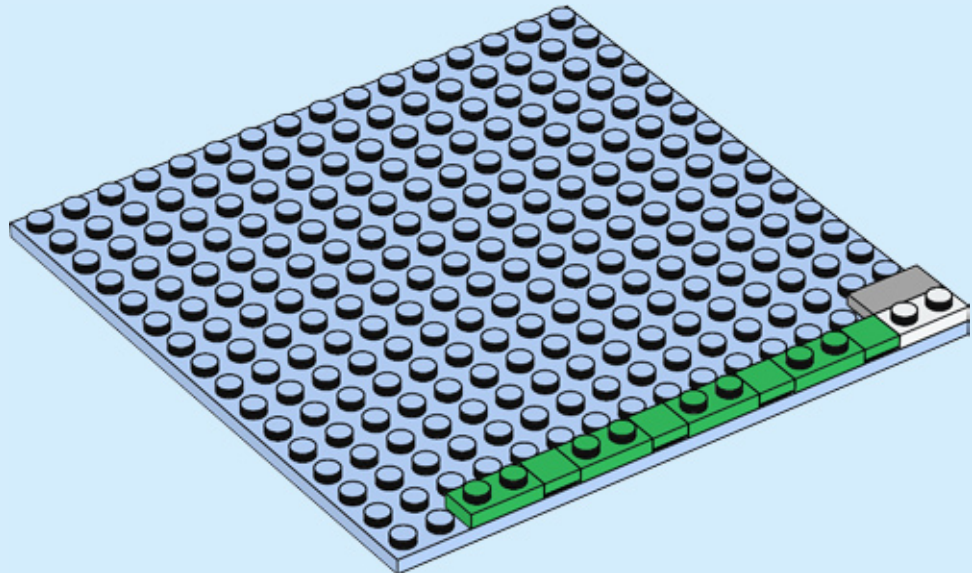
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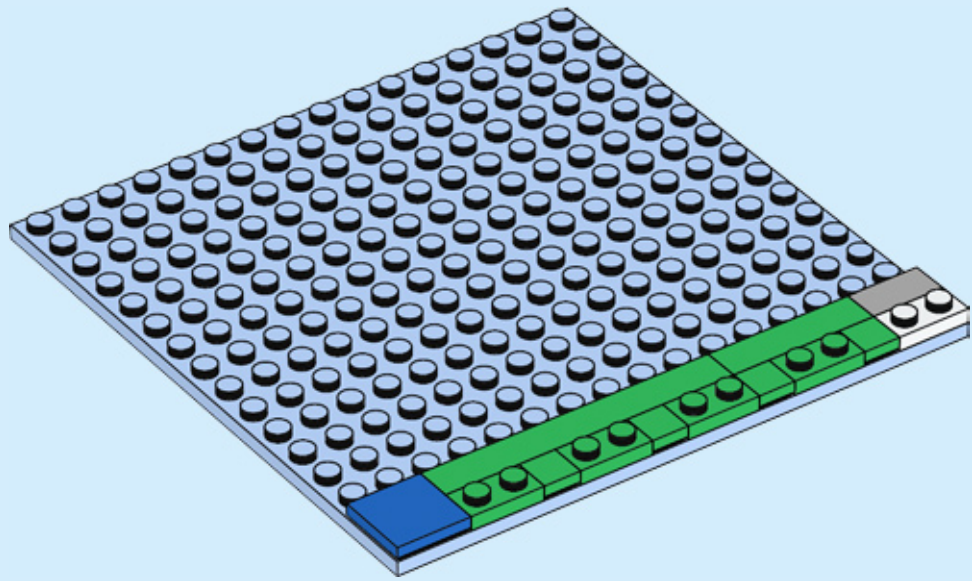




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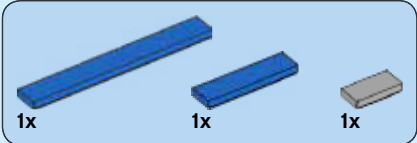
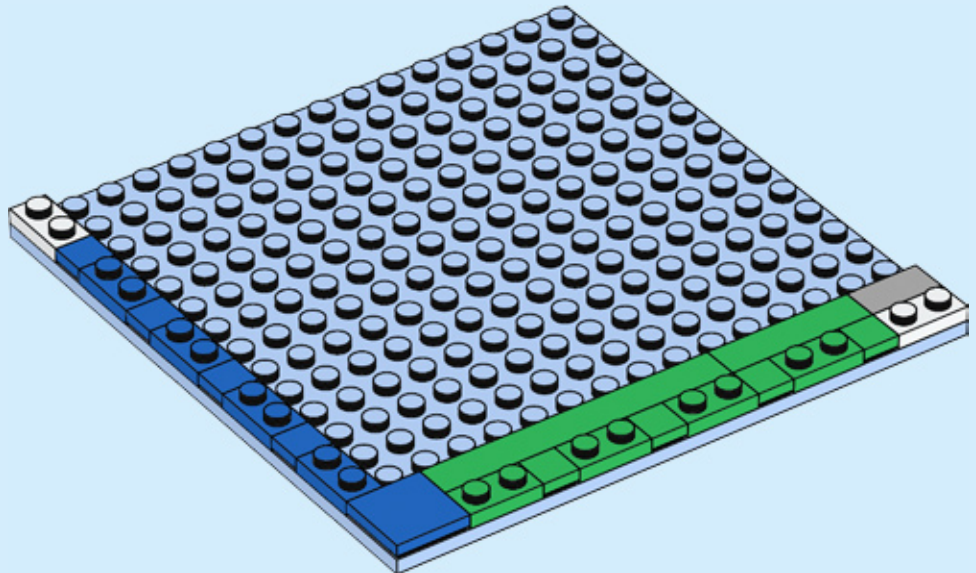


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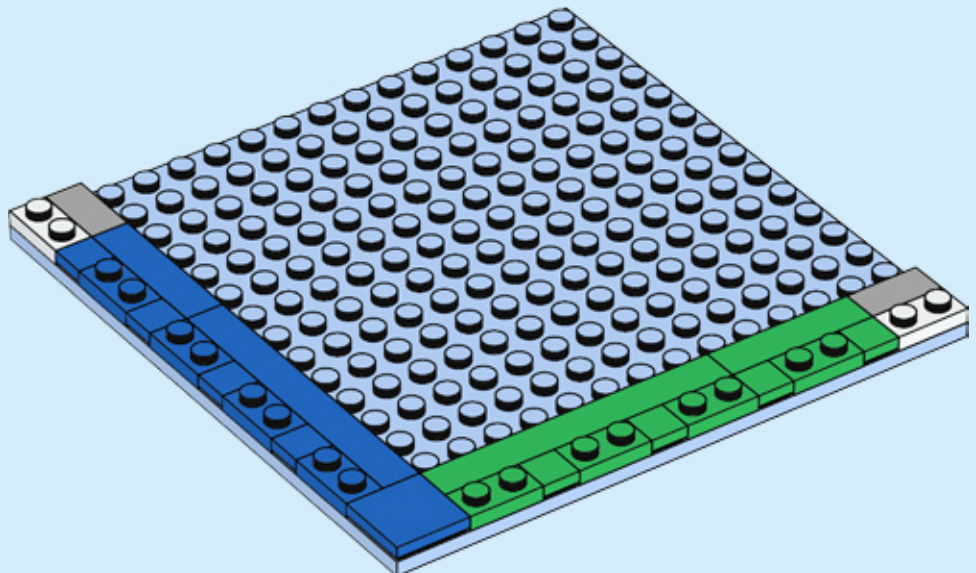




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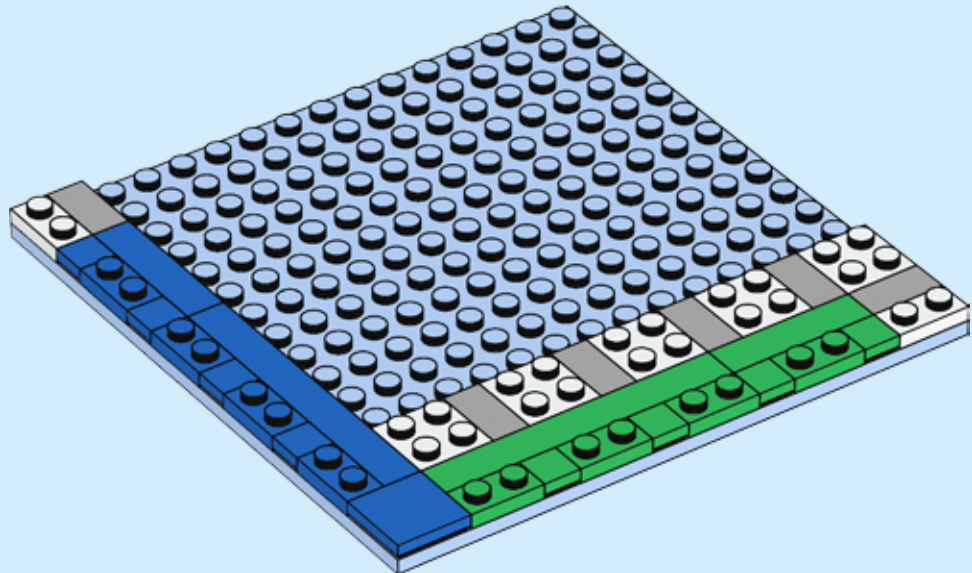


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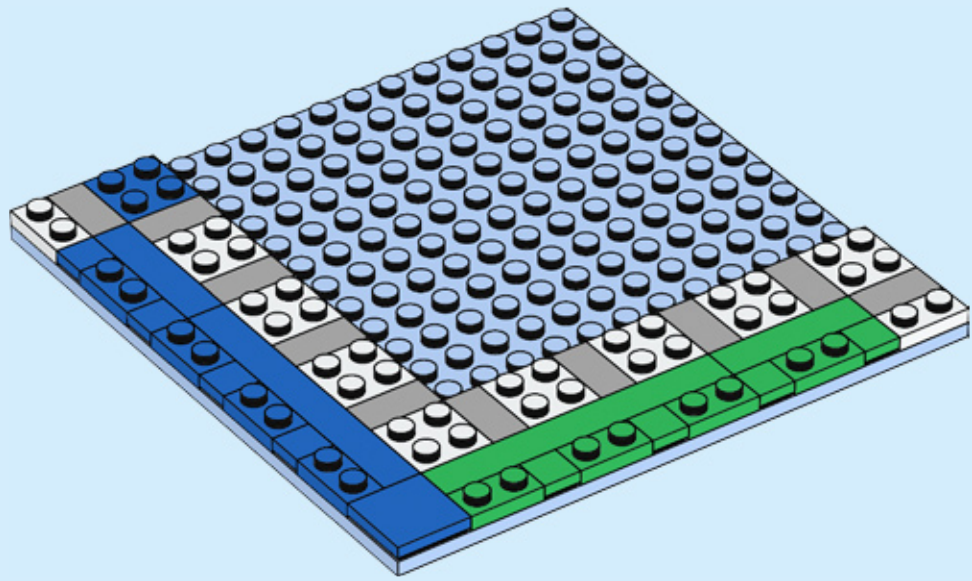




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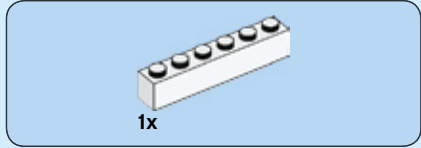
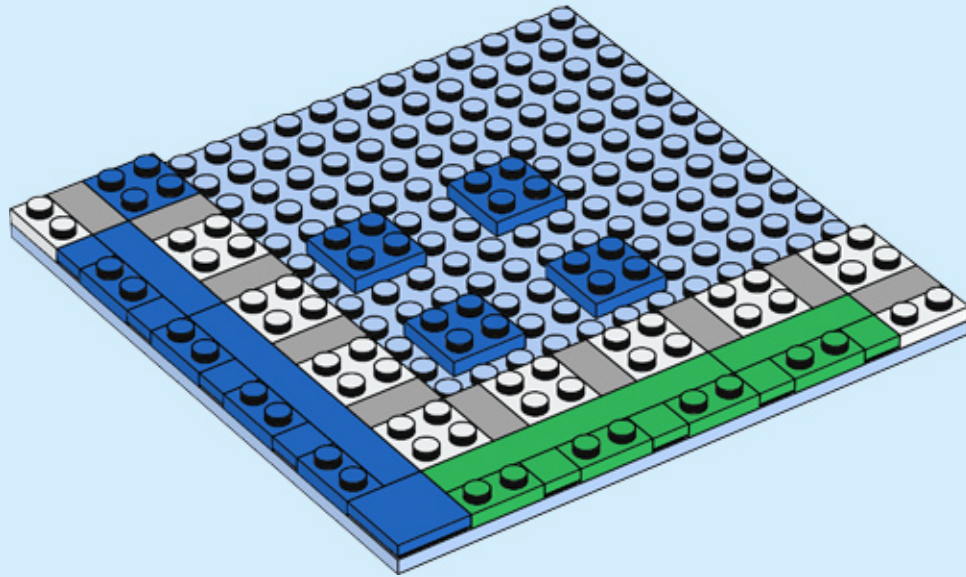


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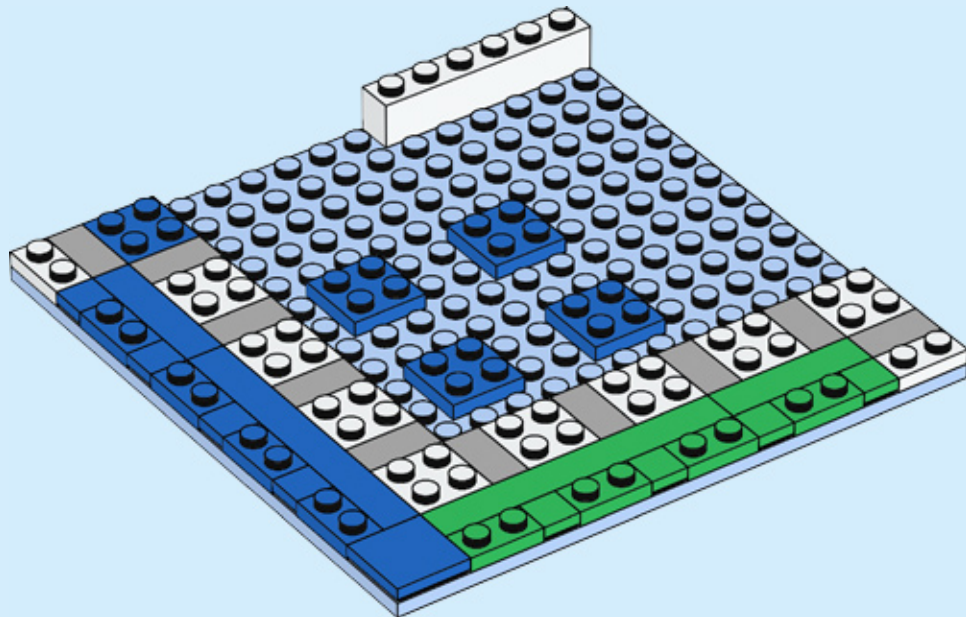




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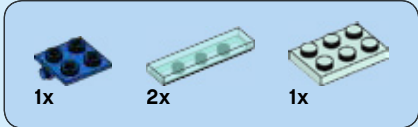
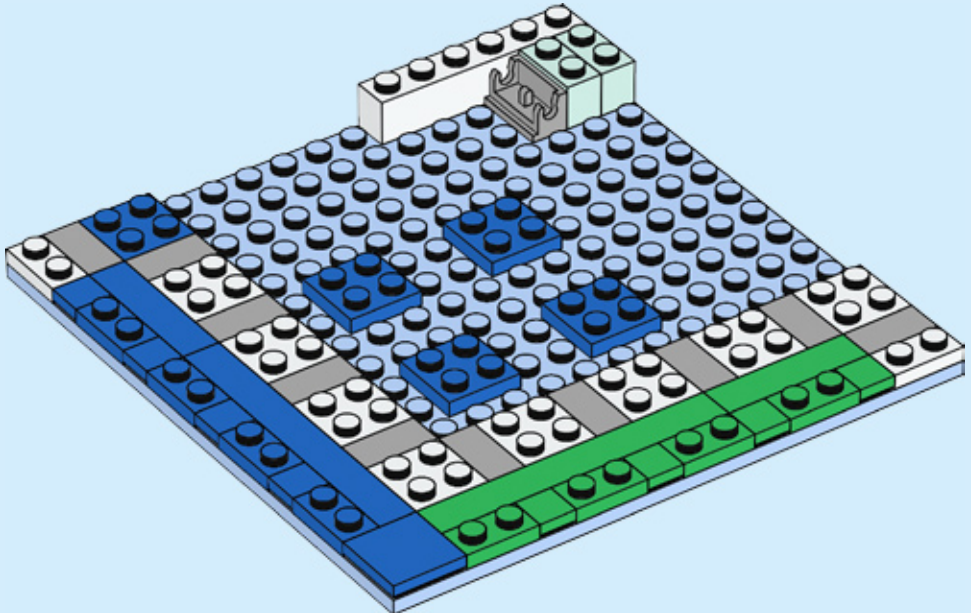


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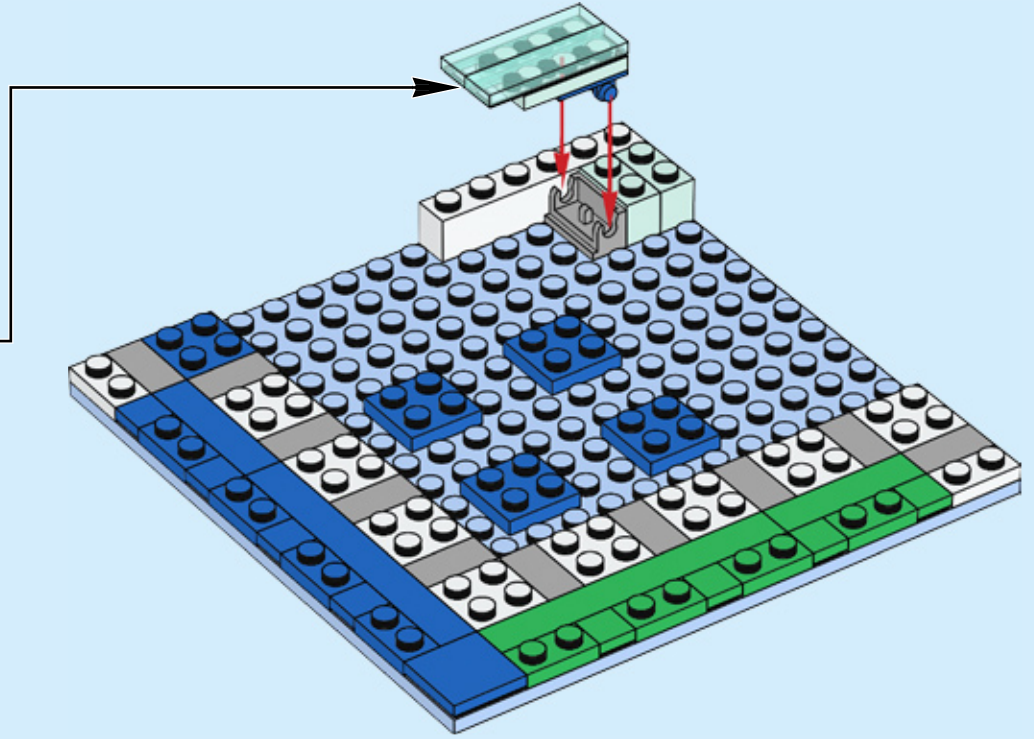


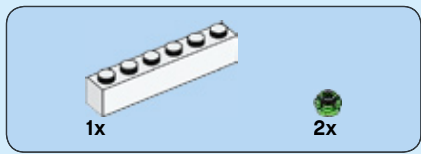


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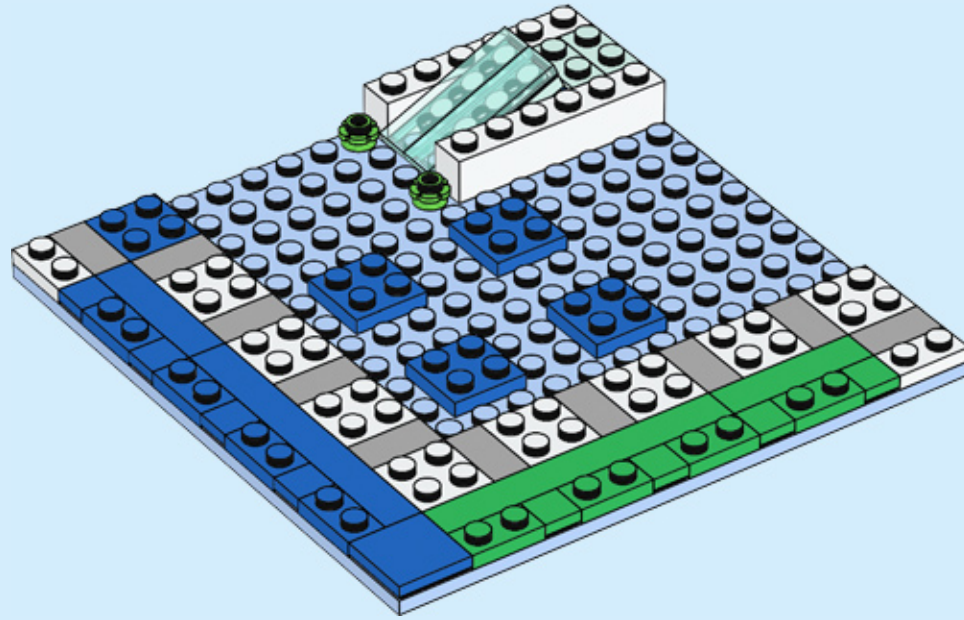


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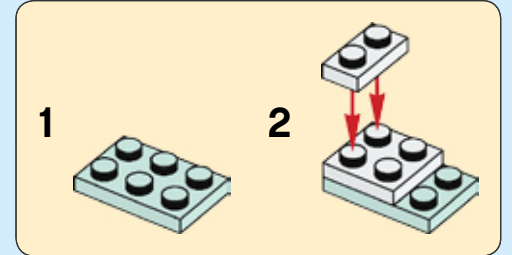
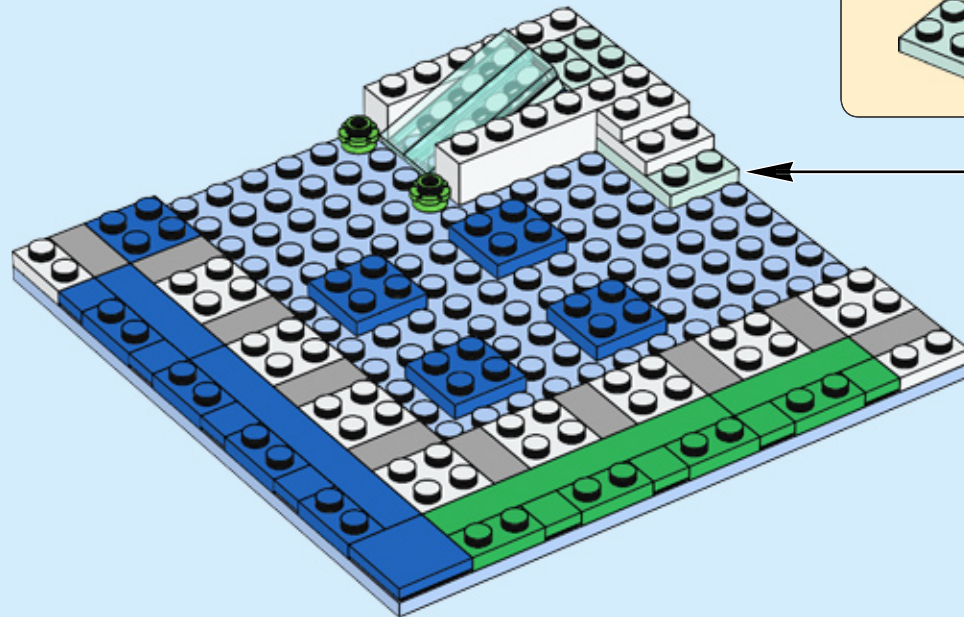




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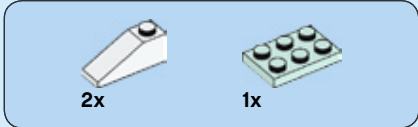
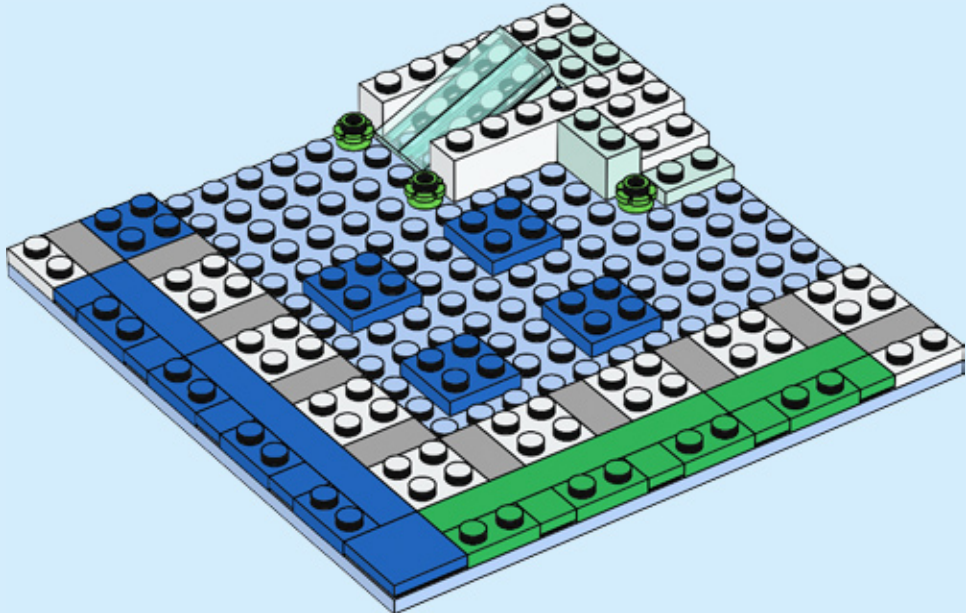


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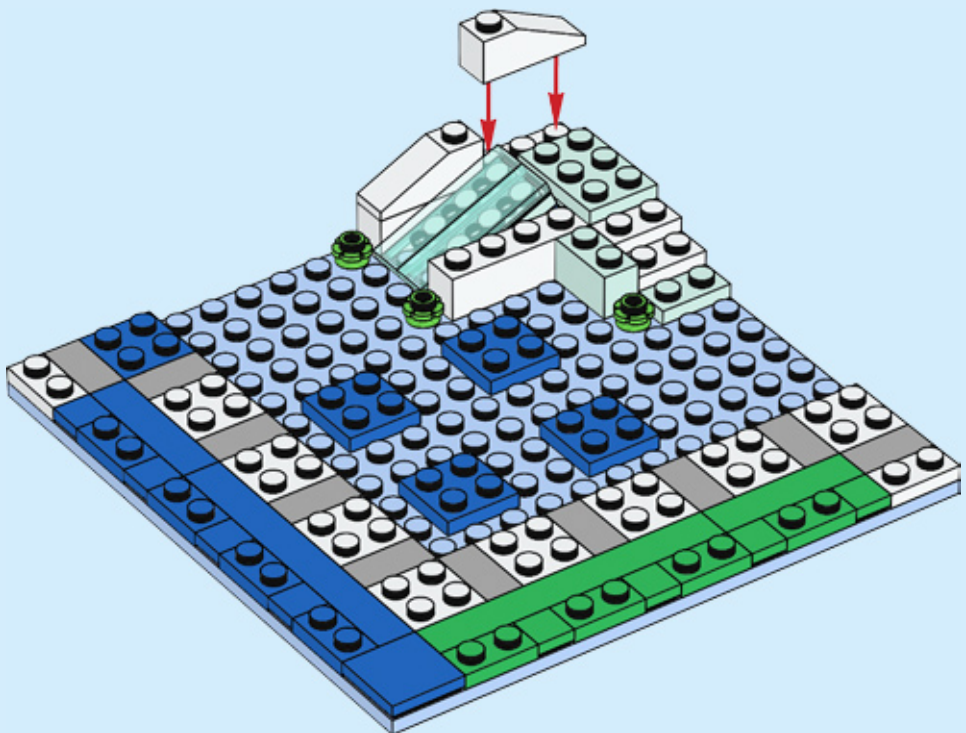




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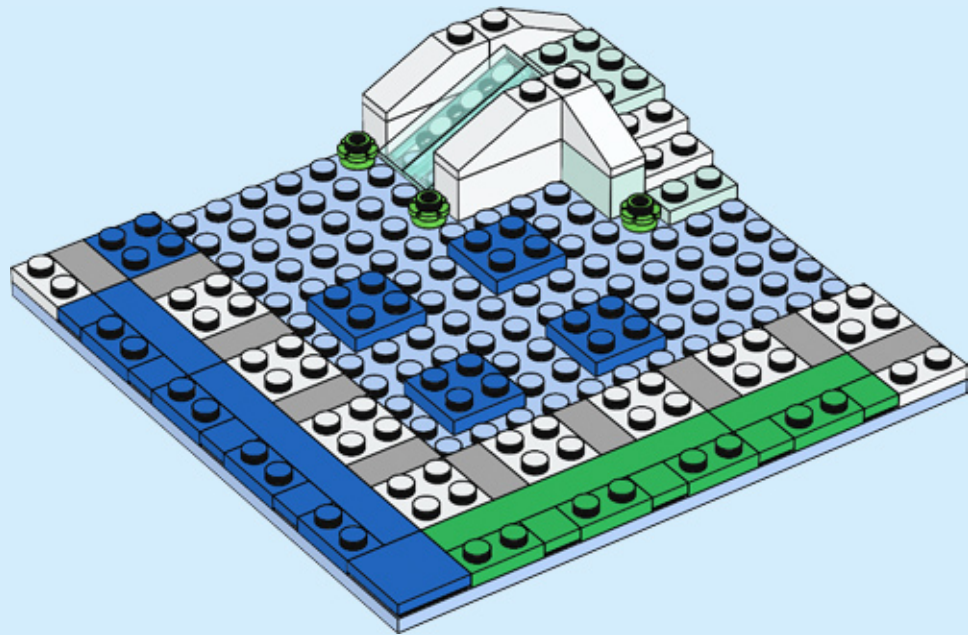


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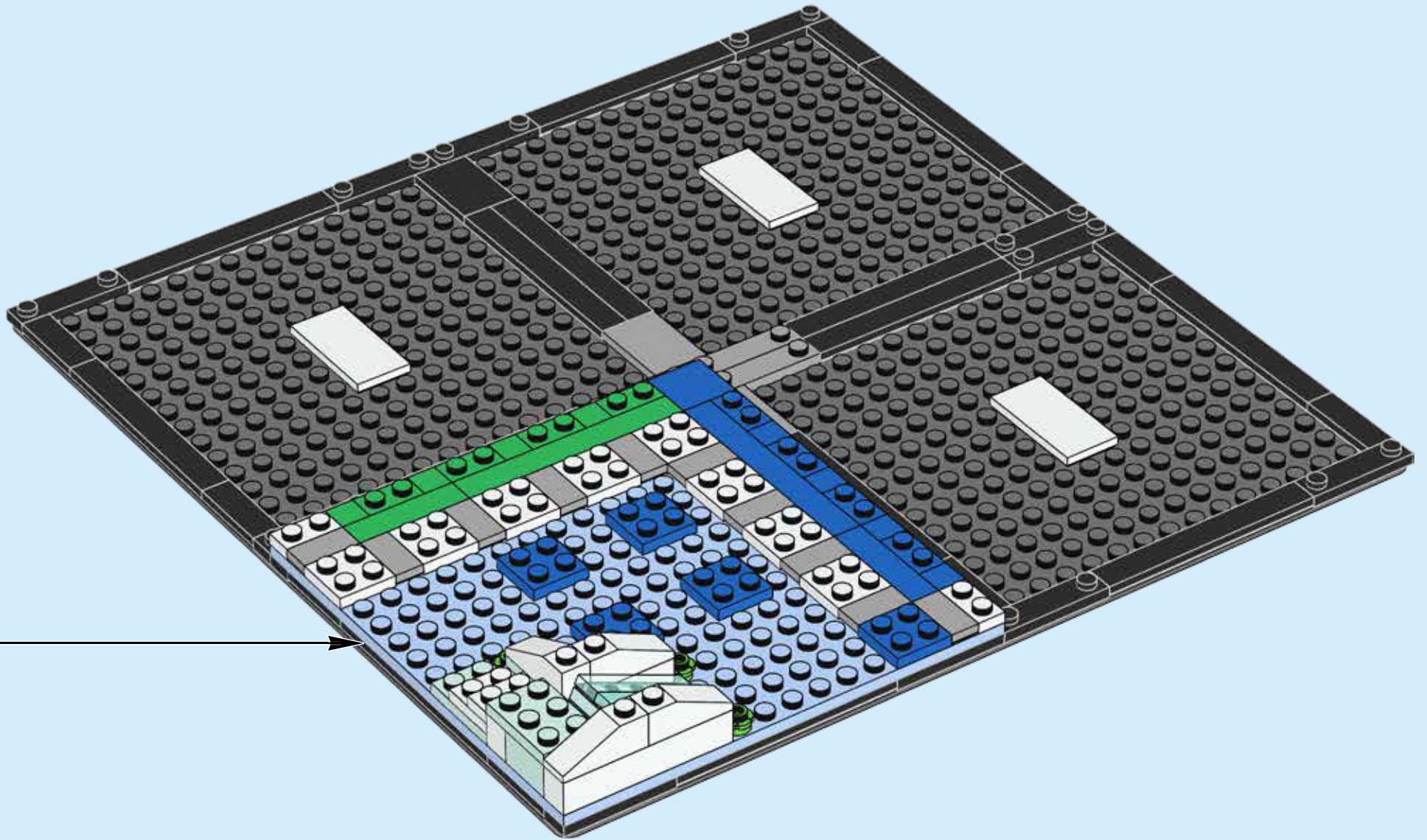


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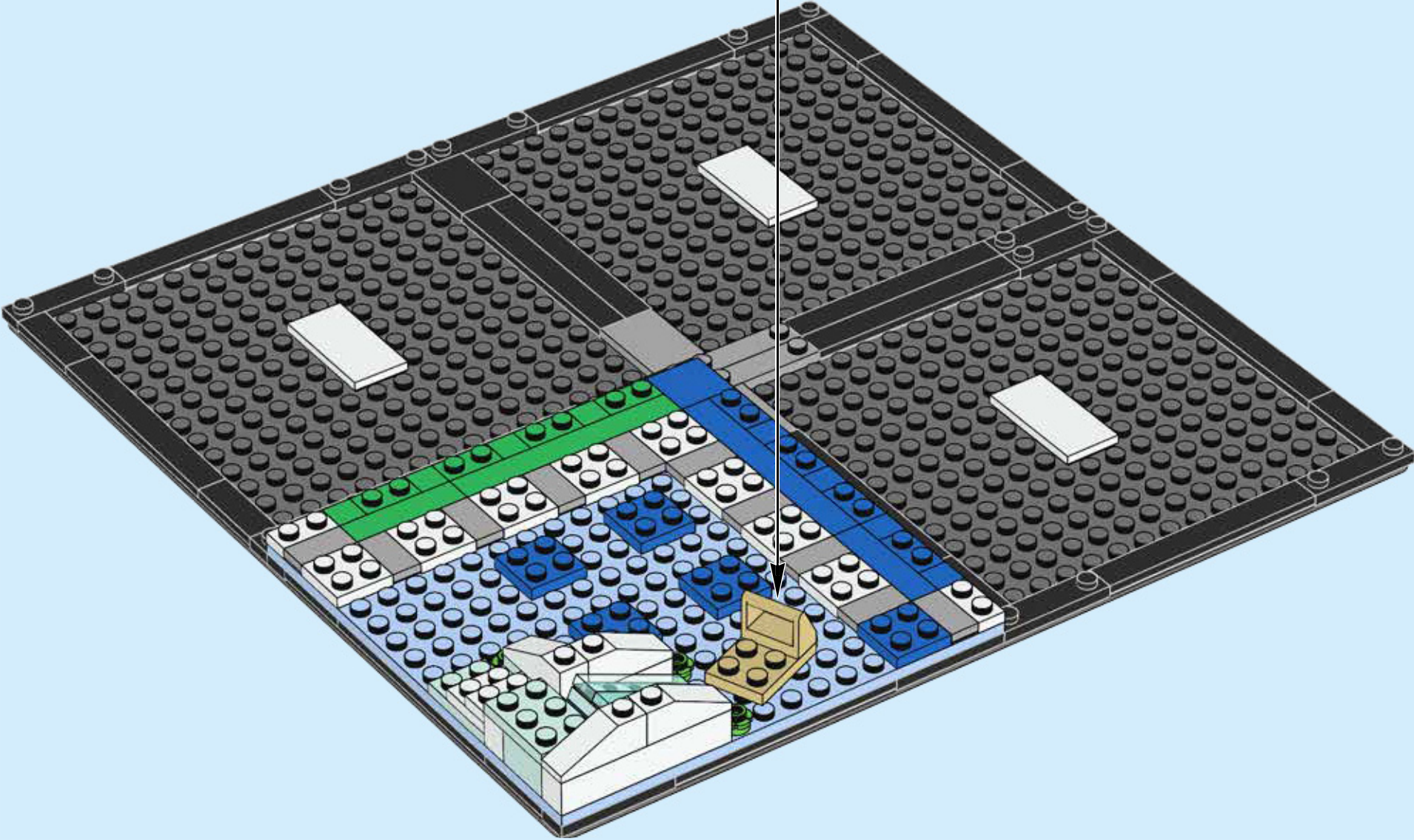
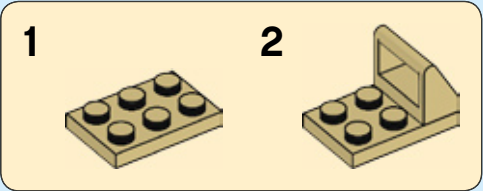


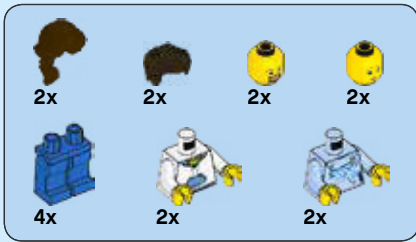
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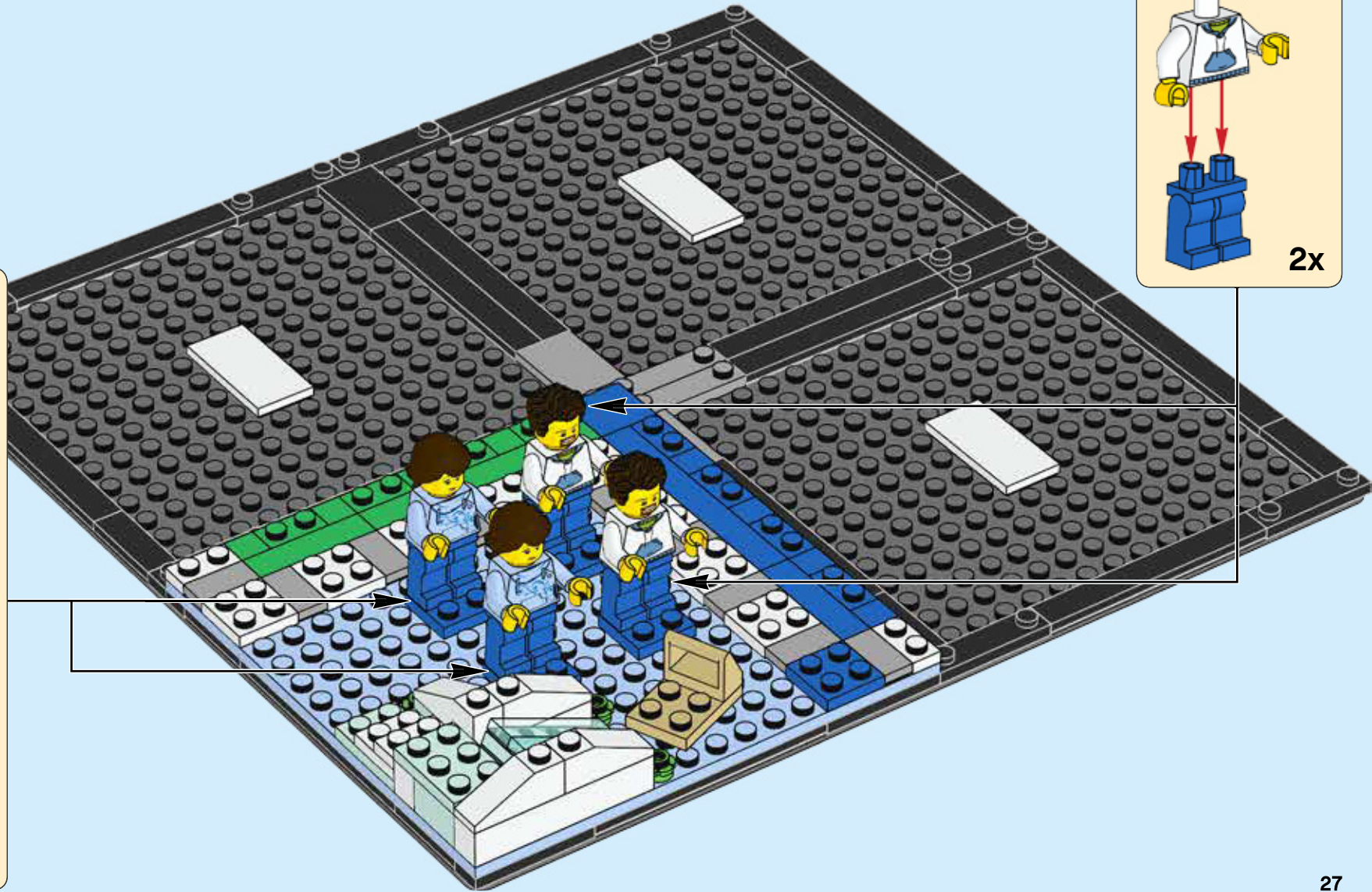
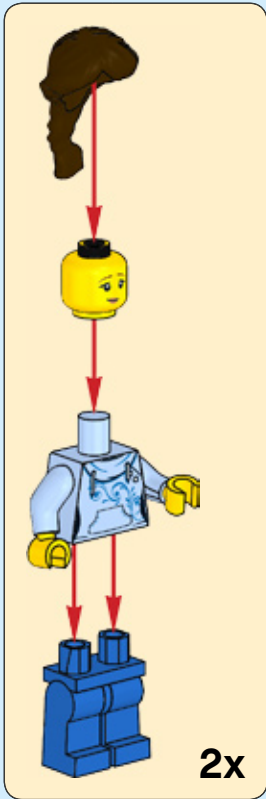
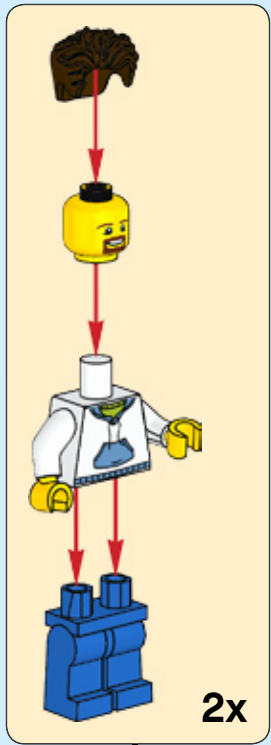


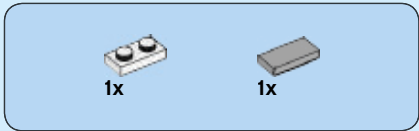
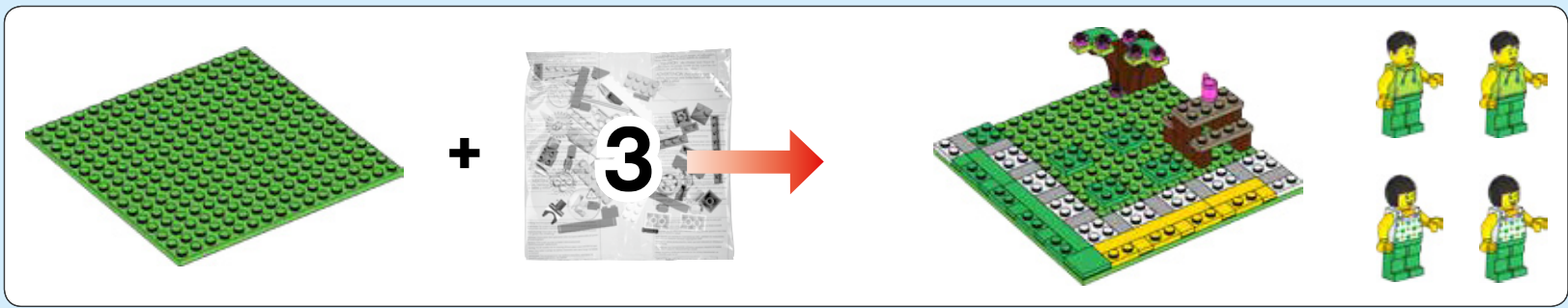
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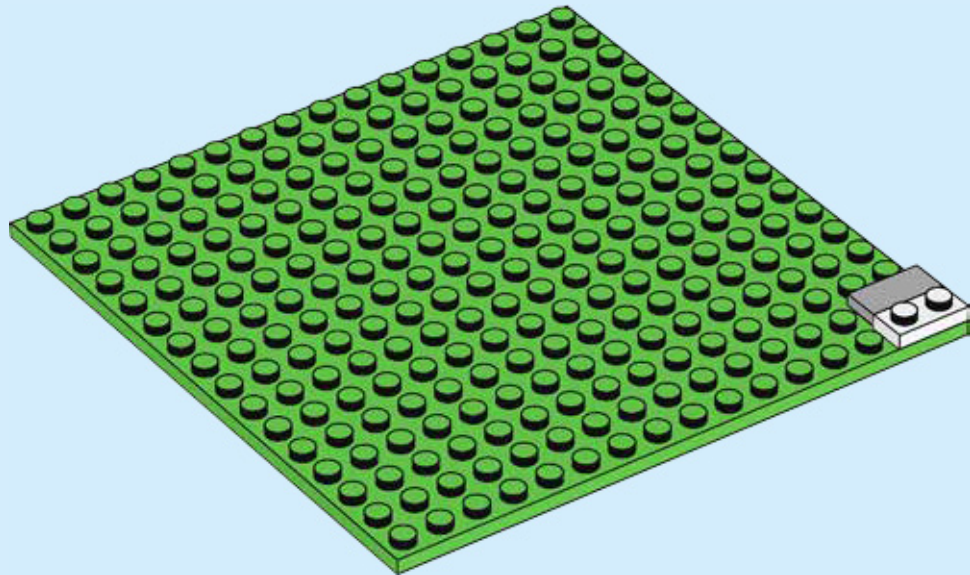


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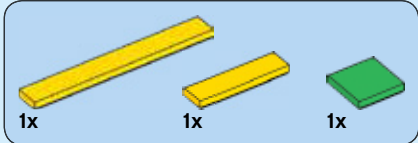
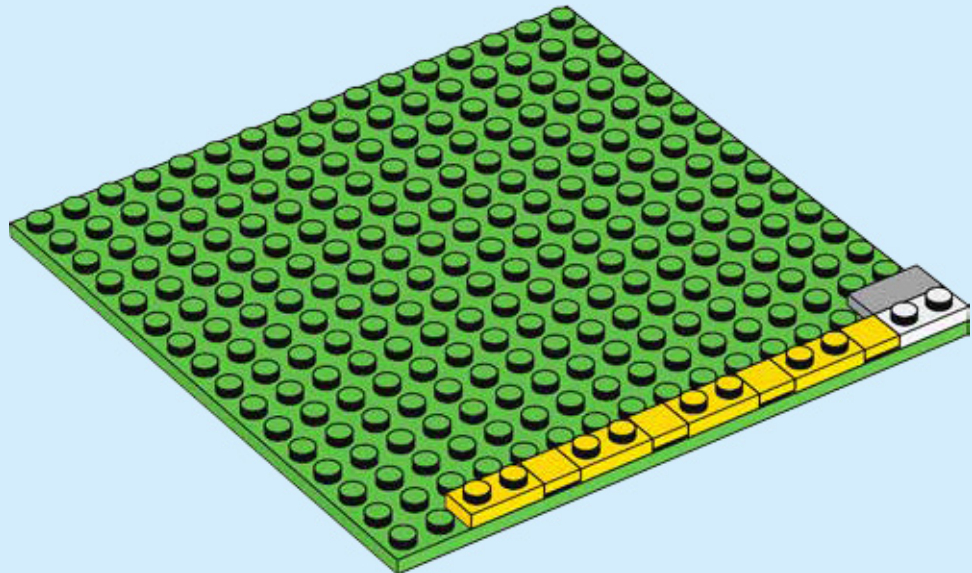


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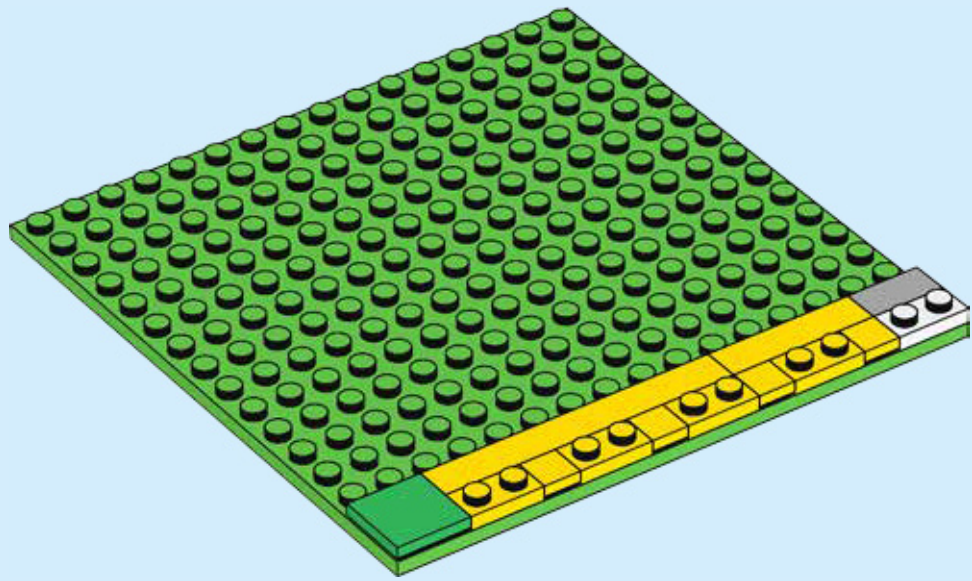




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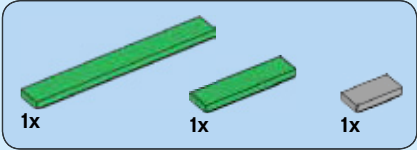
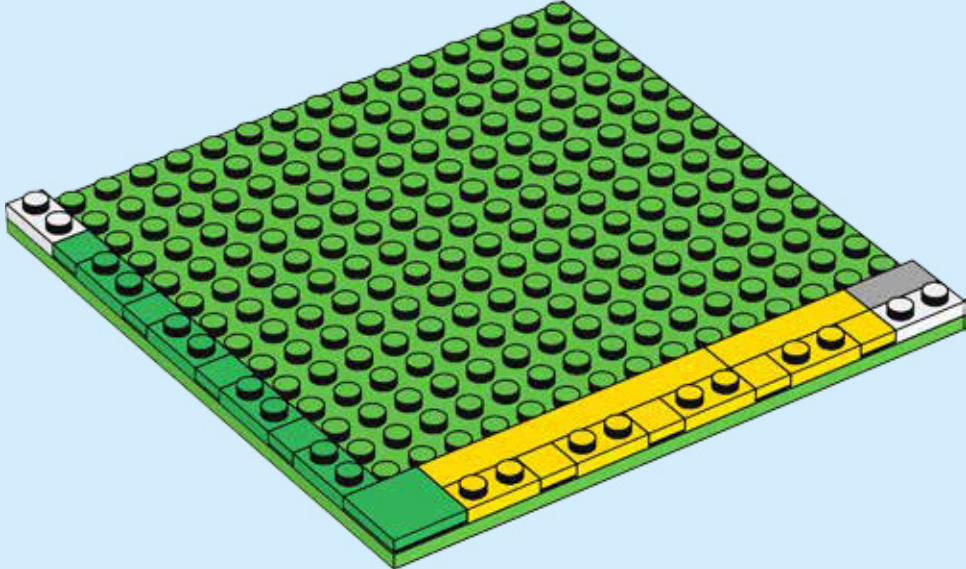


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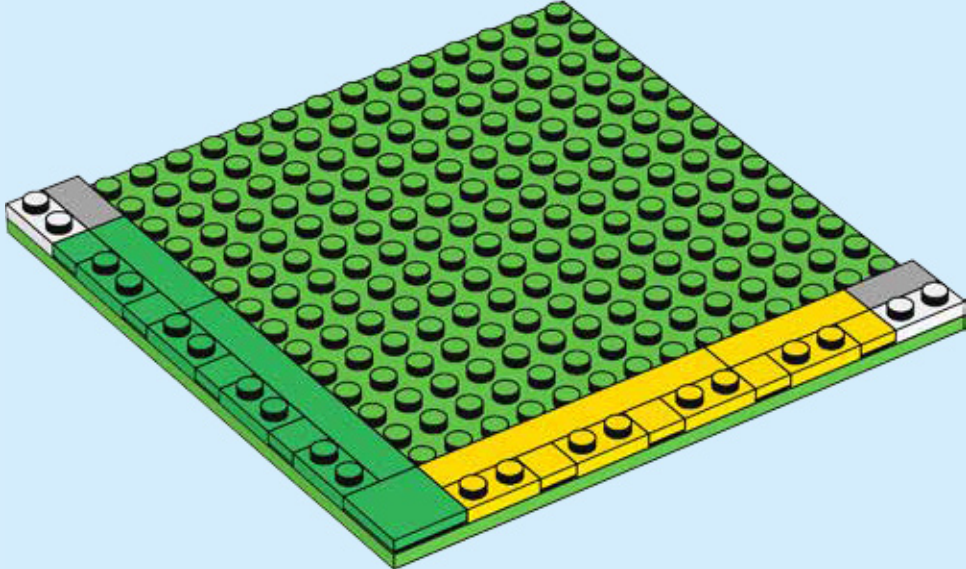




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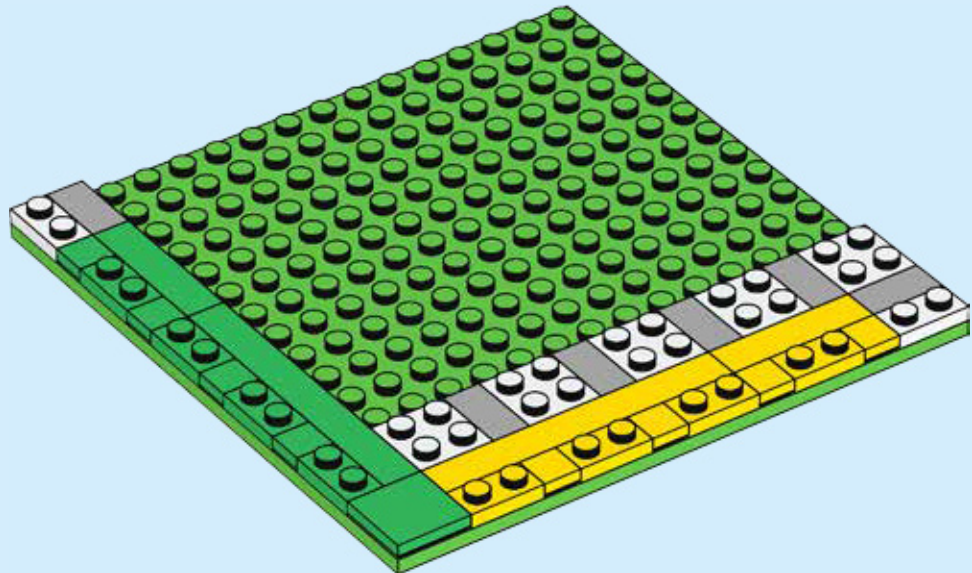


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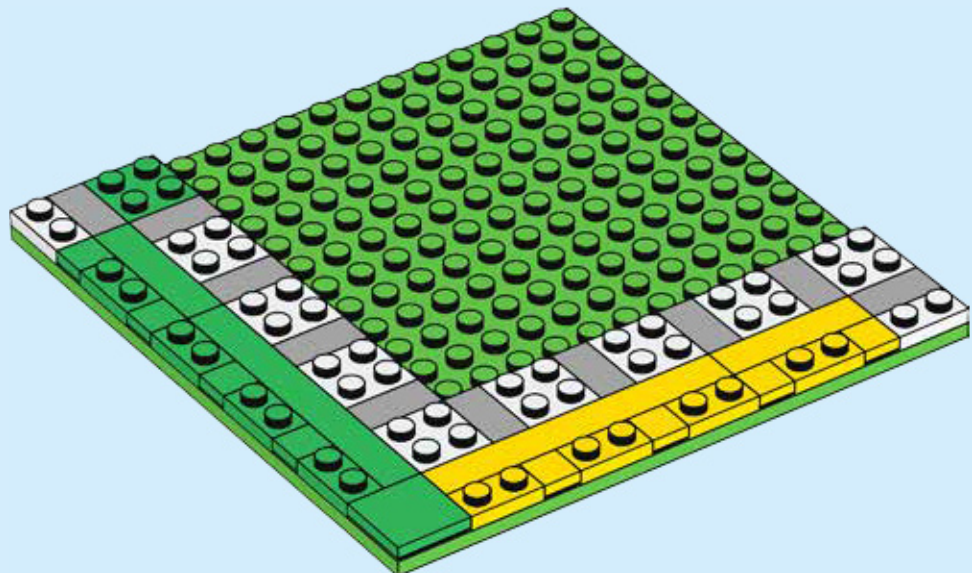




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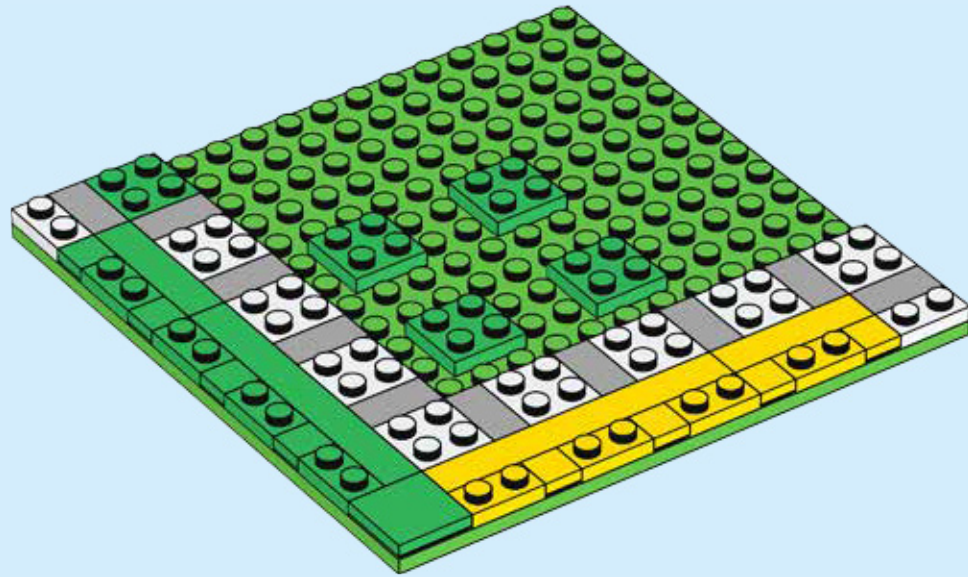
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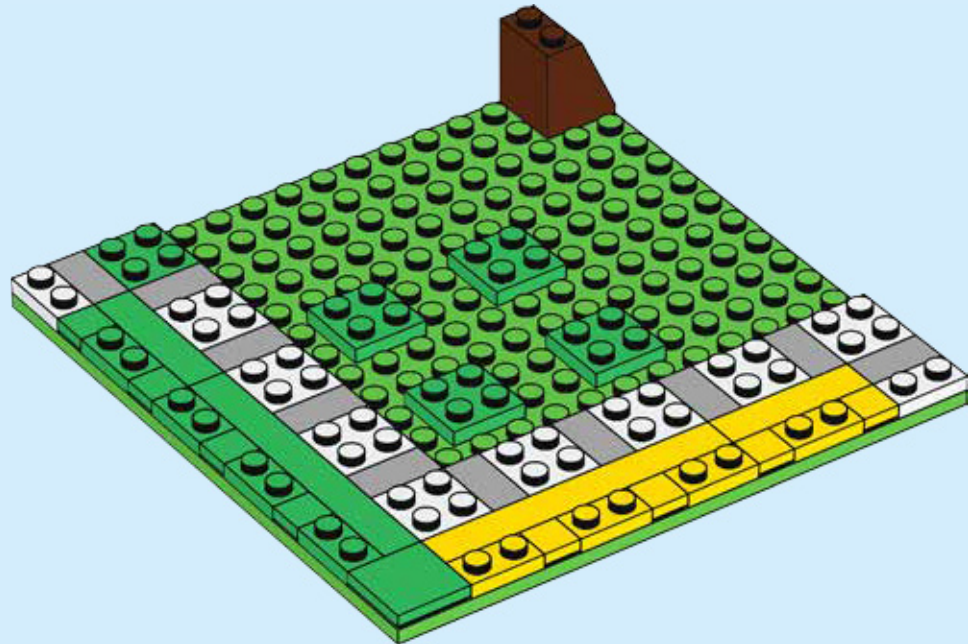
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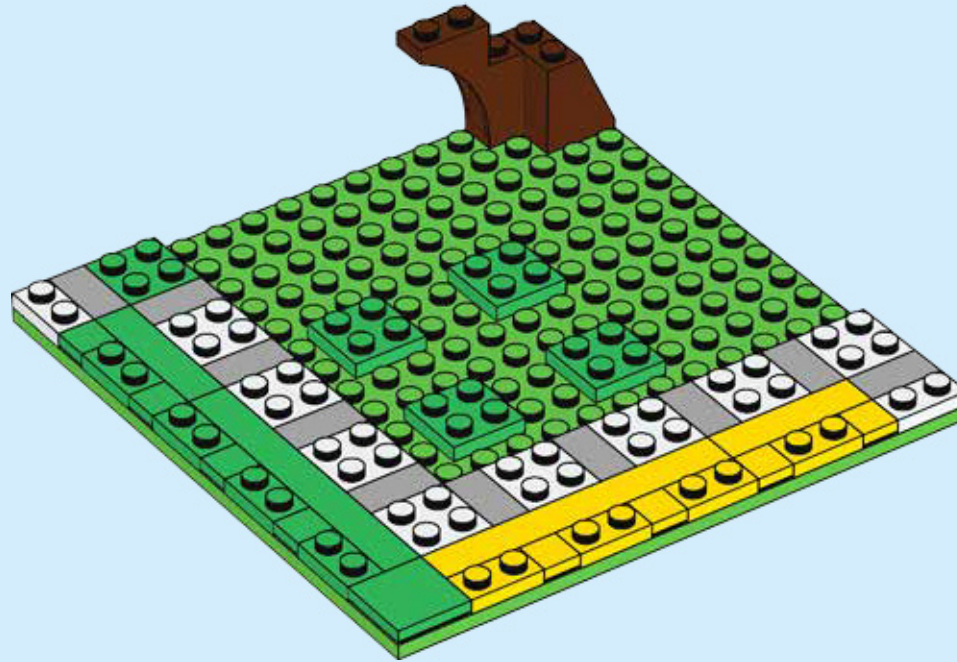
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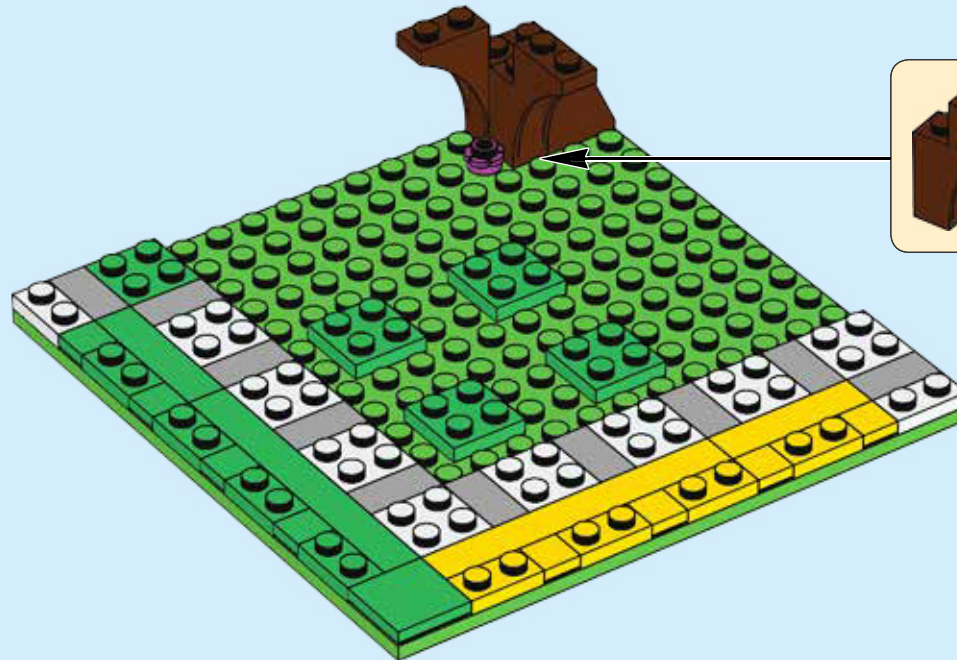




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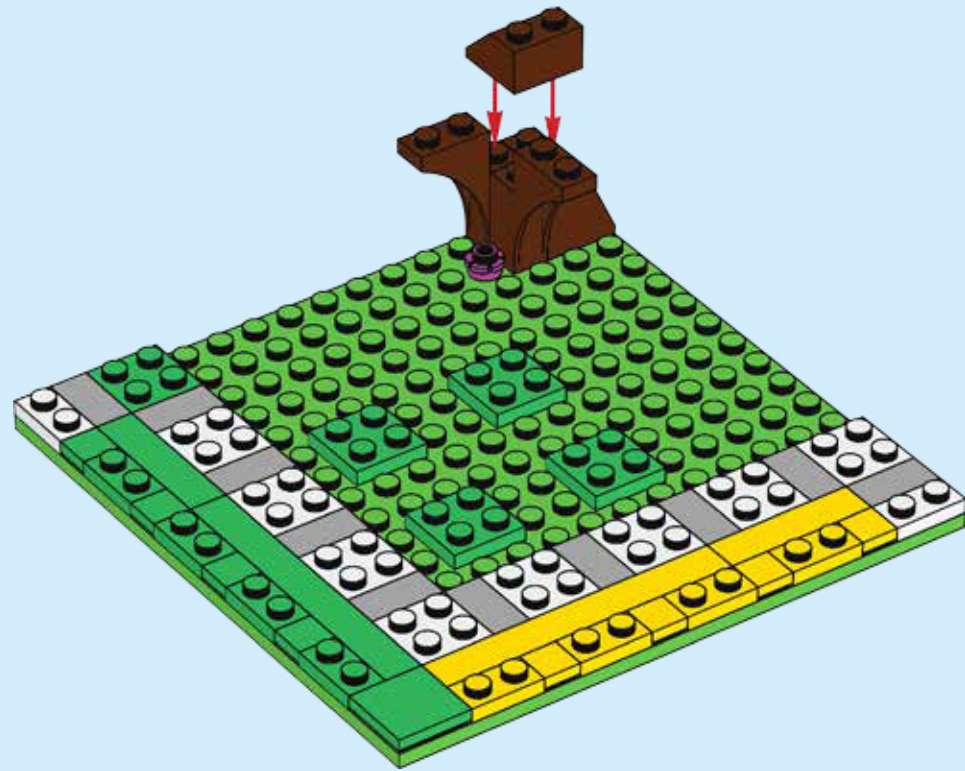


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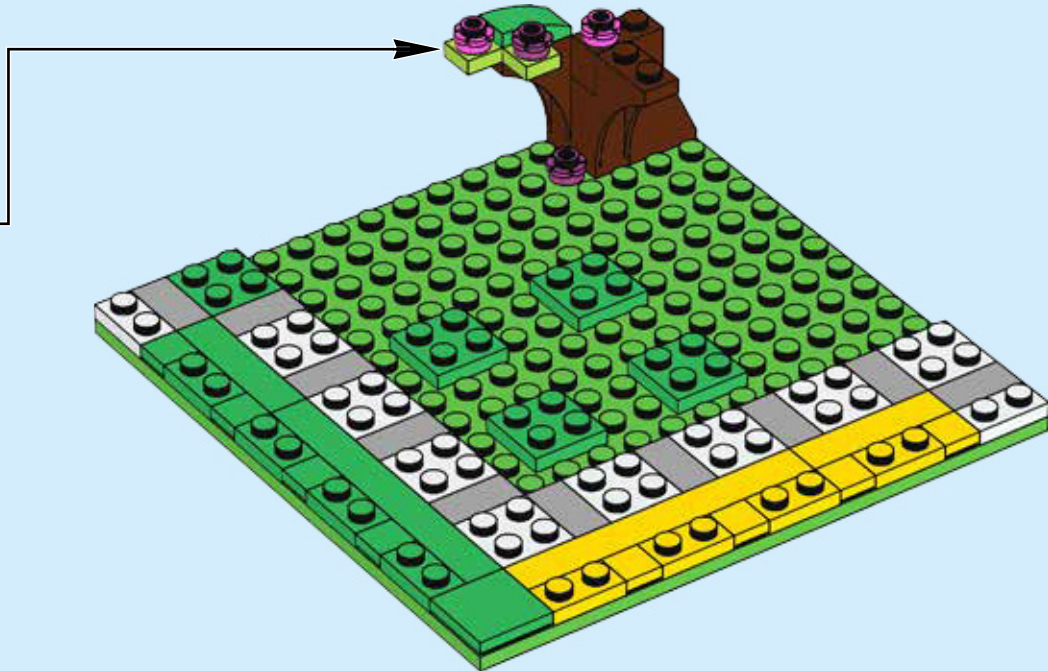


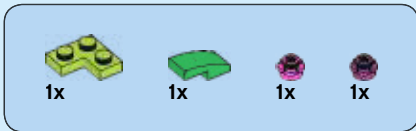


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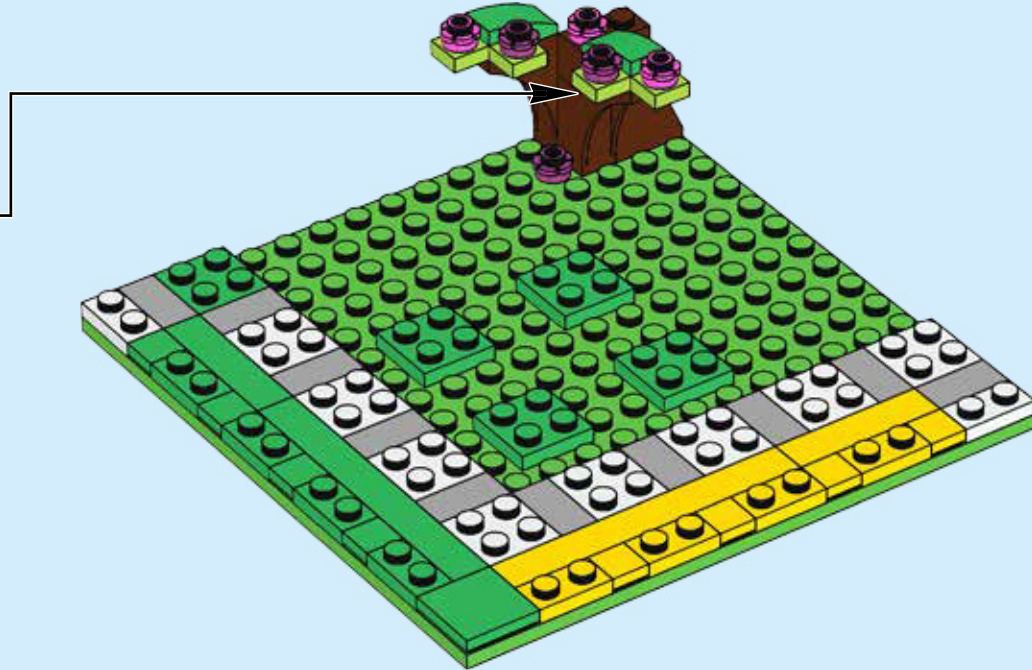
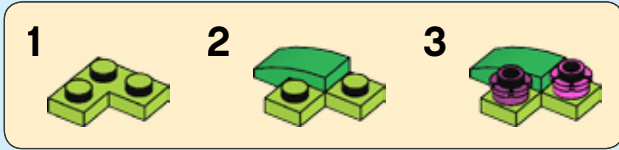


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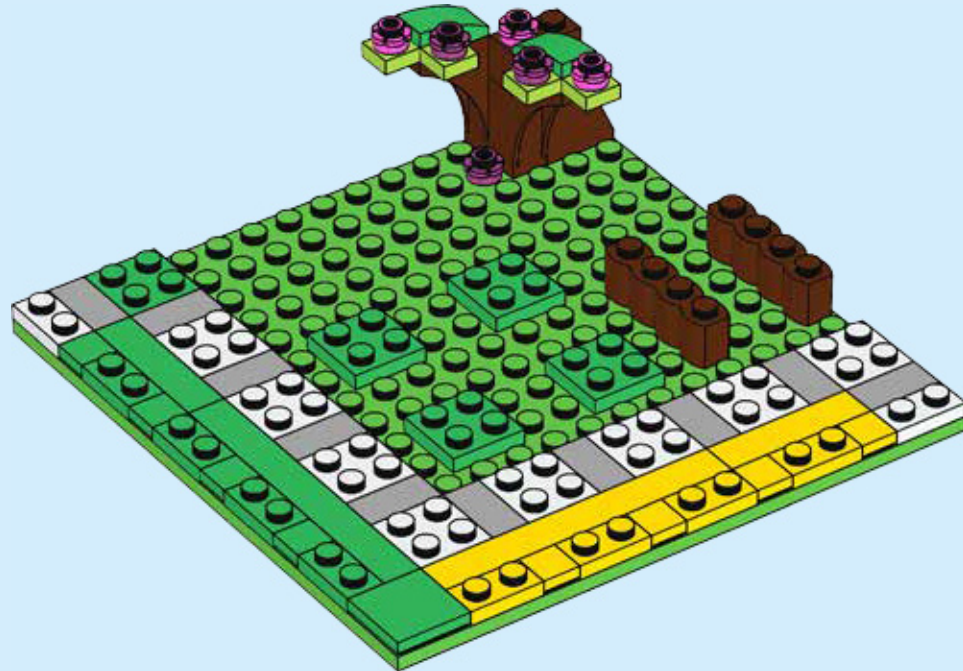




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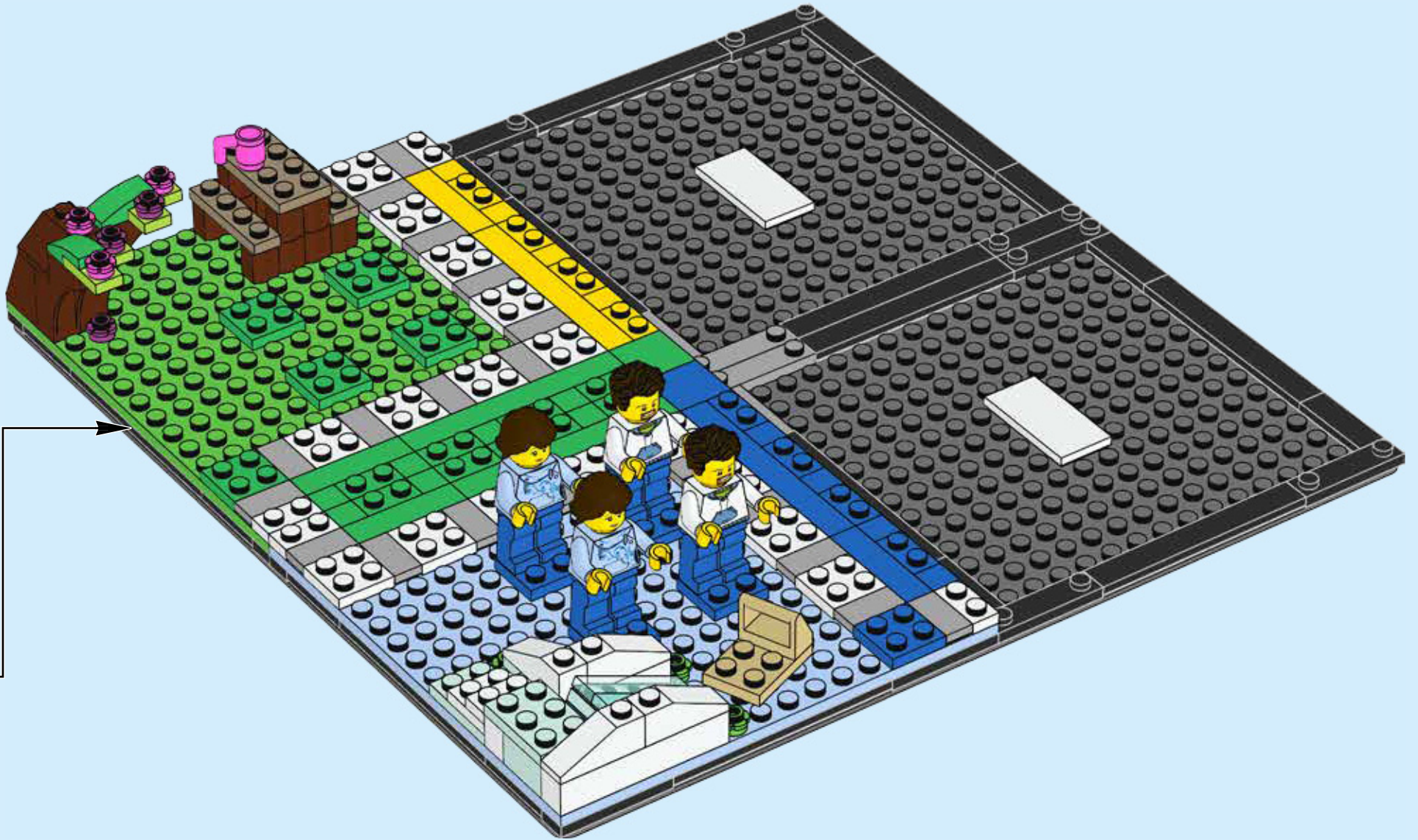
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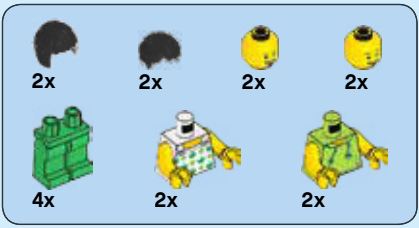


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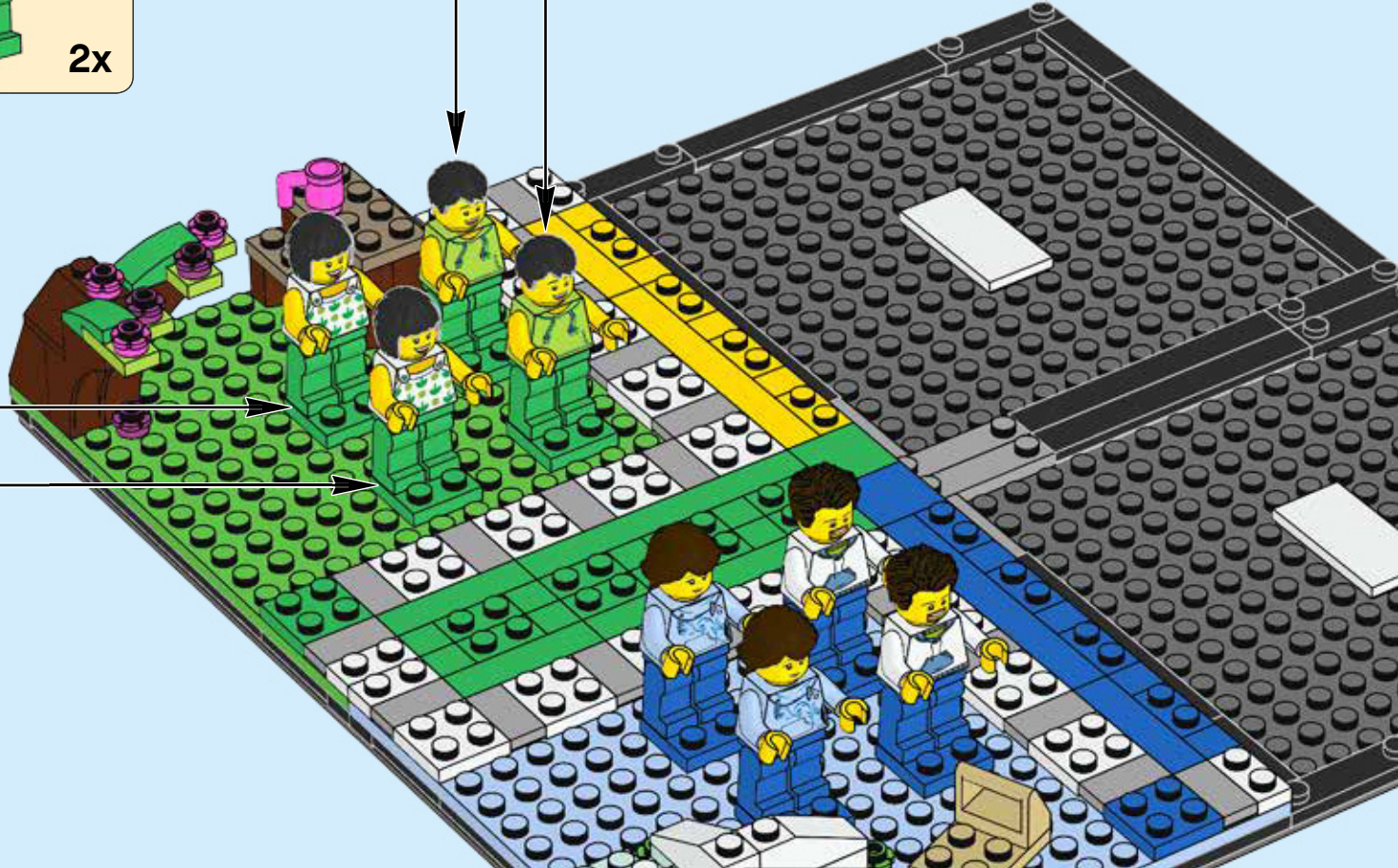
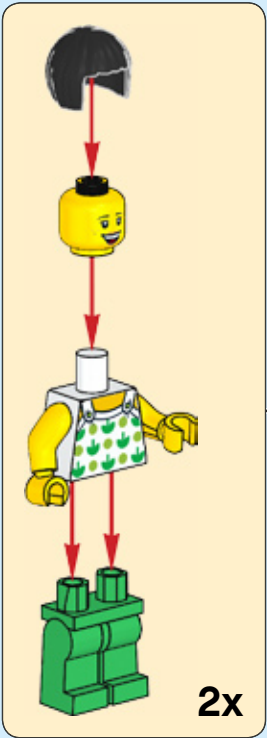
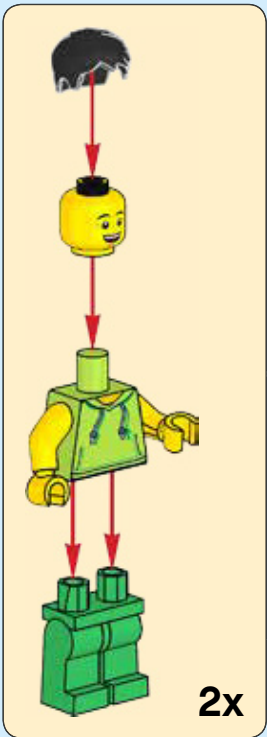


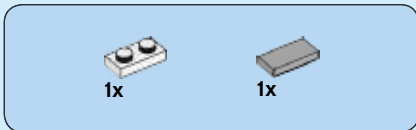
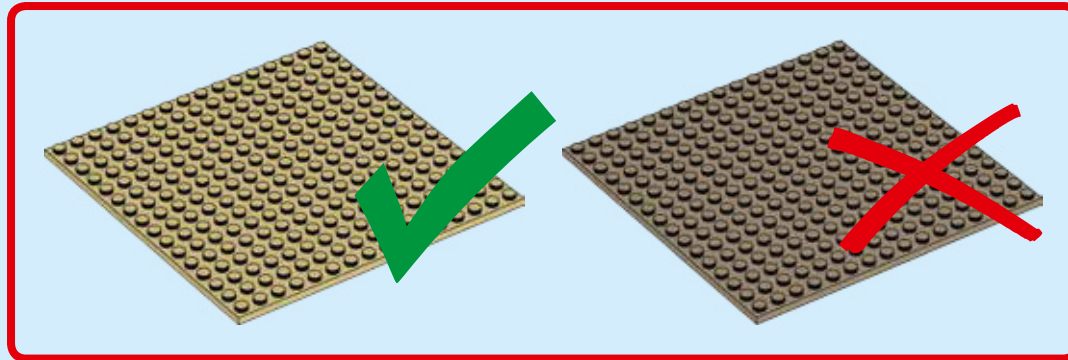
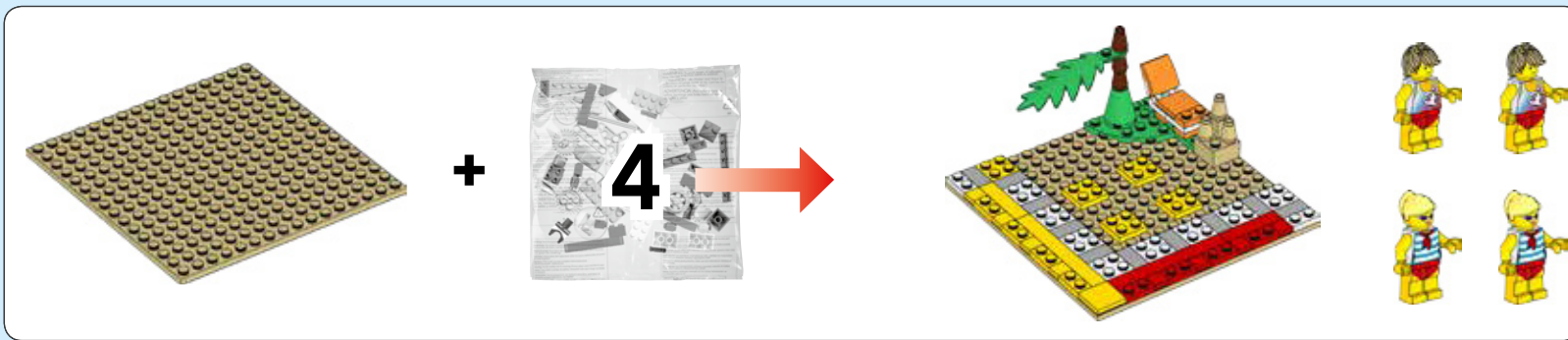
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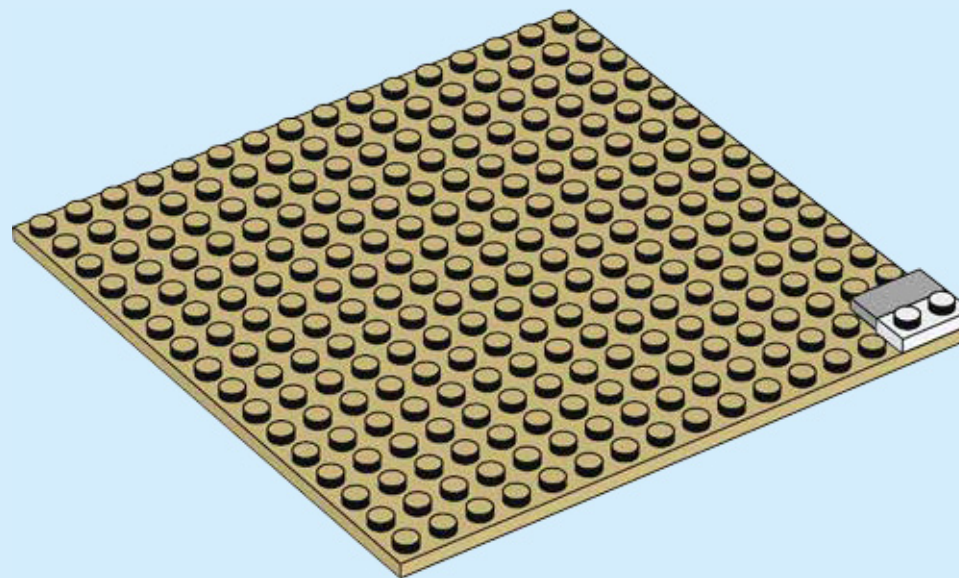


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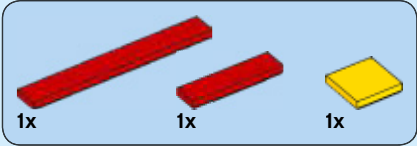
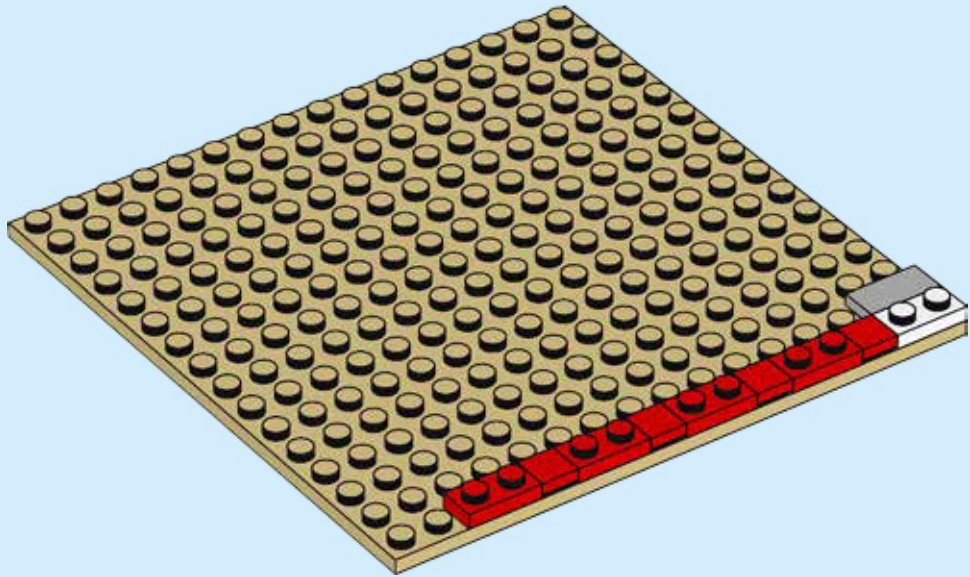


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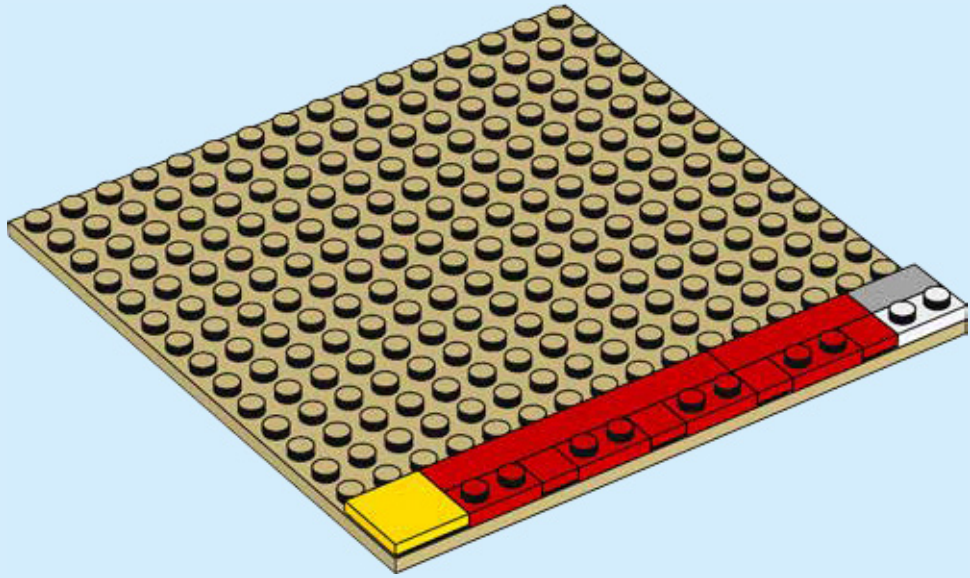




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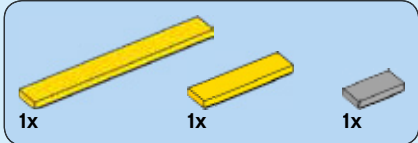
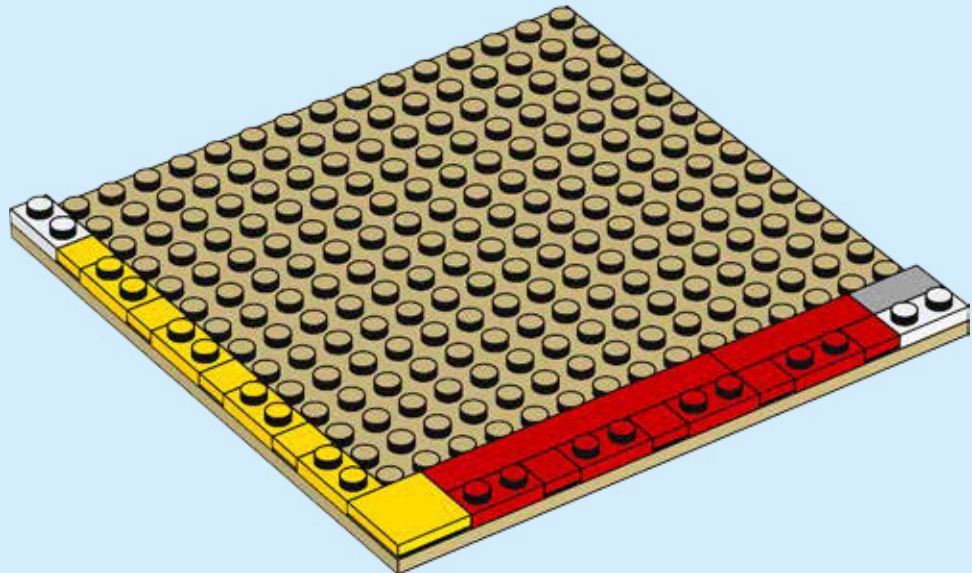
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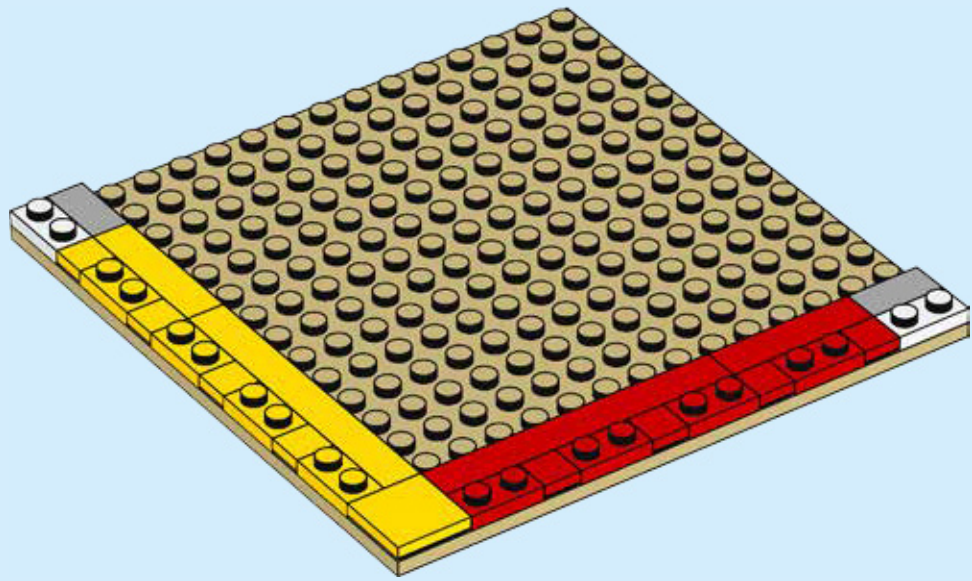




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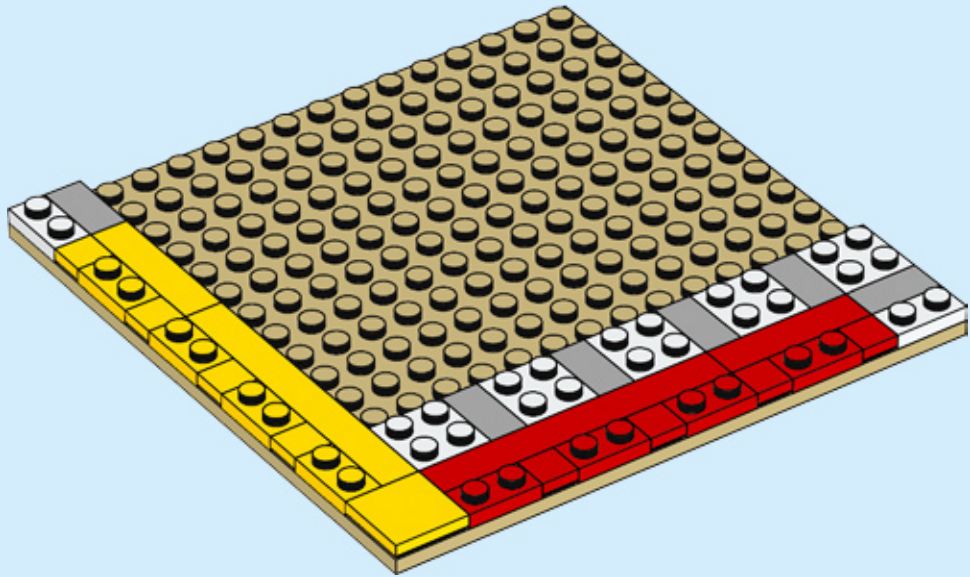


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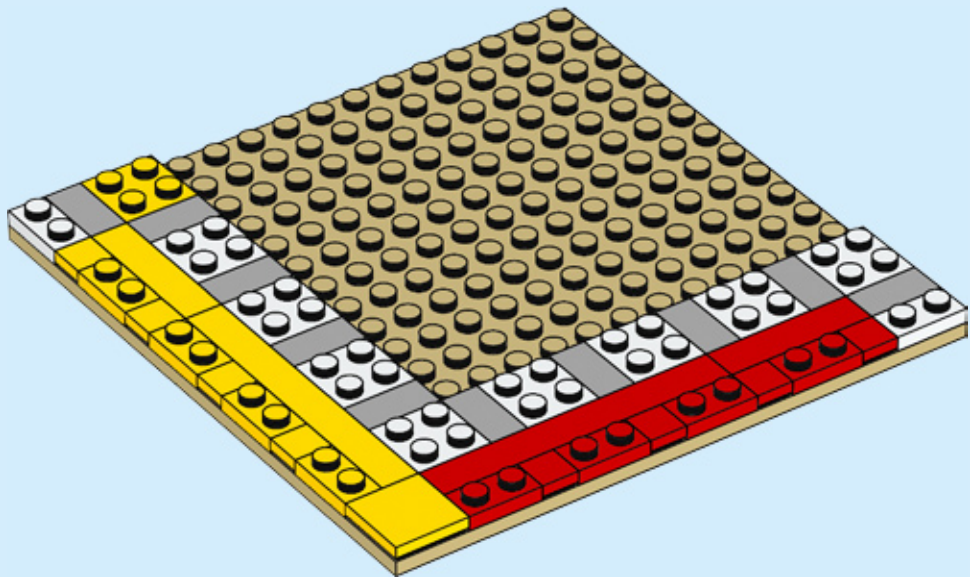




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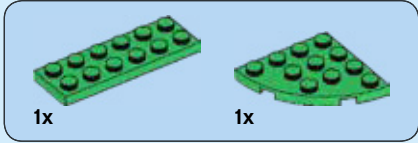
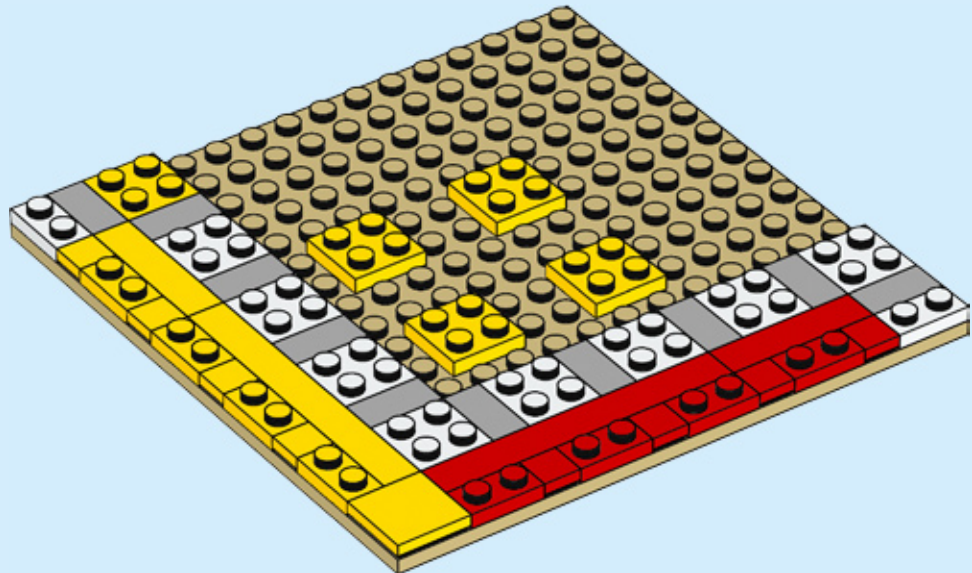


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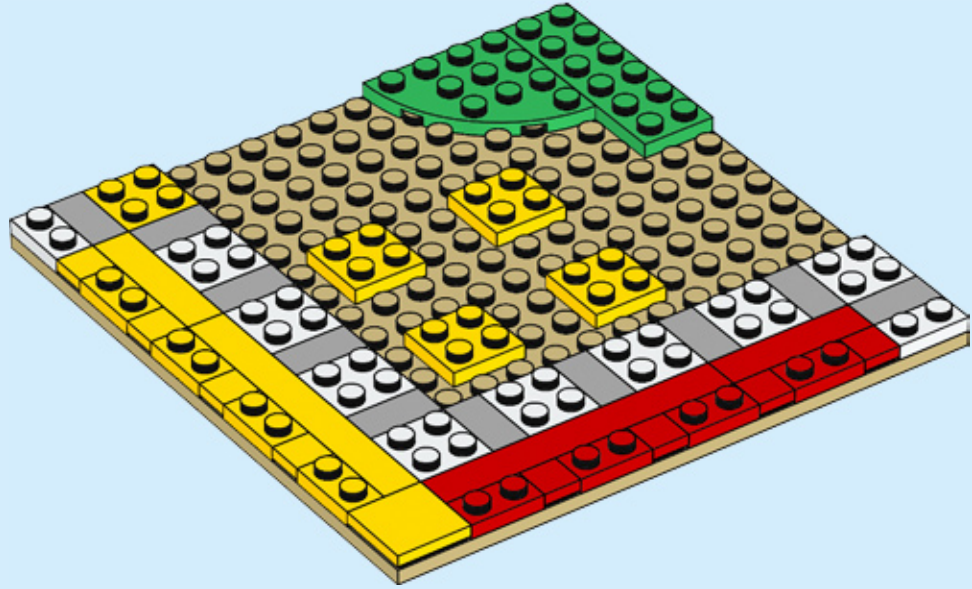


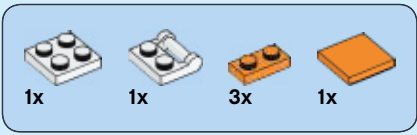


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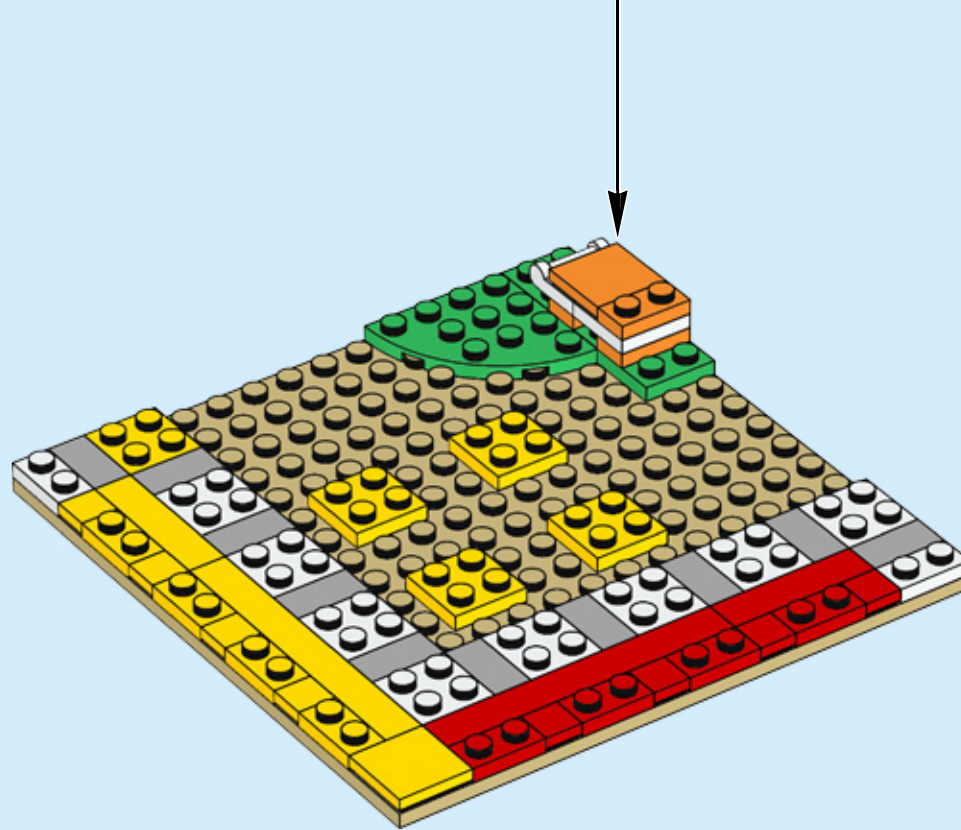
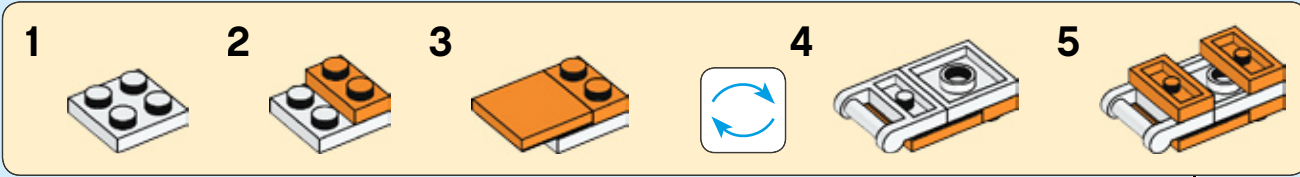


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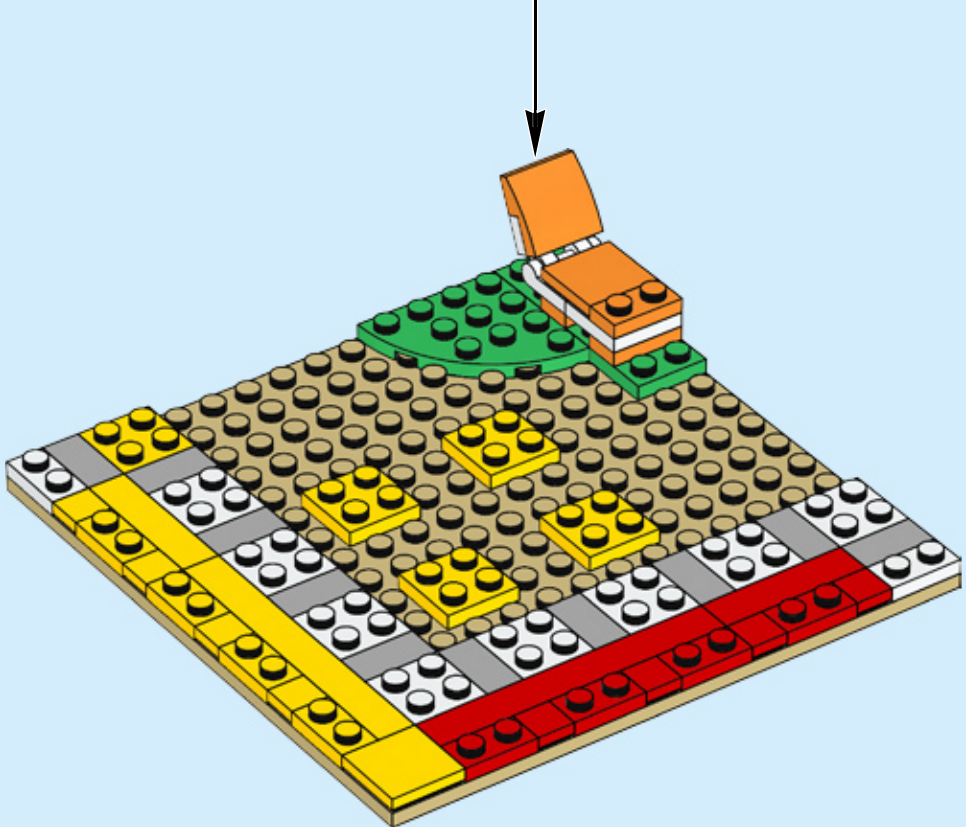
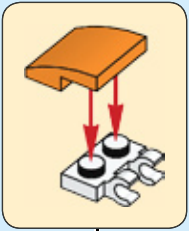


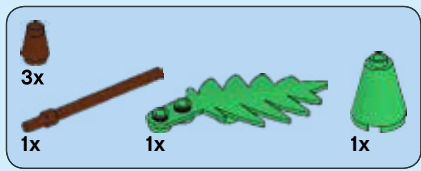
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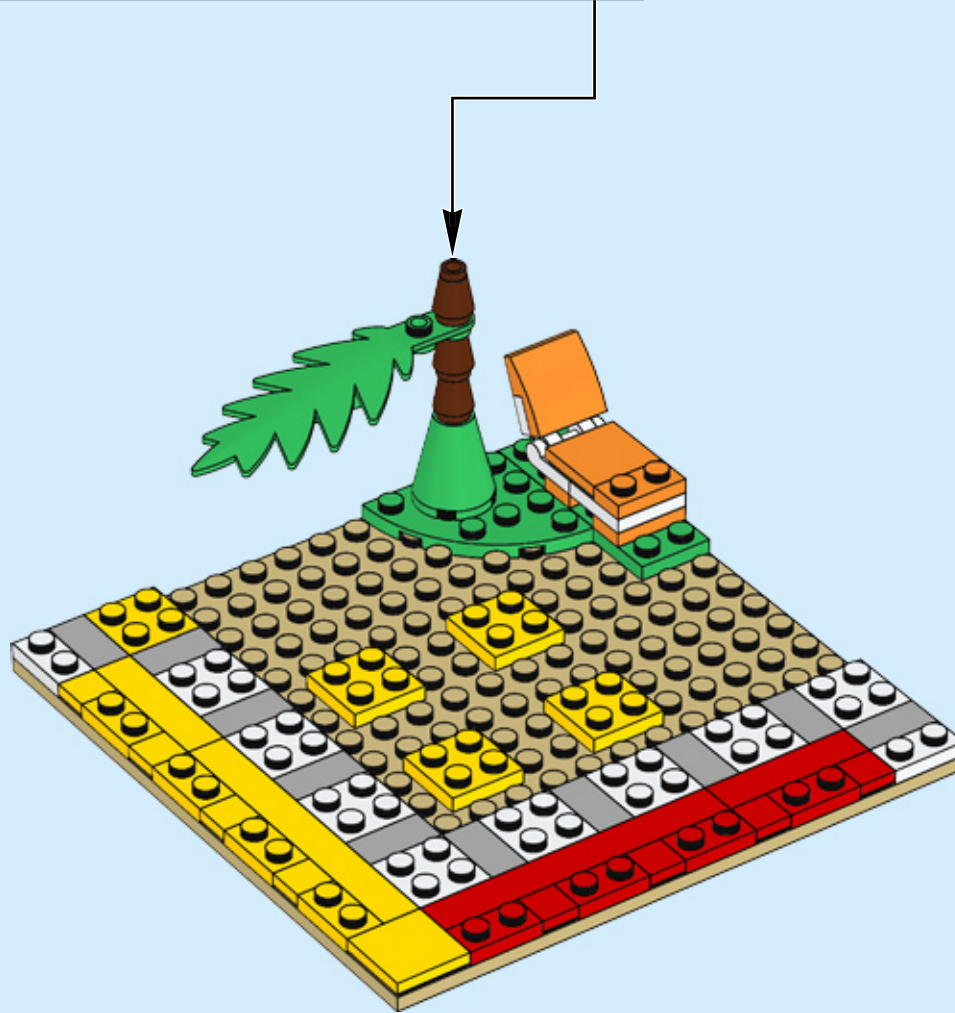
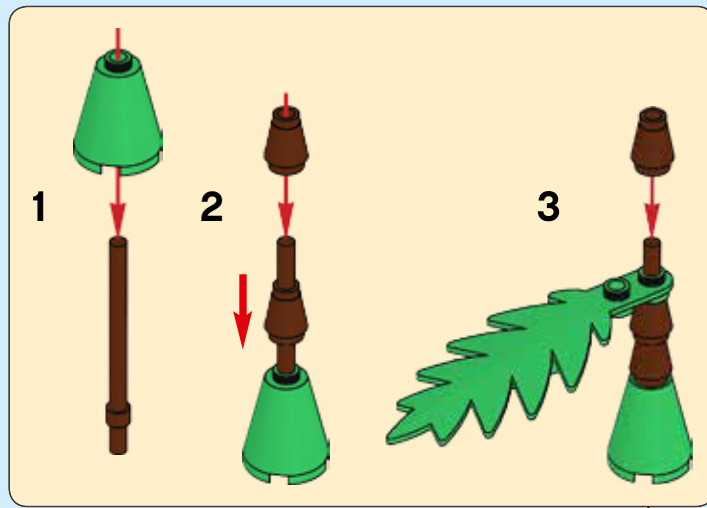


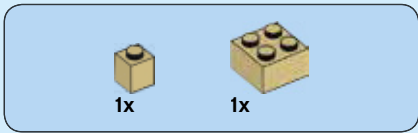
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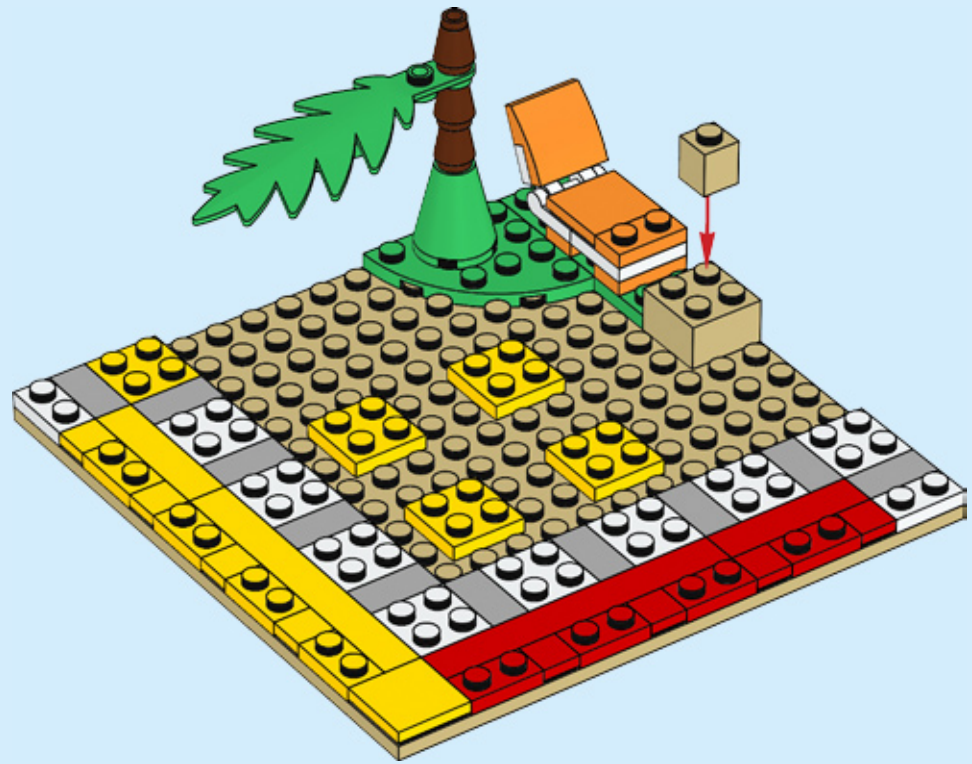


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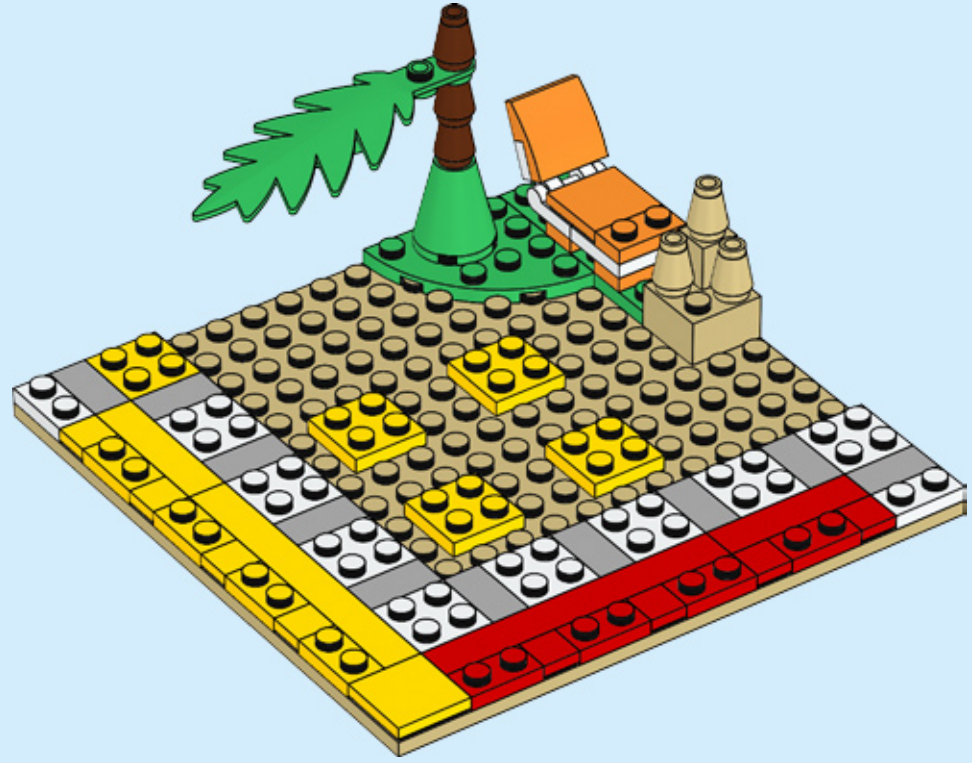


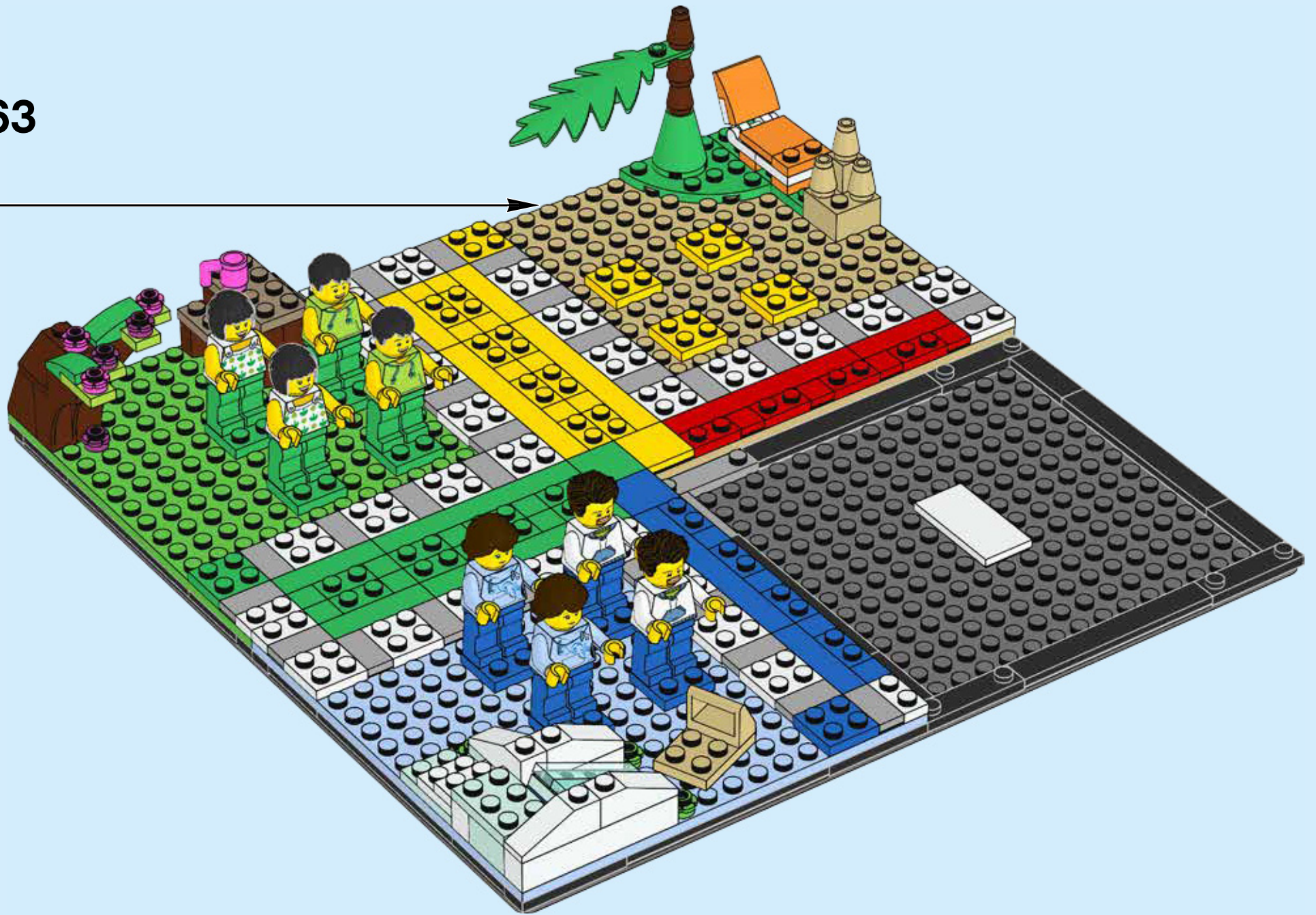


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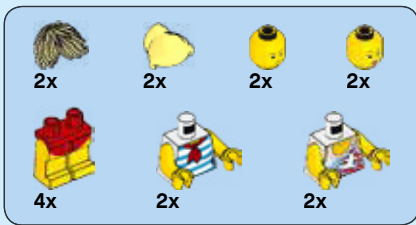


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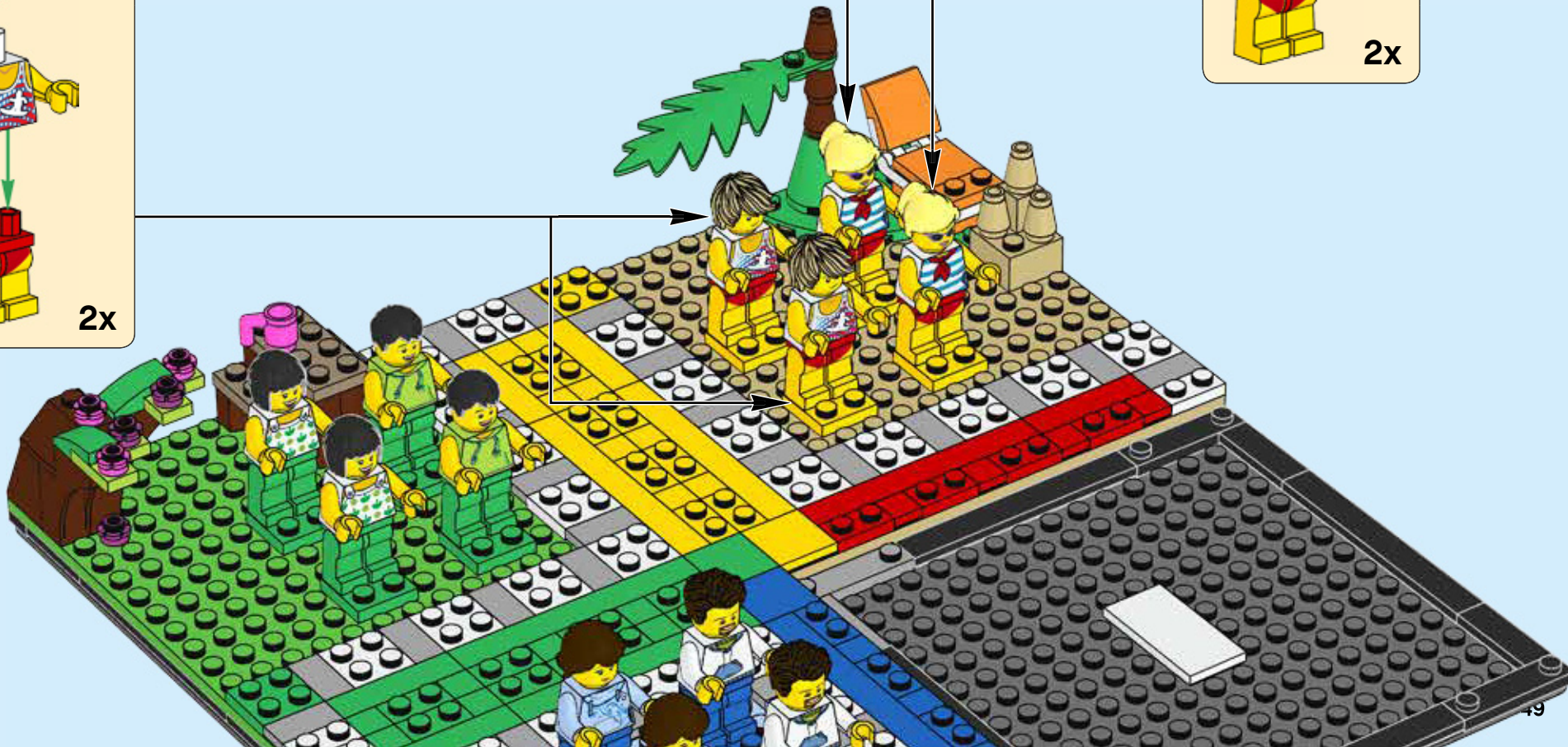
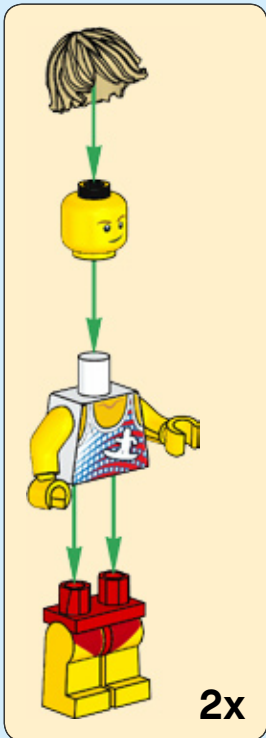


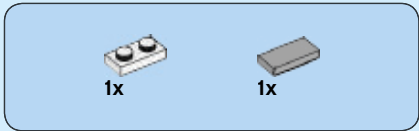
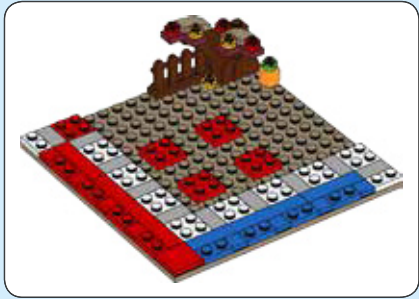
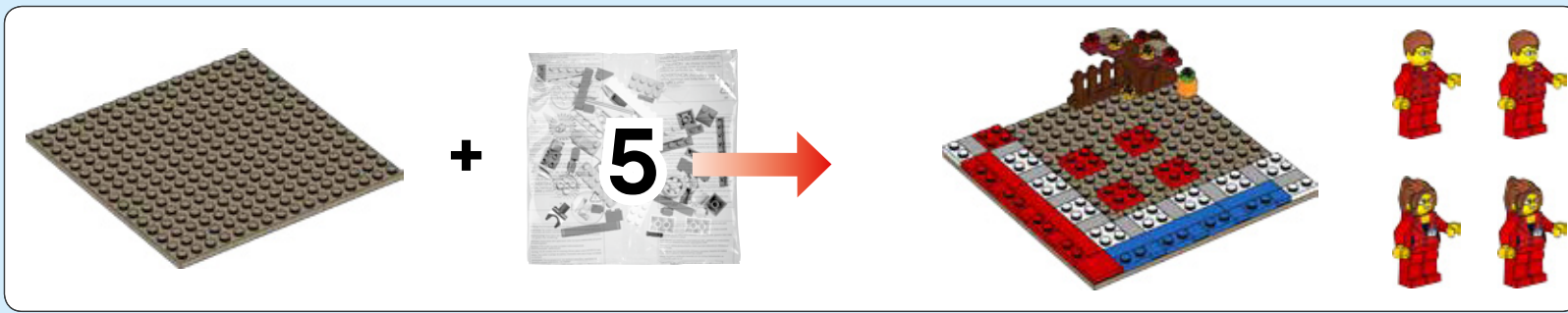




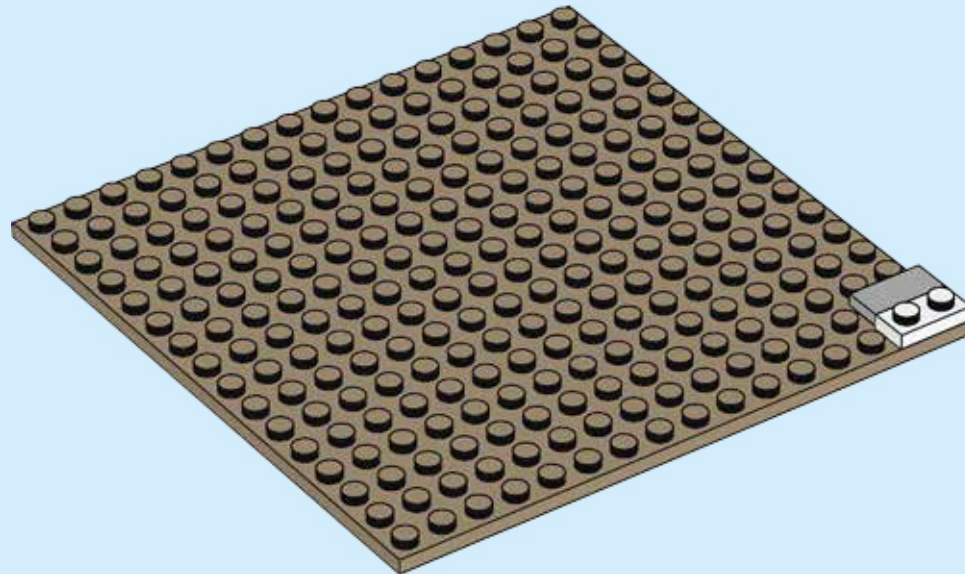


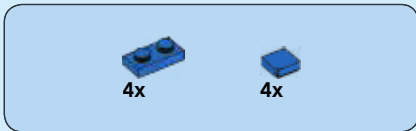
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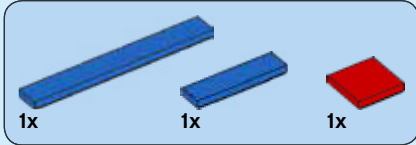
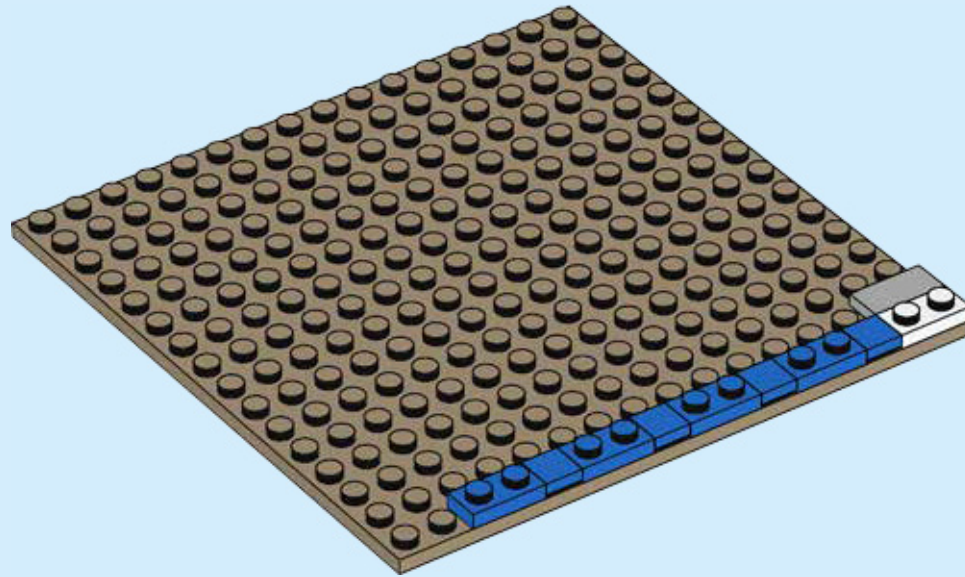


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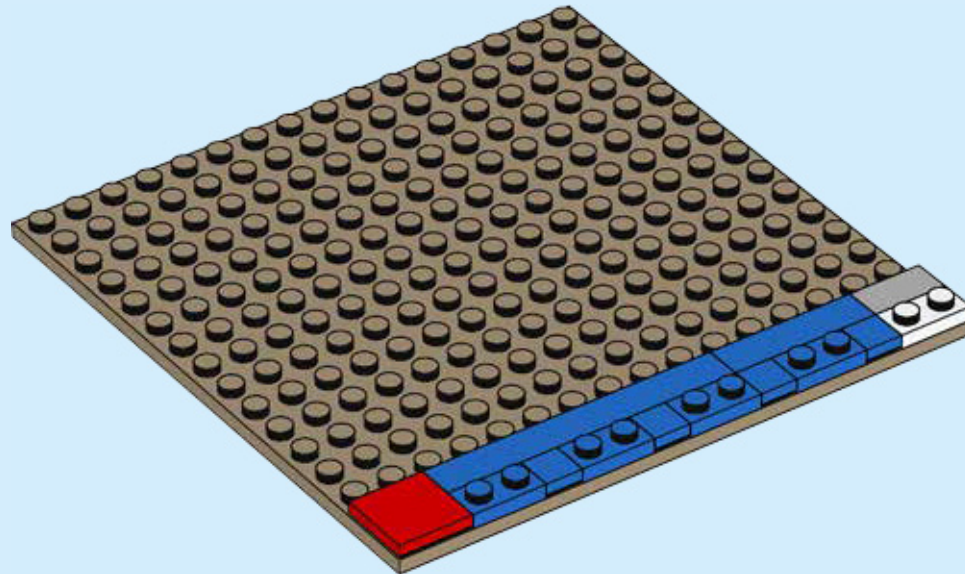




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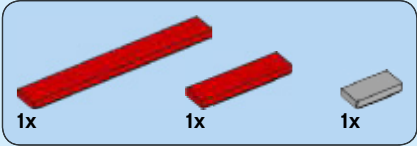
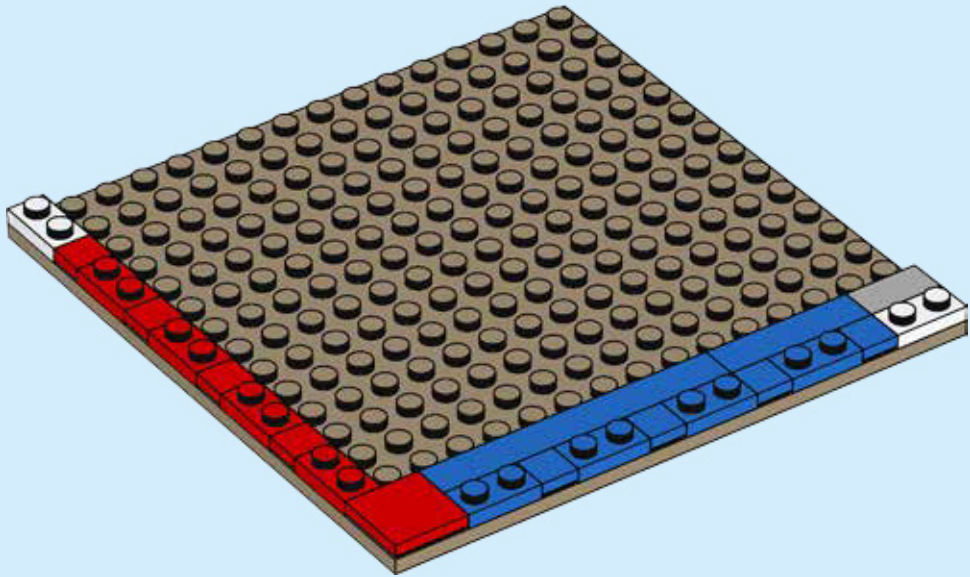


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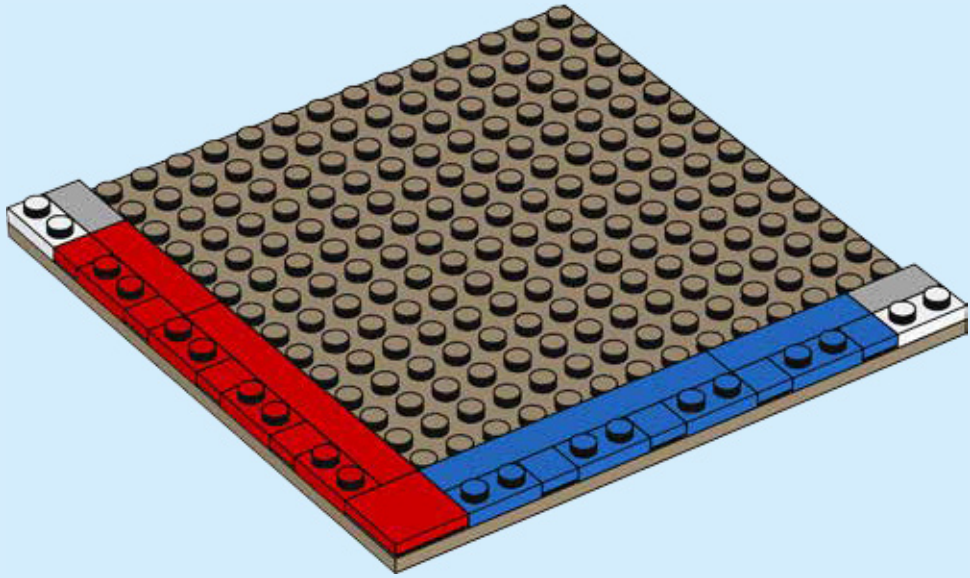




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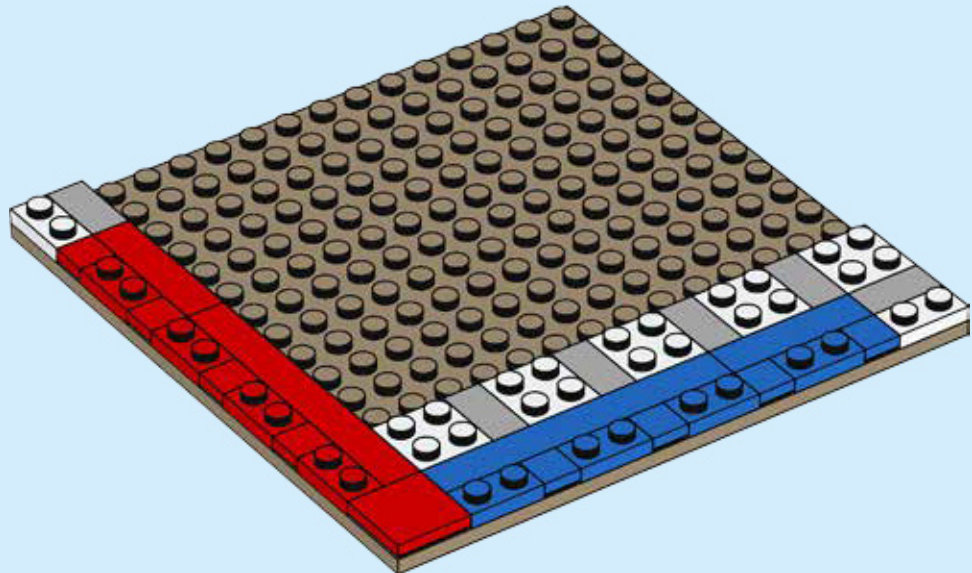


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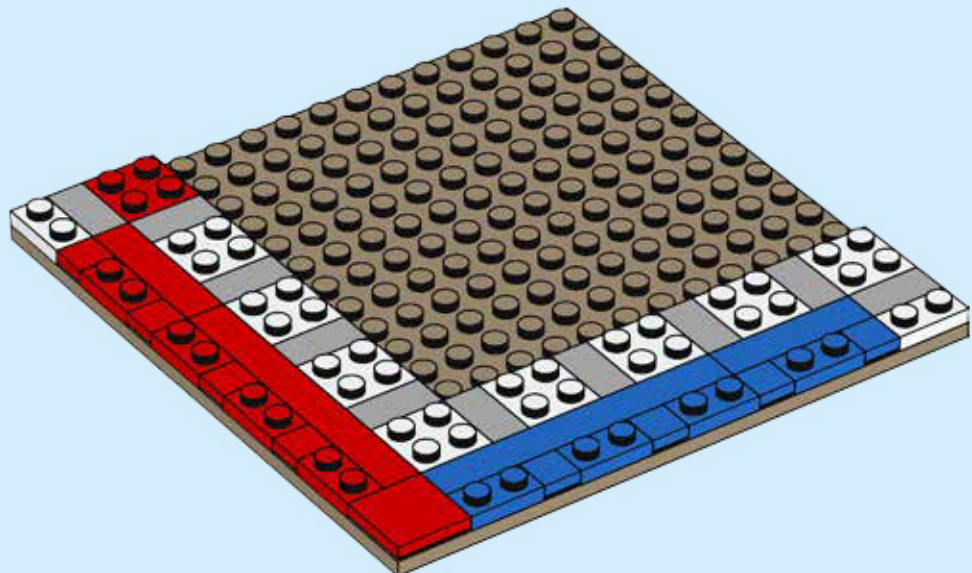




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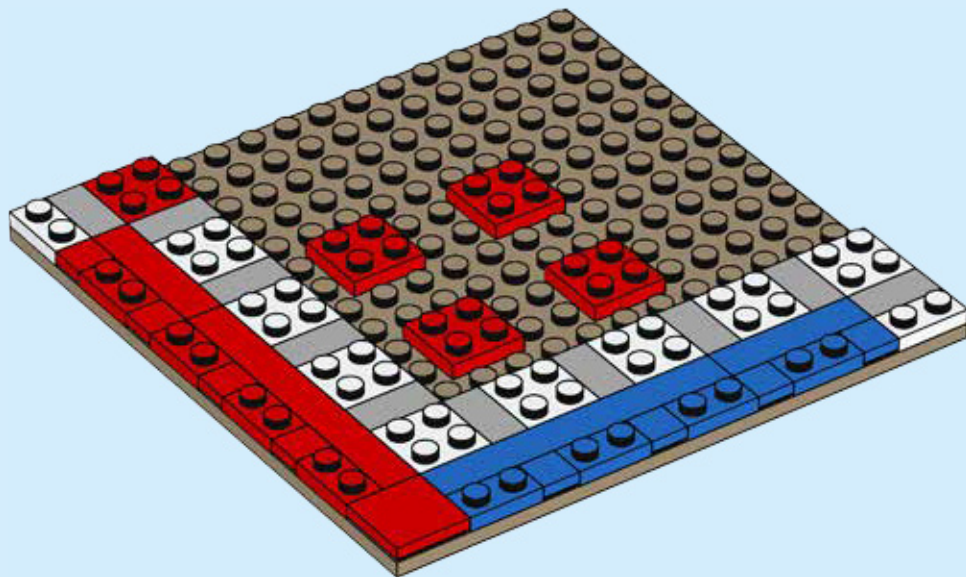
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4x

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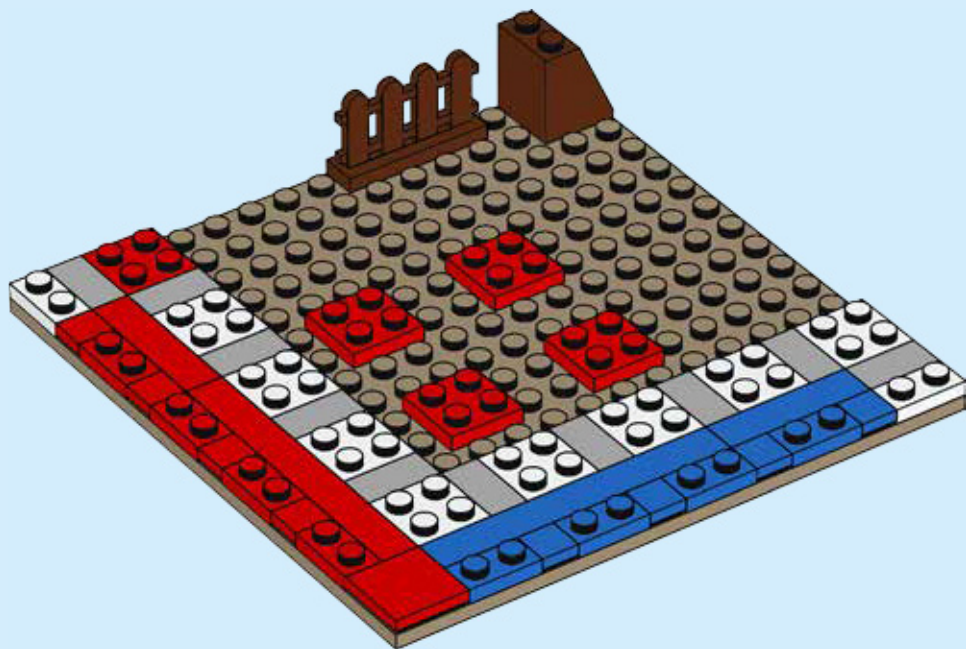


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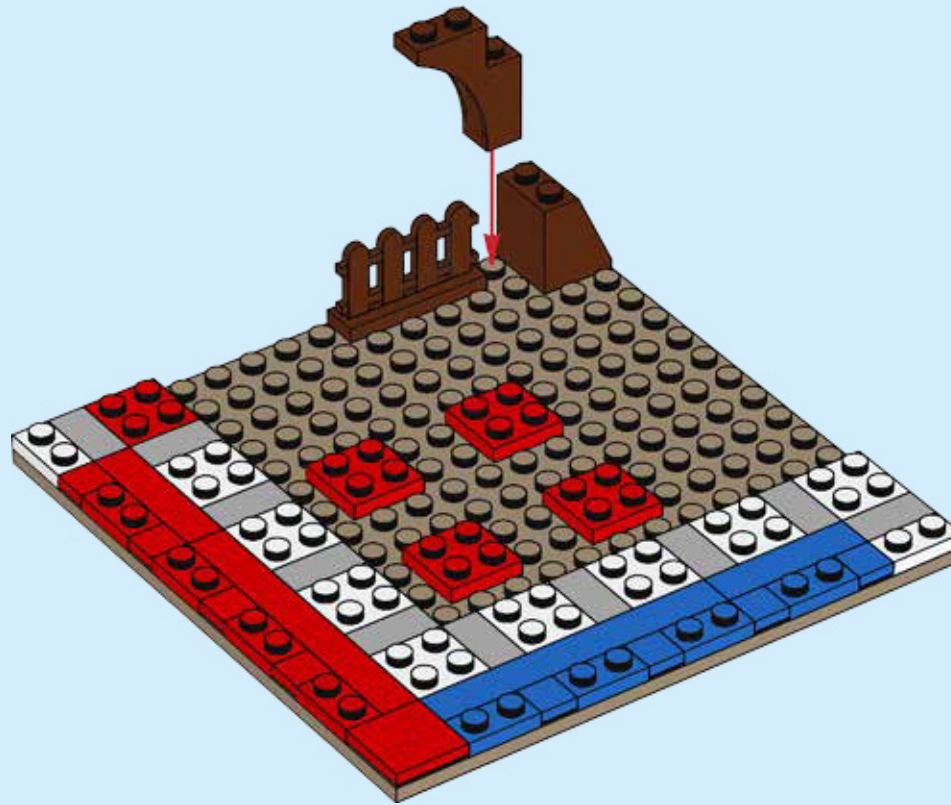
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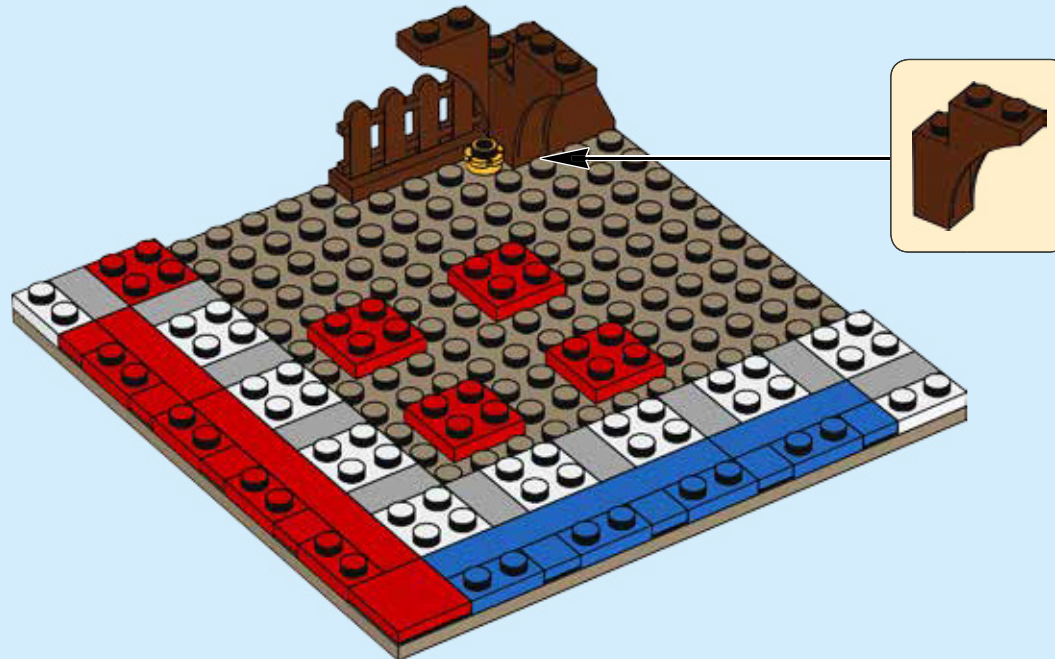




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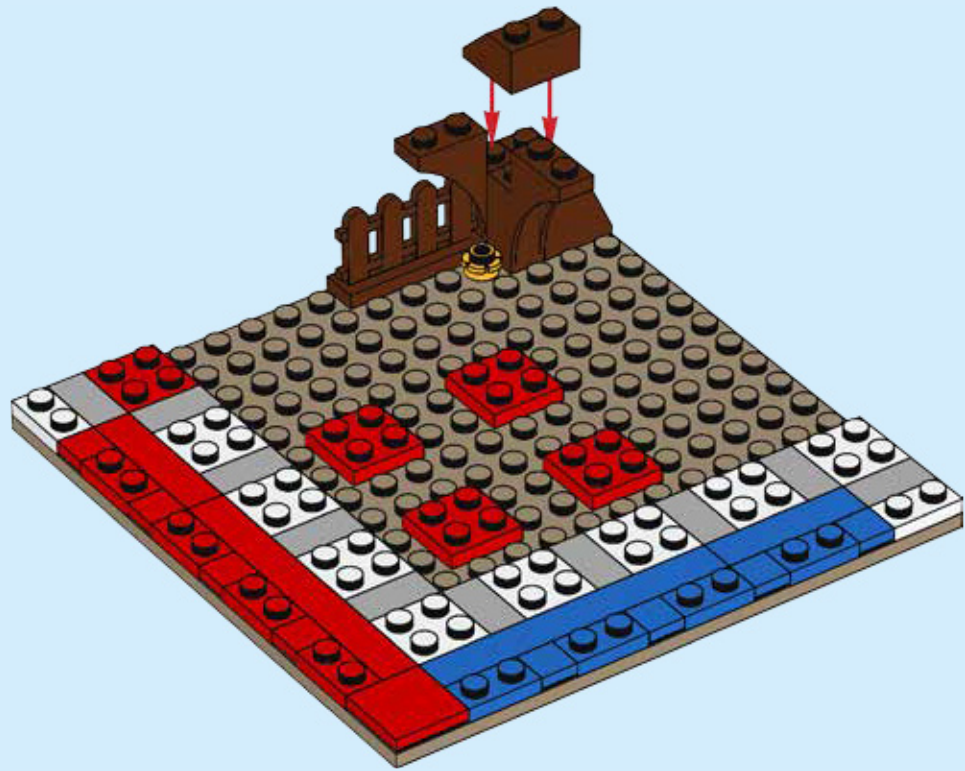


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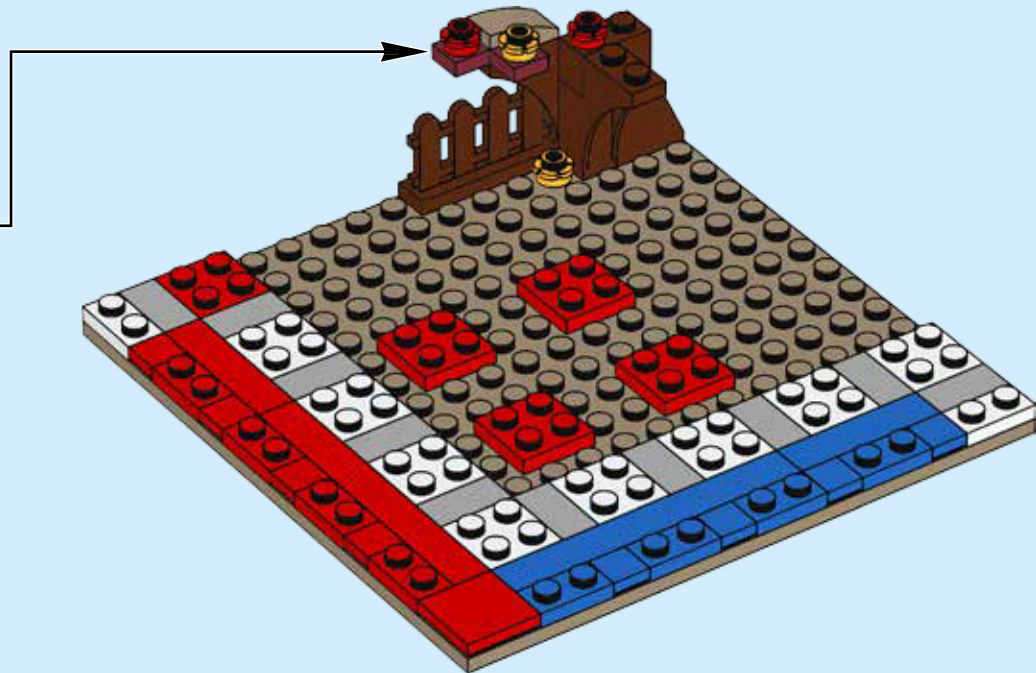




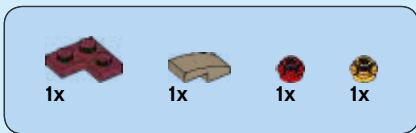
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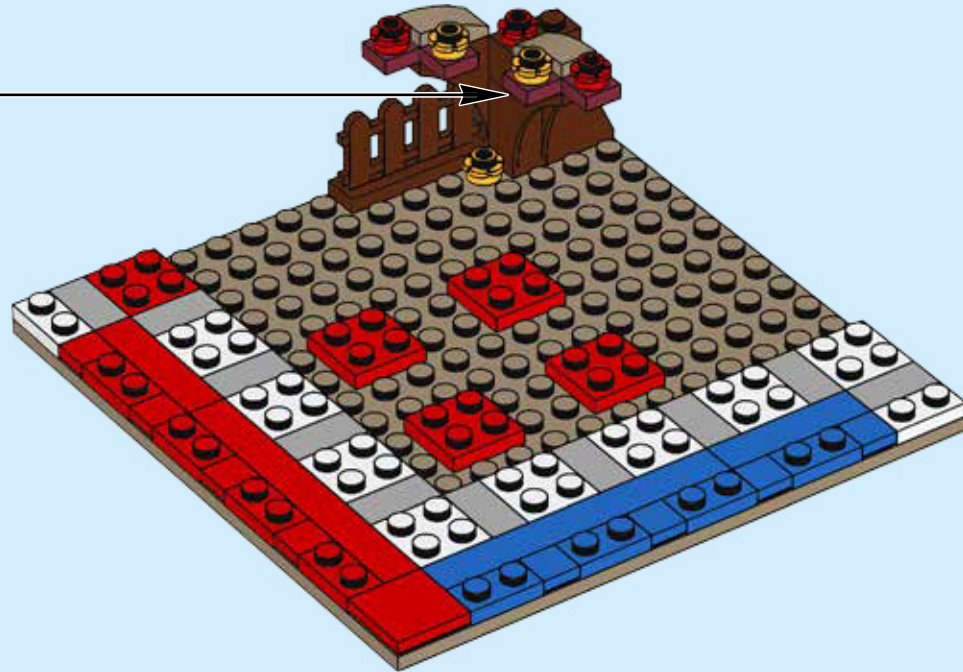
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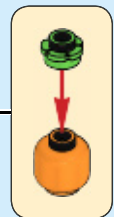
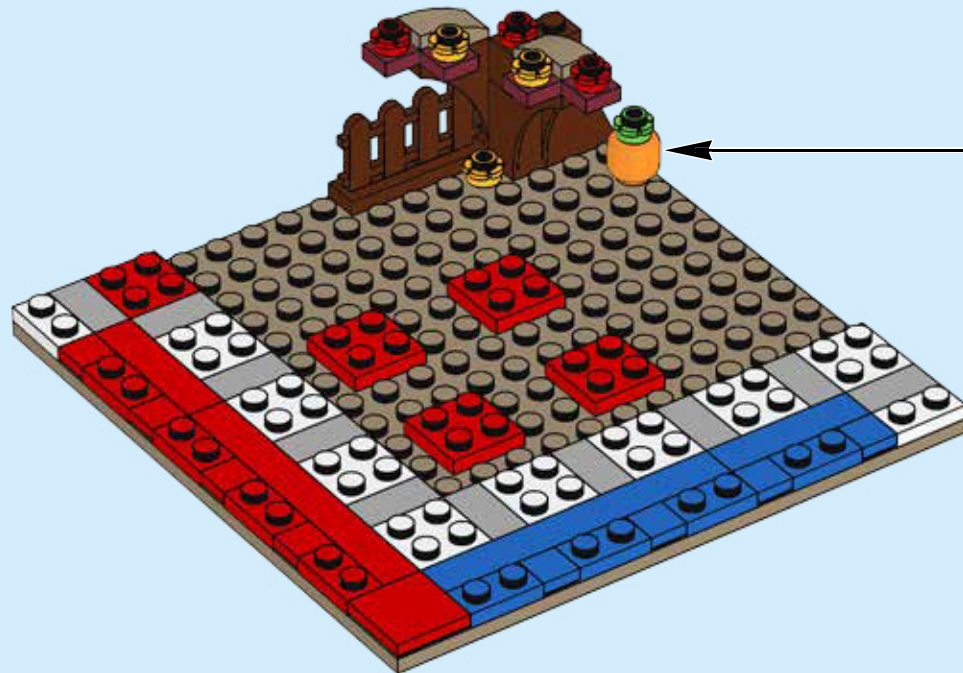


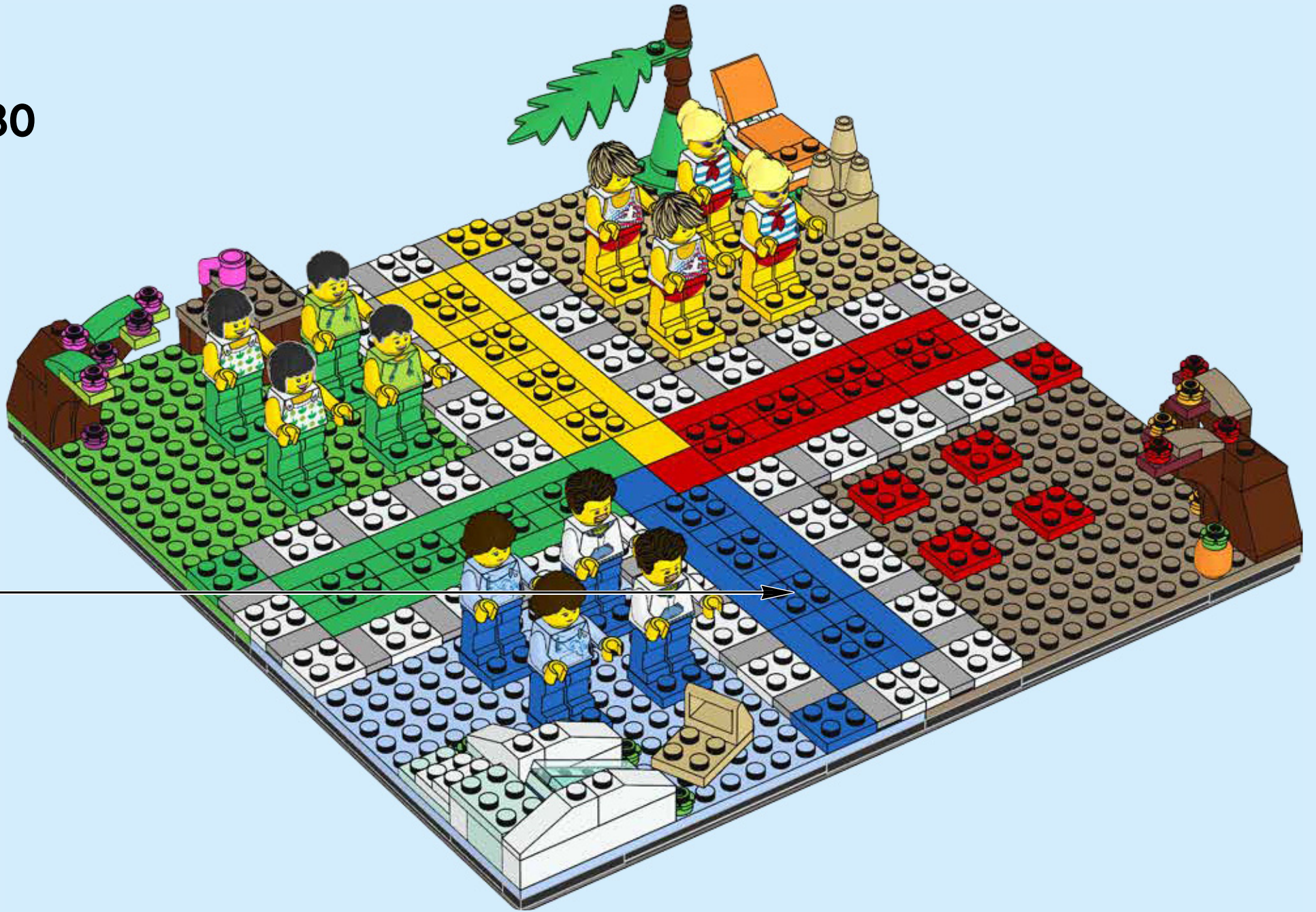


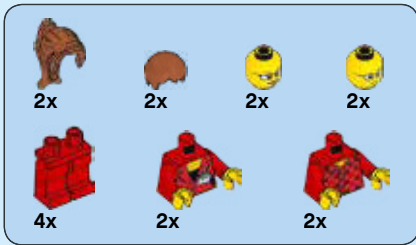
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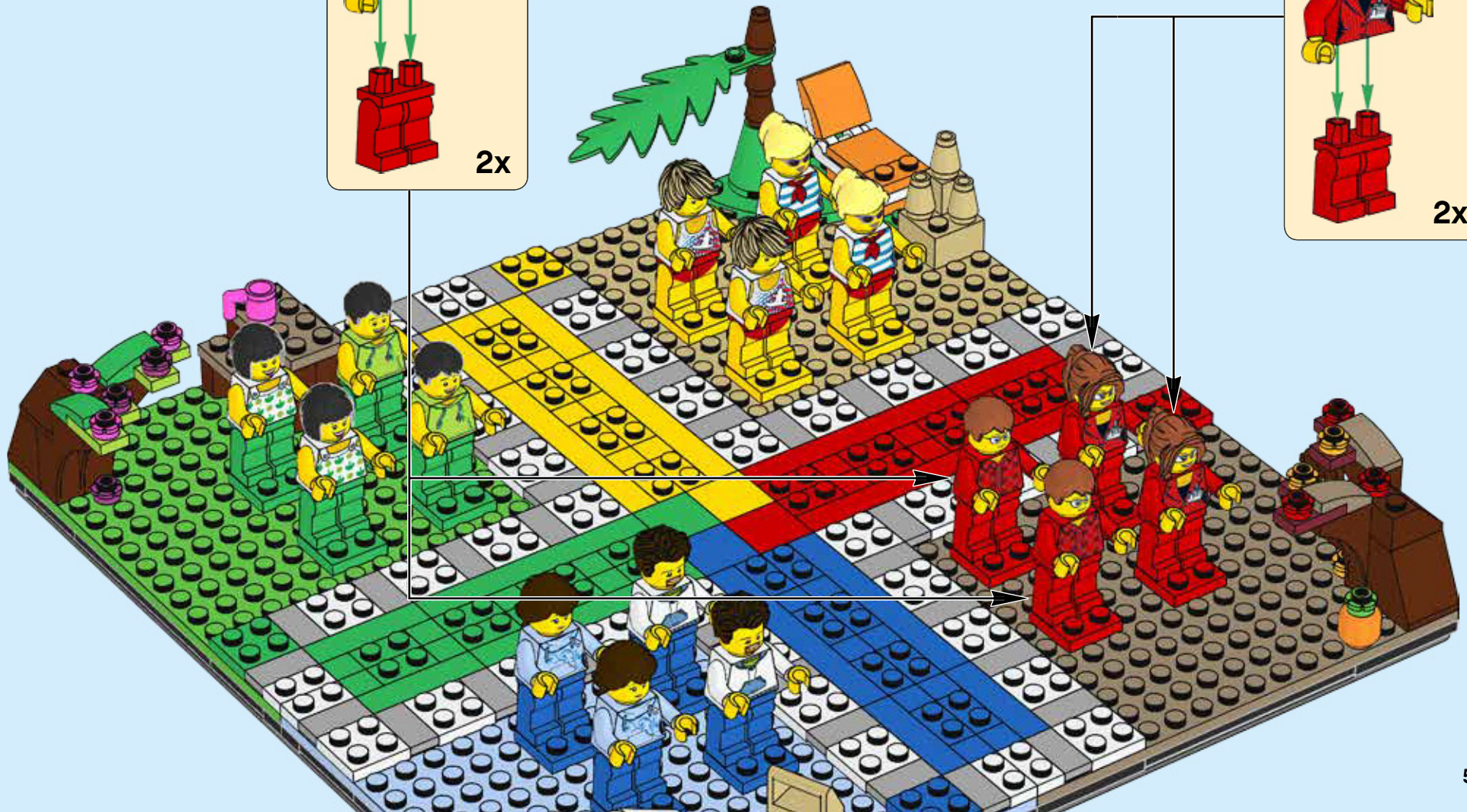
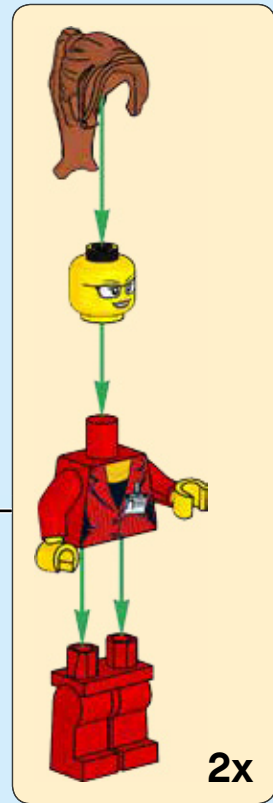
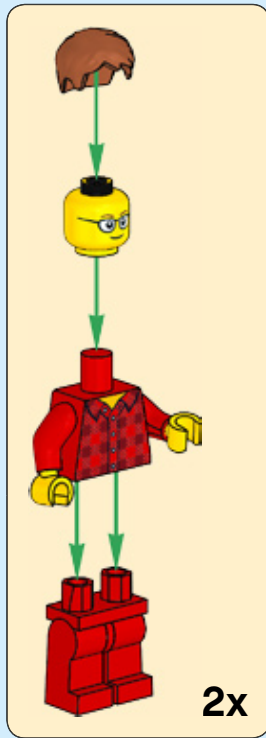
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# LUDO



You must spin a 6 to get a minifigure out of your home base.



Thereafter, follow the board clockwise until you come back to your coloured aisle.



Each player spins the spinner once; however, a spin of 6 gives another turn, or you are allowed to add another minifigure to the board.

4



If a minifigure lands on an opposing team's minifigure, the minifigure landed on is returned to their home base.

5



When a minifigure has circled the board, it moves up the home-coloured aisle. The first person to move all four minifigures into their home aisle wins.

## DE

1. Du musst eine 6 drehen, um eine Minifigur aus deinem Ausgangsfeld ins Spiel zu bringen.
2. Dann bewegst du dich im Uhrzeigersinn auf dem Spielbrett, bis du das Zielfeld in deiner Spielfarbe erreichst.
3. Jeder Spieler darf den Zeiger einmal drehen. Wenn der Zeiger jedoch auf eine 6 zeigt, darf der Spieler noch einmal drehen oder eine weitere Minifigur ins Spiel bringen.
4. Wenn eine Minifigur auf einem Feld landet, auf dem bereits eine Minifigur eines Mitspielers steht, wird die bereits dort stehende Minifigur in ihr Ausgangsfeld zurückgesetzt.
5. Nachdem eine Minifigur das Spielbrett umrundet hat, rückt sie in das Zielfeld der eigenen Spielfarbe vor. Wer als Erster alle vier Minifiguren ins eigene Zielfeld bewegt, gewinnt das Spiel.

## FR

1. Pour commencer la partie et faire entrer ta figurine sur le plateau, tu dois obtenir un 6.
2. Ensuite, avance sur le plateau dans le sens des aiguilles d'une montre jusqu'à revenir dans la case correspondante à ta couleur.
3. Chaque joueur fait tourner l'aiguille une fois. Toutefois, lorsqu'une aiguille s'arrête sur le chiffre 6, il est permis de rejouer une nouvelle fois ou de faire entrer une nouvelle figurine sur le plateau.
4. Si une figurine termine sa course sur une case occupée par un concurrent, elle renvoie la figurine de l'adversaire dans la case correspondante à sa couleur (le départ).
5. Lorsqu'une figurine fait un tour du plateau, elle retourne dans la case correspondante à sa couleur (le départ). Le premier joueur qui arrive à faire un tour complet du plateau à ses quatre figurines et à les ramener à leur case de départ, gagne la partie.

## IT

1. È necessario ottenere un 6 perché la minifigure possa lasciare l'area di partenza.
2. Percorrere quindi il tabellone in senso orario fino a ritornare alla propria corsia colorata.
3. Ogni giocatore ruota lo spinner una volta; tuttavia, se si ottiene un 6, si avrà diritto a un altro turno oppure si può aggiungere un'altra minifigure sul tabellone.
4. Se una minifigure atterra sulla minifigure di una squadra avversaria, la minifigure della squadra avversaria deve ritornare nell'area di partenza.
5. Quando una minifigure ha percorso tutto il tabellone, si sposta nella sua corsia colorata. Vince la prima persona che sposta tutte e quattro le minifigure nella loro corsia colorata.

## ES

1. Tiene que salirte un 6 al girar la ruleta para que puedas sacar una minifigura de tu base.
2. Después, recorre el tablero en el sentido de las agujas del reloj hasta que vuelvas al pasillo de tu color.
3. Cada jugador sólo puede girar la ruleta una vez por turno; sin embargo, si le sale un 6 al girar, puede volver a hacerlo o sacar otra minifigura al tablero.
4. Si una minifigura cae en la casilla de la minifigura de un oponente, la minifigura que haya caído debe volver a su base.
5. Cuando una minifigura rodea el tablero, tiene que empezar a subir por el pasillo de su color. Gana el primer jugador en llevar sus cuatro minifiguras hasta la última casilla de su pasillo.

## PT

1. Tens de obter um seis na roleta para poder movimentar uma minifigura da tua base inicial.
2. Depois, segue o tabuleiro no sentido dos ponteiros do relógio até chegares ao corredor com a tua cor.
3. Cada jogador gira a roleta uma vez; no entanto, um resultado de 6 dá direito a uma jogada adicional ou, em alternativa, a acrescentar outra minifigura à casa de partida do tabuleiro.
4. Se uma minifigura chegar a uma casa já ocupada por uma minifigura da equipa contrária, a minifigura sobre a qual a outra caiu, terá de voltar à sua base inicial.
5. Quando uma minifigura completou um círculo à volta do tabuleiro, sobe para o corredor com a sua cor de casa. A primeira pessoa a mover o total das quatro minifiguras para dentro do corredor correspondente à sua cor, vence.

## HU

1. 6-ost kell pörgetned ahhoz, hogy egy minifigurát elindíthass a kiinduló bázisról.
2. Utána haladj végig a táblán az óramutató járásával azonos irányban, amíg vissza nem érsz a saját házádba!
3. Egy körben minden játékos egyszer pörgethet a pörgettyűvel, de ha 6-ost pörget, akkor pörgethet még egyszer, vagy elindíthat egy újabb minifigurát a táblán.
4. Ha egy minifigura a másik csapat minifigurájával azonos mezőre érkezik, akkor az eredetileg ott álló minifigura kiesik és visszatér a kiinduló bázisára.
5. Ha egy minifigura körbejárta a táblát, akkor bemehet a saját házába. Az nyer, aki elsőként juttatja be mind a négy minifiguráját saját házába.

## LV

1. Tev ir jāuzgriež 6, lai minifigūra varētu doties ceļā no savas bāzes.
2. Pēc tam virzies pa spēles laukumu pulkstenrādītāja kustības virzienā, līdz nokļūsti atpakaļ savas krāsas celiņā.
3. Katrs spēlētājs griež bultu vienreiz, tomēr, ja spēlētājs uzgriež 6, viņš var griezt bultu vēlreiz vai arī izlikt uz spēles laukuma vēl vienu minifigūru.
4. Ja minifigūra apstājas laukumīnā, kurā jau atrodas cita spēlētāja minifigūra, tad minifigūrai, kura šajā laukumīnā atradās pirmā, jāatgriežas savā bāzē.
5. Kad minifigūra ir apgājusi pilnu apli pa spēles laukumu, tā atgriežas savas krāsas celiņā. Uzvar spēlētājs, kurš pirmais atvedis visas četras minifigūras uz savas krāsas celiņa finiša laukumīniem.

## ZHSI

1. 必须转到数字6, 你才能将一名小人仔移出自己的大本营基座。
2. 之后, 沿游戏板顺时针移动, 直到返回己方颜色的通道。
3. 每位玩家每轮只能转动一次转盘; 如果转出了数字6, 还可以再转动一次, 或者将另一名小人仔添加到游戏板上。
4. 如果一名小人仔落到了对方的小人仔上, 被踩到的小人仔需要放回其大本营基座。
5. 一名小人仔绕行游戏板一周后, 可进入己方大本营颜色的通道。首个将所有四名小人仔移进己方大本营通道的玩家获胜。

- 9x 302301
- 1x 4556152
- 1x 4222017
- 34x 302201
- 4x 428601
- 4x 4560178
- 4x 306821
- 2x 300901
- 3x 4529237
- 1x 4113915
- 2x 6093519
- 1x 6021208
- 1x 4114306
- 1x 4118790
- 3x 6206148
- 8x 307021
- 1x 4142865
- 4x 9342
- 8x 302321
- 1x 306821
- 5x 302221
- 2x 243121
- 2x 416221
- 8x 4206330
- 4x 9341
- 8x 302323
- 1x 306823
- 5x 302223
- 1x 4195007
- 2x 243123
- 2x 416223
- 2x 6103171
- 2x 6116616
- 2x 6021675
- 2x 6123730
- 2x 6123728
- 2x 6153328
- 2x 6112629
- 2x 6100222
- 4x 6193841
- 8x 307024
- 8x 302324
- 5x 302224
- 1x 306824
- 2x 6192789
- 2x 6192807
- 2x 4570026
- 2x 4612153
- 2x 6032070
- 2x 6176217
- 2x 6152679
- 2x 6192763

- 2x 243124
- 2x 4189400
- 1x 4529239
- 8x 4558593
- 1x 6189162
- 4x 74040
- 2x 6047426
- 8x 302328
- 1x 4107762
- 5x 302228
- 2x 243128
- 1x 6038682
- 1x 379528
- 1x 4258459
- 2x 4296081
- 2x 4526110
- 2x 6155002
- 8x 4558170
- 2x 6162892
- 12x 4599499
- 16x 416226
- 4x 6206150
- 2x 4529755
- 2x 4614107
- 2x 4586557
- 1x 4511896
- 3x 4177932
- 1x 6067913
- 1x 4542142
- 2x 4633822
- 3x 6209682
- 2x 6101254
- 2x 4626904
- 1x 4267874
- 2x 4585751
- 3x 6209681
- 3x 4529242
- 3x 4211180
- 2x 4211202
- 2x 4211320
- 4x 6055086
- 2x 4211181
- 1x 6150305
- 1x 6081990
- 1x 4211550
- 1x 4211469
- 40x 4211414
- 1x 4211365
- 2x 6171894
- 4x 4599498
- 3x 6209679
- 1x 4618670
- 2x 6092833
- 2x 6152229
- 2x 4581313
- 3x 6022032
- 3x 6192108

- 1x 6242551
- 1x 4611414
- 1x 4613196
- 1x 4600613
- 1x 4611777
- 1x 6139364

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