

Arbordo

This game is based on the traditional Ludo game with a sustainability twist. It can be played at levels 1, 2 or 3 by using the appropriate pack of questions.

Please feel free to adapt rules as you see fit.

Contents

- 1 - A Game Board.
- 2 - 16 Coloured Seeds (4 each of Red, Green, Yellow & Blue).
- 3 - 108 Question Cards (each with questions and answers). Three sets of 36 (Levels 1, 2 & 3).

Note Some of the answers are descriptive and the player need not say exactly what is on the card as long as the player gets the main point correct and the other players agree with the response. Other statements and answers may sound simplistic and controversial. Both are intended to stimulate debate!

Additional Equipment Required

- 1 - A six-sided Die.

Rules & How to Play the Game

1. Place the 4 Seeds on their Home Tree; Red Maple, Yellow Oak, Green Holly and Blue Chestnut.
2. Roll to see who goes first, highest score starts, the rest follow clockwise from first player.
3. A player must roll a 6 to leave their Home Tree.
4. After a Seed has left a Home Tree and a player rolls a die, the following will happen;
 - (a) If the die is 4 or higher then the player moves their Seed if they can (see 7 below).
 - (b) If the die is 3 or less, then a question is asked;
 - i. The player to their right takes the top Question Card. The question asked is the number rolled. Replace card at bottom of pack after use.
 - ii. If the answer is correct then the player may take the die roll or double the roll, whichever they prefer.
 - iii. If the answer is incorrect they stay where they are.
5. If the player lands on an opponent the opponent goes back to their Home Tree.
6. Rolling a 6 gives the player a bonus roll. If the player rolls a 6 three times in a row, one of their Seeds automatically return to their Home Tree.
7. If a player cannot make a valid move after the roll they must pass the die to the next player. Invalid moves are;
 - (a) No Seeds out of the Home Tree and a six has not been rolled.
 - (b) Seed lands on a place occupied by their own Seed.
8. To land on the Fertile Base you have to get an exact die roll—no question need be asked. The winner is the player who gets all their seeds to their Fertile Base.

