



CLASSICAL BOARDGAME

This week, we have prepared a **classical boardgame** remastered by Lunii which will hopefully please the whole family!

How does it work?

Every player chooses his board piece, he will keep the same one throughout the game.

Before starting, choose who will start first. Generally, the youngest player starts but you can also decide by rolling the dice: the person who rolled the highest number starts, then you go around the board clockwise.

During the game, every player rolls the dice and moves his piece square by square following the number rolled.

The aim of the game: to arrive first on the last square where you find Lunii's crown.

Be careful! You will meet a lot of obstacles!

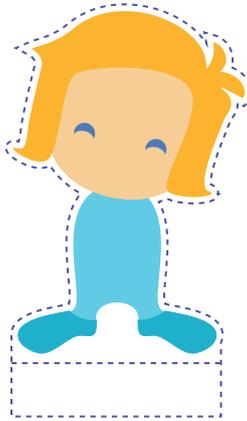
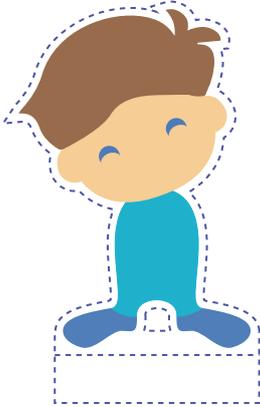
Every square has a number! Refer to the game grid to find out what the number on the square means!

Ready, roll the dice and go!

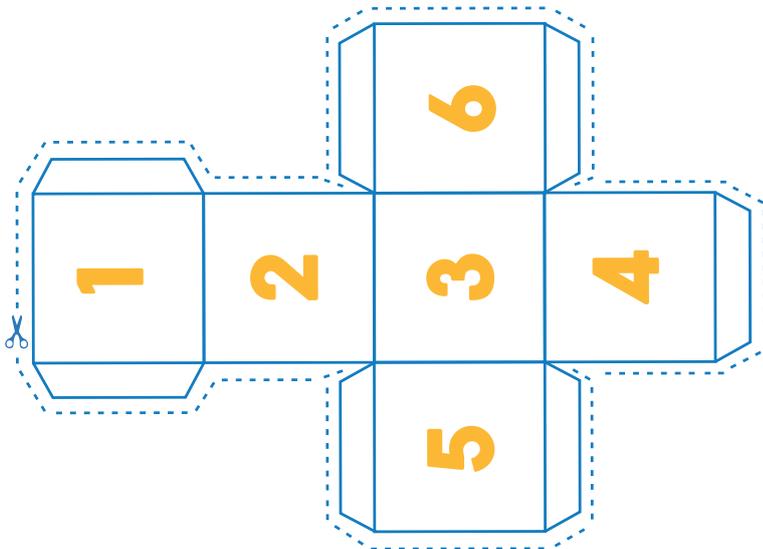


The kit

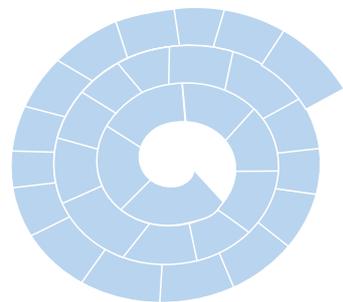
board pieces



a dice



a board



The board to print is on page 3 and the game rules on page 4.



The game grid

1 Nothing to report.



2 The key allows you to go directly to square number 10!



3 Hop and slide on the rainbow to go to the square above.

4 Nothing to report.



5 The sandman is coming, have a rest, you can play in the next round!

6 You cannot move from your square. To get out from your square in the next round, you need to roll the number on your square! You are allowed two attempts, if you fail, miss out on your turn.



7 Look out, a banana peel! You move forward 3 squares.



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8 Too bad, go back two squares.



9 The rocket takes you directly to square 18! Hooray!



10 Hop and slide on the rainbow to go to the square above.



11 You arrive in the labyrinth. Back to square one.



12 You are a prisoner in the haunted castle. Wait until another player comes on the same square to set you free.



13 You need a break! Relax under the tree and miss out on your turn.



14 Designate a player who will have to finish all sentences by "Lunii" for one turn! If they fail, they will have to miss out on their turn.

15 Nothing to report.



16 The jewel allows you to move the player of your choice back 3 squares.



17 Surprise! Every player can move forward 1 square.

18 Nothing to report.



19 You go along the seabed to move faster. Go directly to square number 23.



20 The magic wand: switch your place with the player of your choice.

21 Nothing to report.



22 Oh a crown! Play again

23 Nothing to report.



24 A little bit of music, Sing the song of your choice for 20 seconds without stopping. If you fail, miss out on your turn.



25 Oh a crown! Play again.



26 Oh you are flying away! Move forward 2 squares.

27 Nothing to report.



28 Another magic gem which allows you to move back a player of your choice 1 square.



29 Oh, not too fast, Move back 2 squares.



30 Take another break! Relax under the tree and miss your turn.



31 You must roll 1 on the dice to pass the finish line. You have 3 attempts, if you fail, you miss your turn!