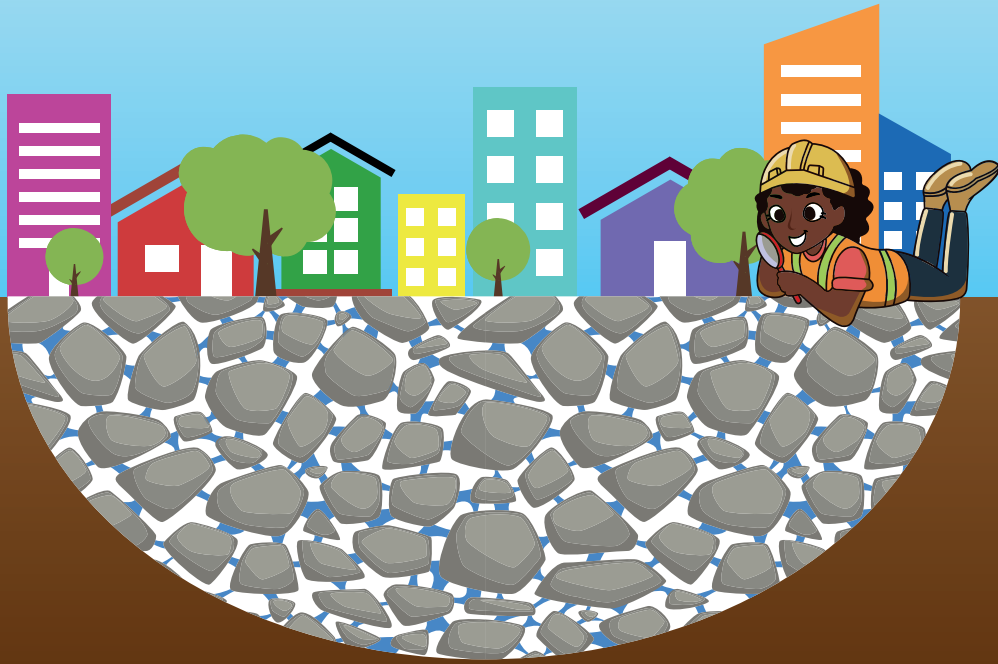


# UNSALUDO



## GAME COMPONENTS

Board, 4 pawns, "Special" and "Movement" Cards.

## NUMBER OF PLAYERS

2 to 4 players.

## SETTING UP THE BOARD

Each player chooses one of the four colours (green, red, yellow, or blue) and places their pawns in the corresponding home outside the track. The pawns must remain home until they are brought into play. While the pawns are home, they are not yet in play.

## HOW TO WIN

The first player to move their pawn to the triangle at the centre of the board wins.

## HOW TO PUT PAWNS IN PLAY

Players must decide among themselves which player will start. The order of play will proceed clockwise from the player who goes first. To get a pawn into the board, each player must correctly answer a card from the "Special" deck on their turn. If the starting player does not answer the card correctly, then the next player takes their turn. If the player does answer the card correctly, they bring their pawn onto the board and place it on the start space.

# UNSA LUDO



## HOW TO PLAY

A pawn simply moves in a clockwise direction around the track when the player correctly answers a card. There are two types of card decks: "Movement" and "Special".

"Movement" cards are standard cards that allow the players to move their pawns on the board. The number of spaces of movement is defined by the card, if the question is answer correctly. There is no punishment for the player that answers the "Movement" cards incorrectly.

"Special" cards can be requested at any time if the player wants to take their pawn in play. It can also be requested every three rounds to double the reward in the "Movement" card if the player answers correctly the question asked. However, if the players answers the "Special" card incorrectly, their pawn goes back home. Pawns can only enter the middle triangle if the player answers a "Special" card correctly. "Special" cards can also be requested to protect a pawn, they can be used every three rounds.

A player can capture an opponent's pawn any time they land on the same space that their pawn is on. If a player lands on another player's pawn space, that opponent take the pawn off of the board and move it back home.

Pawns that are currently under the protection of the "Special" card cannot be captured; the effect is valid only if the pawn does not move. Arrow and entrance spaces are safe zones.