Lemurs and Ladders was designed by the 2022-2023 Higher French class, George Watson's College, Edinburgh, Scotland.
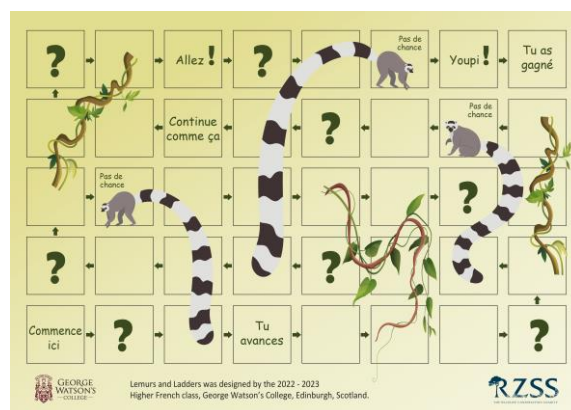
This project is part of the Beyond the Panda 'Stripy Tails' programme linking French and Mandarin learning. Find out more about 'Stripy Tails' at **beyondthepanda.org.uk**

## Lemurs and Ladders – How to Play

- The object of the game is to be the first player to reach the end by moving across the board from square one to the final square. You move left to right across the first row, then move up and right to left on the next row indicated by the arrows.

- Each player puts their counter on the space that says 'Commence ici'

- Take it in turns to roll one dice. Move your counter forward the number of spaces shown on the dice. If you roll a six, take an extra turn.

- If you land on a vine, you can move up the vine.

- If you land on a lemur, you must slide down its tail.



- If your counter lands on a question space, another player takes a question card and asks you the question because the answers are written at the bottom of the cards. If you answer correctly you can move one extra space. If you answer incorrectly you must go back one space.

- The first player to get to the space that says "Tu as gagné"' is the winner. If you roll too high, your piece bounces off the last square and moves back. You can only win by rolling the exact number needed to land on the last square.

**Phrases on the game board**

| Commence ici | Start here |
|---|---|
| Tu avances | You move forward |
| Pas de chance | Bad luck |
| Continue comme ça | Keep it up |
| Allez! | Go on! |
| Youpi! | Yippee! |
| Tu as gagné | You won |

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