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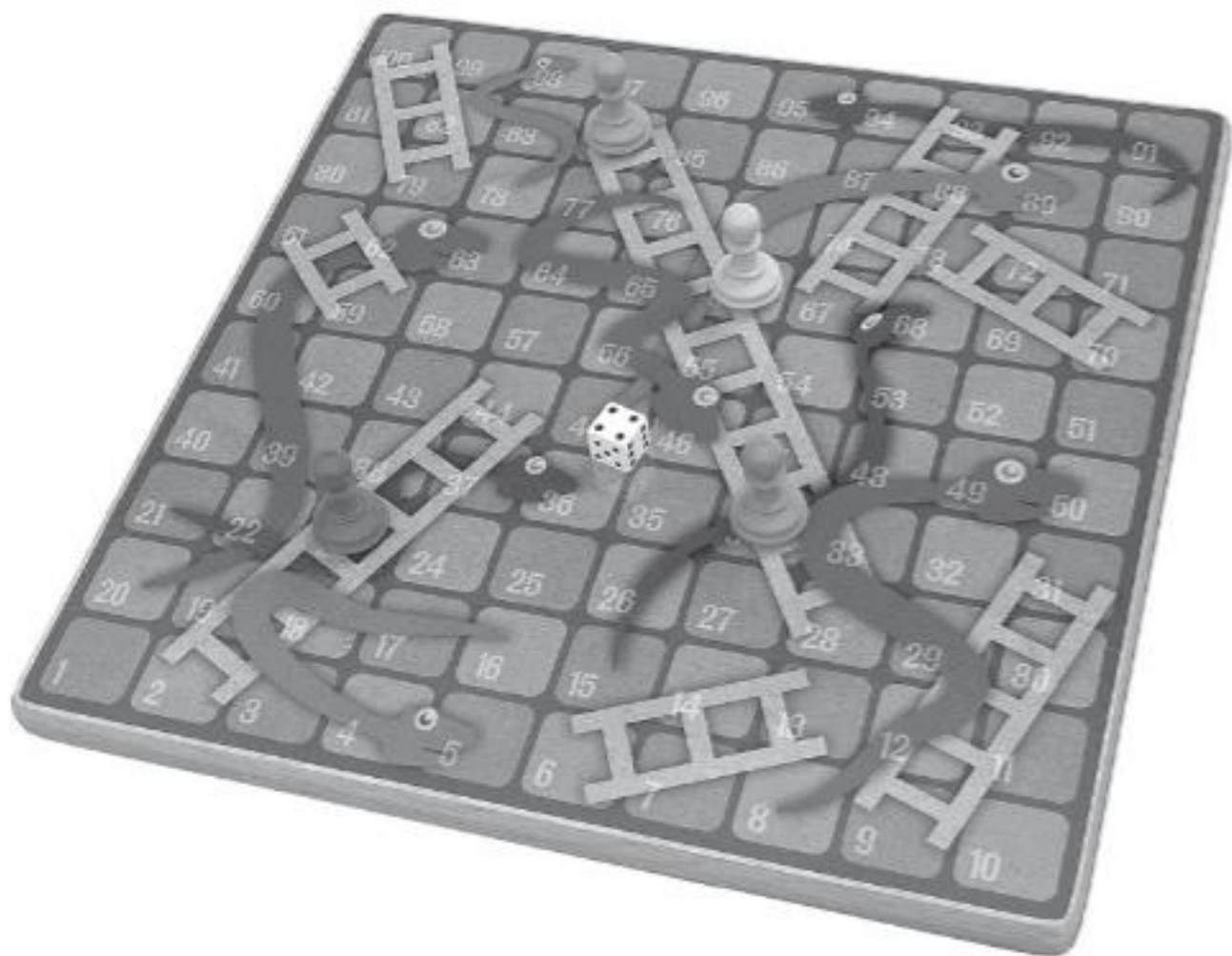
Snakes and Ladders

4+

years

2-4

PLAYERS



INCLUDES:

- 1 die
- 1 gameboard
- 4 markers in 4 colours

INSTRUCTIONS:

SETUP: Give a marker to each player

LET'S PLAY:

Use a coin to determine who goes first, then the players should take turns in an anti-clockwise rotation.

1. Player 1, roll the dice and move your marker the number of spaces shown (in number order).
2. If your marker lands on a square at the foot of a ladder, you may move the marker to the top of the ladder (players never move down ladders).
3. If your marker lands on the head of a snake, the marker slides down the snake to the square at its tail! If you land on a square in the middle or at the bottom of a snake, just stay put.
4. If a six is rolled, you get an extra turn. First, move the piece forward six squares and then roll again. If you land on any snakes or ladders, follow the instructions above to move up or down and then roll again to take your extra turn. As long as you keep rolling sixes, you can keep moving.
5. Players take turns rolling the dice and moving spaces.
6. The first person to reach the 100 square wins. BUT, if they roll too high, their piece "bounces" back. For example, if a piece is on square 97 and the player rolls a four, they move the game piece to 100 (3 moves), then "bounce" back 1, to 99. If square 99 is a ladder base or snake head, climb or slide as usual.
7. The game is won only by rolling the exact number needed to land on the last square.

TO WIN:

Be the first player to land on the 100 square by exact count.

