

2-4 PLAYERS

AGES 5+

# TRADITIONS

# SNAKES AND LADDERS

**CONTENTS:**

- Game board
- 4 game pieces
- 1 die
- Instruction guide

**OBJECT:**

To navigate your game piece from the start (bottom square) to the finish (top square), helped by ladders or hindered by snakes along the way.

**GETTING STARTED:**

Each player chooses a game piece and places it on the starting square. Everyone rolls the die and the highest roller goes first.

**PLAYING THE GAME:**

The first player rolls the die and moves their game piece the number of squares indicated on the die. Play continues to the left.

Game pieces follow a numbered route marked on the game board from bottom (#1) to top (#91), passing once through every square.

If, on completion of a move, a player's game piece lands on the lower-numbered (bottom) end of a ladder, the player moves their game piece up to the ladder's higher-numbered (top) square. If the player lands on the higher-numbered (top) square of a snake, the game piece is moved down to the snake's lower-numbered (bottom) square.

Players cannot climb up a snake and do not climb down ladders. Game pieces that land mid-way on ladders or snakes do not move up or down.

**WINNING THE GAME:**

The first player to move their game piece to the last square on the board is the winner.

**VARIATIONS:**

If a player rolls a 6, the player may, after moving their game piece, immediately take another turn; otherwise play passes to the next player in turn. If a player rolls three consecutive 6s, the player must return to the starting square and may not move again until rolling another 6.

Players must roll the exact number to reach the final square and win the game. Depending on the particular variation, if the roll of the die is too large the pawn either remains in place or 'bounces' off the final square and back again. For example, if a person requiring a 3 to win rolls a 5, they would move forward three spaces and then back two. In certain circumstances (such as a person requiring a 1 to win rolling a 6), a player can end up further from the final square after this move than before it.



**WARNING:**  
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