

Snakes 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.

Follow the numbers on the board to see how to move forward. For example, if you rolled a five and you were on space number 6, then you would move your game piece to space number 11.

To start the game.

- Decide who goes first. Each player should roll the dice to see who gets the highest number.
- Whoever rolls the highest number gets to take the first turn.
- After the first player takes a turn, the person sitting to that player's left will take a turn. Play continues in a circle going left.
- If two or more people roll the same number, and it is the highest number rolled, each of those people roll the dice again.
- To take your turn, roll the dice again and read the number that you rolled. Pick up your game piece and move forward that number of spaces. For example, if you roll a two, move your piece to square two.

Ladders.

- The ladders on the game board allow you to move upwards and get ahead faster. If you land exactly on a square that shows an image of the bottom of a ladder, then you may move your game piece all the way up to the square at the top of the ladder.
- If you land at the top of a ladder or somewhere in the middle of a ladder, just stay put. You never move down ladders.



Snakes.

- Slide down snakes. Snakes move you back on the board because you must slide down them. If you land exactly at the top of a snake, slide your game piece all the way to the square at the bottom of the snake.
- If you land on a square that is in the middle or at the bottom of a snake, just stay put. You only slide down if you land on the top square of a snake.

Rolling a Six

- Take an extra turn if you roll a six. If you roll a six, then you get an extra turn. First, move your piece forward six squares and then roll the die 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. If you keep rolling sixes, you can keep moving.

To Win the game

- Land exactly on the last square to win. The first person to reach the highest square on the board wins, usually square 100. But there's a twist! 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.
- For example, if you are on square 99 and roll a four, move your game piece to 100 (one move), then "bounce" back to 99, 98, 97 (two, three, then four moves.) If square 97 is a snake head, slide as usual.
- Use a faster victory rule. Having to land exactly on the final square makes the game more exciting, since it gives people a chance to catch up, but it can also make the game take too long. Instead, you can let people roll higher than they need to reach 100.

