

SNAKES & LADDERS | 2 – 4 players

GB

Contents 1 snakes & ladders board,
4 counters, 2 dice

Object

The object of this old favourite is to be the first player to land on square 100.

How to play the game

Each player rolls the die to determine who will go first. The player rolling the highest number begins. In turn, each player throws the die and advances their counter the same number of squares as shown on the die. The game begins at square 1 and finishes when a player reaches square 100. If a counter lands on a square bearing the bottom of a ladder, it 'climbs' up the ladder and is placed in the square at the top of the ladder. If a counter lands on a square occupied by the head of a snake, it 'slides' down the snake's body to the square at the tail end of the snake. No other part of a snake or ladder affects the course of the game. If a counter lands on a square already occupied by an opponent's counter, the opponent's is bumped off it and must start again from square 1. To land in the final square (100), a player must throw the exact number of moves required. If the throw of the die turns up a number that is too high, the turn is missed and the player must try again after the other players have taken their regular turns in sequence.

Variation 1

Each player throws two dice, adds or subtracts the numbers indicated and then moves the counter accordingly.

Variation 2

Each player throws two dice. The first die is used to move his/her own counter forwards and the other die to move an opponent's counter backwards – but the player must announce in advance which of his/her opponent's counters he/she is going to move.