

# Leiterspiel

Jeu d'échelle – Gioco delle scale – Ladder game



# Ladder game

An exciting scampering game for 2-4 little mice from the age of four

1 game board  
(comprising three parts)



1 dice

4 figures

## Objective of the game

Why oh why do the biscuits always have to be right at the top? The little mice set off through the kitchen cupboard in pursuit of the goodies.

In this amusing game of ups and downs, sometimes they strike lucky and can climb up a ladder – and sometimes they find themselves even further away from the prize.

An exciting game throughout. The first person to reach the biscuit barrel wins the game.

### Preparing to play

Assemble the game board and put it in the middle where it is easily accessible for all players.

Each player chooses a figure and places it on the start field. The youngest player starts. The game continues in a clockwise direction.

### How to play

Whoever's turn it is casts the dice. Move your figure forward the number on the dice. More than one figure is allowed on any one field. If, at the end of your turn, you land on a red field, use the ladder which starts or ends on this field, climb up or down it, and place your figure on the red field at the end of the ladder. The field bearing the number 3 is an exception: you have forgotten your neckerchief in the mousehole and have to miss a round.

### Note:

The arrows indicate the direction of play.



### End of Game

The first figure to reach the target field, wins.

However, you can only move to the target field if you have thrown the right number on the dice: otherwise you have to move back the extra number of points. If, for instance, you are on field 78, you have to throw a “2” to reach the end. If you throw a “5”, however, you move forward the two fields and move back the other three fields, and end up on field 77.

