Snakes and Ladders

Michaud Toys
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www.michaudtoys.org

Object of Game: The object of the game is to be the first player to reach the square marked "100"

The Play: Each player chooses a different coloured playing piece. Toss one dice each to see which player will start first. The player with the highest role will begin. Other players follow turn from left to right (clockwise). All the players begin at the square marked "1". Players now toss both dice (in turn) and move their playing piece, according to the number on the dice. Each player has only one turn at a time. Players are not permitted to move to a square (or number) which is occupied by another player. Any player who lands on an occupied square must return to the square that they began their move on and lose their turn.



Ladder Squares: Should a player land on a square bearing the bottom of a ladder, that player moves all the way up that the ladder and places their playing piece on the square (number) at the top of the ladder. Players may ***not move down*** ladders.

Snake Squares: Should a player land on the square bearing the tail-end of a snake, the player moves all the way down the snake and places their player piece on the square (number) where the snake's head is situated. Player may ***not move up*** snakes. Squares which have parts of the ladder or parts of the snake, (other than squares that show the bottom of a ladder or the tail-end of a snake) are counted as regular spaces.

Winning the Game: The first player to reach the square marked with the number ***"100"*** by an exact role of the dice, wins the game. If a player roles the dice and the dice turns-up a number too high, then that player loses their turn. When playing with two dice a player is permitted to roll one dice when that player is on squares #95 or greater.

Variations: If you play with one dice (instead of 2 dice).
This will make the game last longer.