

Chutes and Ladders

CONTENTS

Gameboard, Spinner with arrow, 4 plastic pawns, Game Guide

OBJECT

Be the first player to reach the **WINNER 100** square.



ASSEMBLY

Assemble the spinner as shown.



GET READY

Each player chooses a pawn and places it just off the board and close to Square 1.

Notice the squares are numbered from 1 to 100. At the start, you'll move your pawn to the right toward Square 10, and then up a row to move to the left toward Square 20. Of course, you can also move around using the chutes and ladders - more about that in **'TIME TO PLAY!'**



TIME TO PLAY!

1. The youngest player goes first.
2. Spin the spinner and move your pawn, square by square, the number shown on the spinner. For example, if you spin a 5, move your pawn 5 spaces. Note that 2 or more pawns can be on the same space at the same time.

GOING UP A LADDER – Any time you end your move on a square at the **BOTTOM** of a ladder, it's your lucky day! Climb the ladder and move your pawn to the square at the **TOP** of the ladder! For example, if you land on Square 9, go right to Square 31.

SLIDING DOWN A CHUTE – Any time you end your move on a square at the **TOP** of a chute, slide all the way to the square at the **BOTTOM** of the chute. For example, if you land on Square 49, slide on down to Square 11.

ONCE YOU MOVE YOUR PAWN, YOUR TURN IS OVER AND PLAY MOVES TO THE LEFT.



THE WINNER!

The first player to reach the **WINNER 100** square **WINS THE GAME!** There are two ways to get to the winning square:

1. Land on it by exact count. If your spin would take you beyond Square 100, don't move your pawn and try again on your next turn.
2. Climb there when you end your move on ladder square 80.

