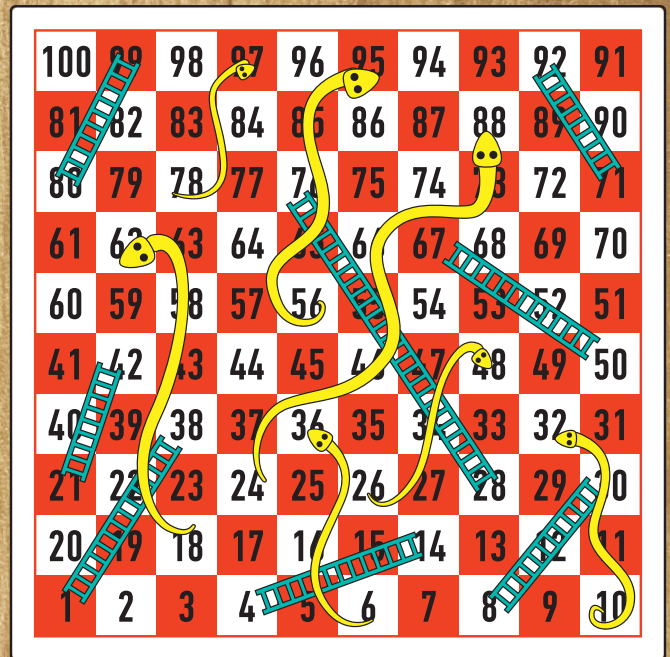


Snakes and Ladders



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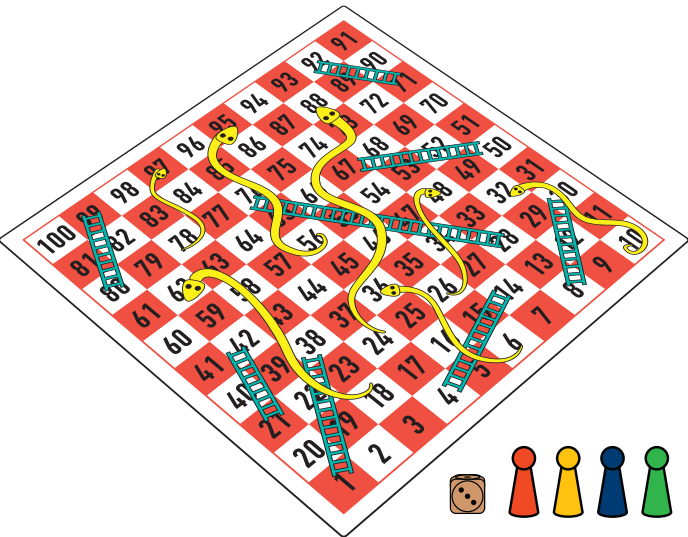
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Snakes and Ladders

A classic board game enjoyed worldwide — for 2 to 4 players! Move your piece from Start to Finish, avoiding snakes and climbing ladders for shortcuts. The game originated in ancient India, where it was called Moksha-Patamu. Moving up the board symbolized a spiritual journey through life, with virtues represented by ladders and vices by snakes.

Equipment

- Snakes and Ladders board
- 1 die
- Playing pieces

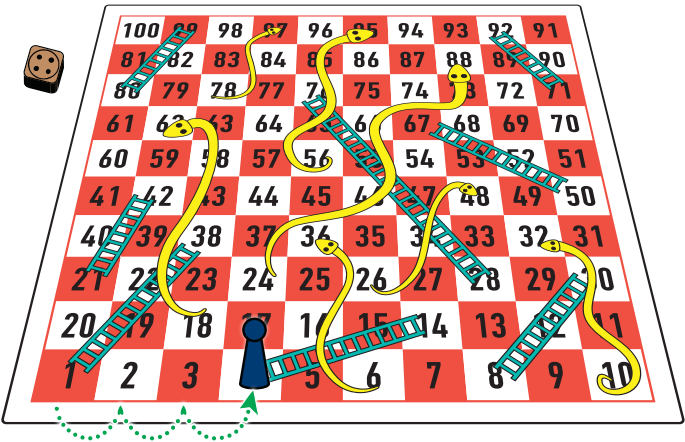


Setup

To start, each player rolls the die once. The player who rolls the highest number takes the first turn. If multiple players roll the same highest number, they roll again to break the tie. Players then take turns in clockwise order from the starting player.

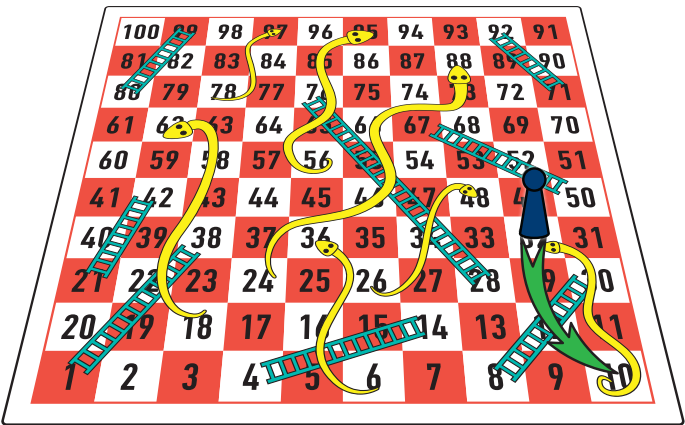
Gameplay

Players take turns moving their pieces according to the die roll. Starting at 1, players follow the numbered squares on the board from left to right on the first row, then right to left on the next, repeating this pattern until they reach 100. For example, if a player rolls a 4, they advance their piece four spaces.

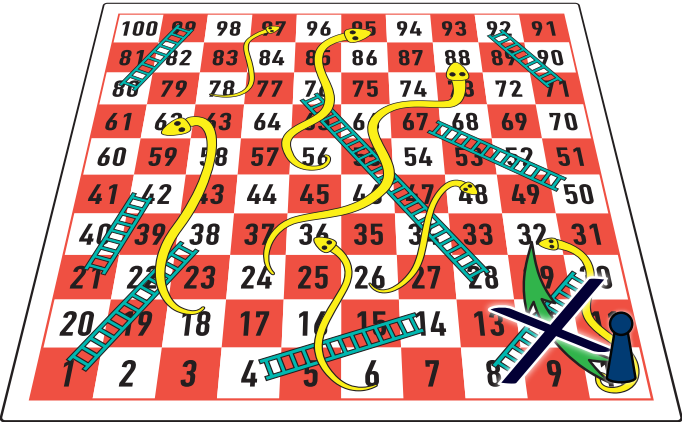


Snakes

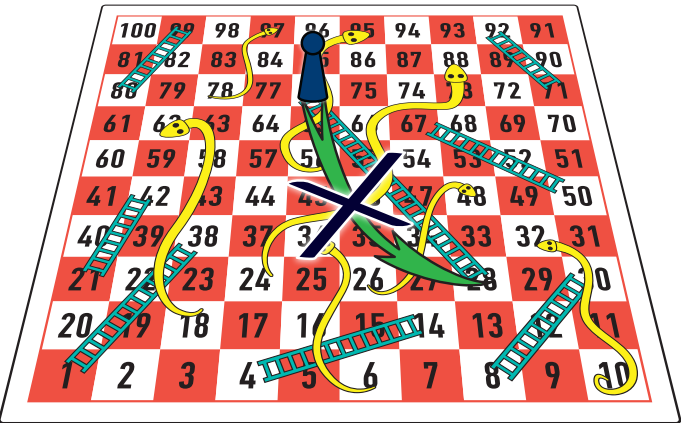
If a player lands on the top of a snake, their piece slides down to the bottom of the snake.



If a player lands on the bottom of a snake, they remain there.

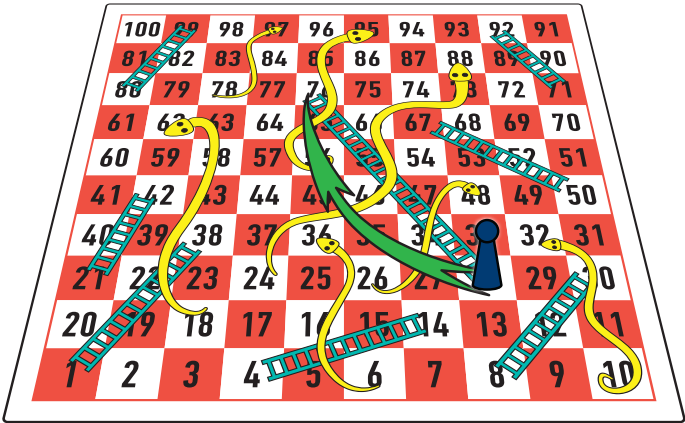


Landing on the top of a ladder does not allow for an extra move.



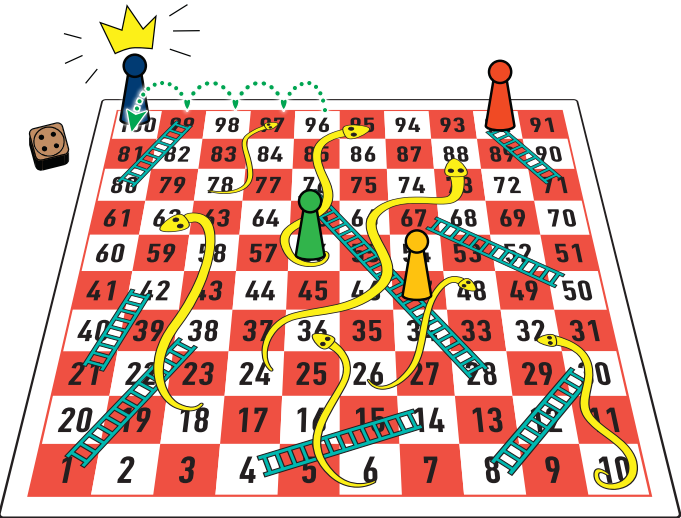
Ladders

If a player lands at the base of a ladder, they immediately move to the top of the ladder.



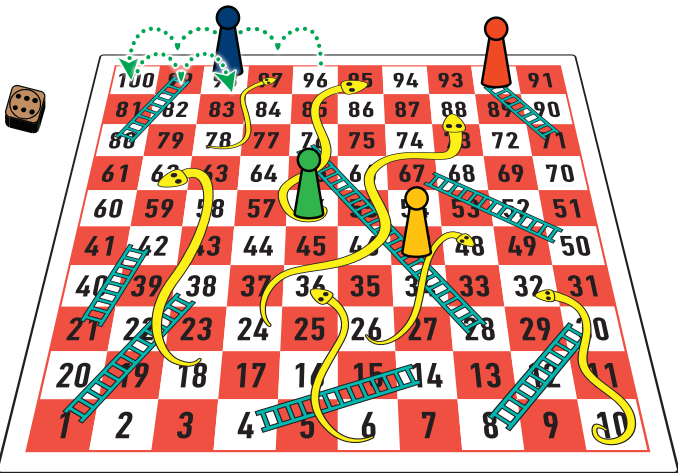
Winning the Game

The first player to reach the final square, 100, wins the game. To win, a player must roll the exact number needed to land on 100. If a player rolls a number higher than needed, their piece stays where it is until their next turn.



Bounce-Back Variation

In this variation, players do not need to roll the exact number to reach 100. Instead, if a player rolls a number that would move their piece beyond 100, they bounce back by the extra number of spaces. For example, if a player is four spaces away from 100 and rolls a 6, they move four spaces to 100, then bounce back two spaces, landing on 98. The first player to land on 100 wins.



Version 1-20

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