

RULES FOR PLAYING CHUTES AND LADDERS®

AGES 3 & UP | 2-4 PLAYERS

This delightful game is simple and easy to play, even for children who can't read. In going UP THE LADDERS and DOWN THE CHUTES a child will learn by the pictures the rewards of doing good deeds and the consequences of naughty ones.

Contents

Gameboard, Spinner with Arrow, 4 Playing Pieces

Object

Be the first player to reach Square Number 100.

To Begin

Take a look at the gameboard and notice that all the squares are numbered. Square Number 1 is in the lower left hand corner. As you play, you move back and forth across the board, following the numbers upward — starting at square number 1 and moving right toward Square Number 10, then up to Square Number 11 and left toward Square Number 20, etc.

How To Play

1. Each player chooses a different colored playing piece.
2. Spin the spinner to see who starts the game. The player spinning the highest number goes first. Play proceeds to the left.
3. All players start their playing pieces just off the gameboard next to Square Number 1. On your turn, spin the spinner and move your piece, square by square, the number shown on the spinner. For example, on your first turn, if you spin a 5, move to Square #5 on the board. Each player has but one turn at a time.

CLIMB UP WITH A GOOD DEED!

4. LADDERS: Should your playing piece stop on a picture square at the bottom of a ladder, that piece must climb up to the picture square at the top of the ladder. For example, if your move ends on Square Number 9, you must move up to Square Number 31 at the top of the ladder. LADDERS lead up only. Notice that the pictures on these two squares



are related. The children who mow the lawn are rewarded for their work with a trip to the circus.

NAUGHTY DEEDS SLIDE YOU DOWN!

5. CHUTES: Should your playing piece land on a picture square at the top of a chute, that piece must slide down the chute to the picture square at the bottom of the chute. For example, if you end your move on Square Number 98, you must immediately move down to Square Number 78. Again, the pictures are related. Pulling the cat's tail can get you scratched!
6. The squares without pictures, but through which parts of the chutes or ladders pass, are counted as regular squares.
7. Two or more players may stop on any square at the same time if their moves happen to land them in that position.

Winning The Game

1. Square Number 100 must be reached by an exact spin of the spinner, or by the LADDER from Picture Square Number 80.
2. The first player to reach the Blue Ribbon Corner, Square Number 100, wins the game!

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Created by Winning Solutions, Inc., 66 Summer Street, Manchester, MA 01944.

MADE IN CHINA. FABRIQUÉ EN CHINE. I-0228 40412

CUSTOMER SERVICE CONTACT INFORMATION:

Phone: (978) 525-2816 Email: service@wsgamecompany.com



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