







# Advanced Snakes & Ladders

This game may be played individually or in teams. The goal is for tokens to reach the “End” area, laying traps and helpers for other tokens on the way.

The first team to have all its members reach the “End” area wins.

## SETUP

- all players roll 1d6 to determine their **die**:
  -  d6
  -  d6
  -  d6
  -  d8
  -  d8
  -  d12
- place all tokens in the “Start” area
- all players roll their **die** to determine play order: lowest to highest
  - tied players roll again to determine their order within their position











## PLAY











- at the start of their turn, each player nominates whether they will *move*, *build a ladder*, or *build a snake*
- you may only build on a space that does not already contain a *snake's head* or *tail* or a *ladder's foot* or *top*

## MOVE

- roll **die**, and move token the number of spaces indicated
- if that space contains the *head of a snake*, move token to the *snake's tail*
- if it contains the *foot of a ladder*, move token to the *top of the ladder*

## BUILD A LADDER / BUILD A SNAKE

- roll **die** to determine success:
  - if this is your first construction, any of     are successful
  - second:   
  - third:  
  - fourth or more: 
- if successful, nominate a space:
  1. that does not already contain a *snake's head* or *tail* or a *ladder's foot* or *top*,
  2. with a *lower value* than the current space,
  3. at most **die**/2 spaces from the current space
    - only spaces sharing a straight edge are considered adjacent
- if constructing a *snake*, place the *head* on your current space and the *tail* on the nominated space
- if constructing a *ladder*, place the *top* on your current space and the *foot* on the nominated space

END		99	98	97	96	95	94	93	92	91	
	81	82	83	84	85	86	87	88	89	90	
		80	79	78	77	76	75	74	73	72	71
	61	62	63	64	65	66	67	68	69	70	
		60	59	58	57	56	55	54	53	52	51
	41	42	43	44	45	46	47	48	49	50	
		40	39	38	37	36	35	34	33	32	31
	21	22	23	24	25	26	27	28	29	30	
		20	19	18	17	16	15	14	13	12	11
	START	1	2	3	4	5	6	7	8	9	10