


Snakes and ladders

GAME

Below:
 Instructions how to play
 Paper dice
 4 Markers



instructions

- The first player to roll 6 can enter the board. Each subsequent player must also throw a 6 to enter the board. The dice must be rolled again to show the number of squares that the player entering the board may move initially. Place the marker on the appropriate square.
- Continue playing. Each player take a go. The person with the highest amount starts first. the person with the second highest goes 2nd and so on.
- Snake: If a player lands at the tip of the snake's head, his or her marker slides down to the square at the snake's tail.
Ladder: If a player lands on a square that is at the base of a ladder, his or her maker moves to the square at the top of the ladder and continues from there.
- Take an extra turn if you roll a 6 on your dice after moving six places on the board. You may roll up to two 6's and take two extra turns. However, if you throw three 6's in a row, you must return to the very beginning of the board and may not move again untill you roll another 6 on your turn.
- The first player to reach square 100, the finish line, is the winner, but you must have the correct number on the dice to land on the 100 mark.

MARKERS



Guinea fowl



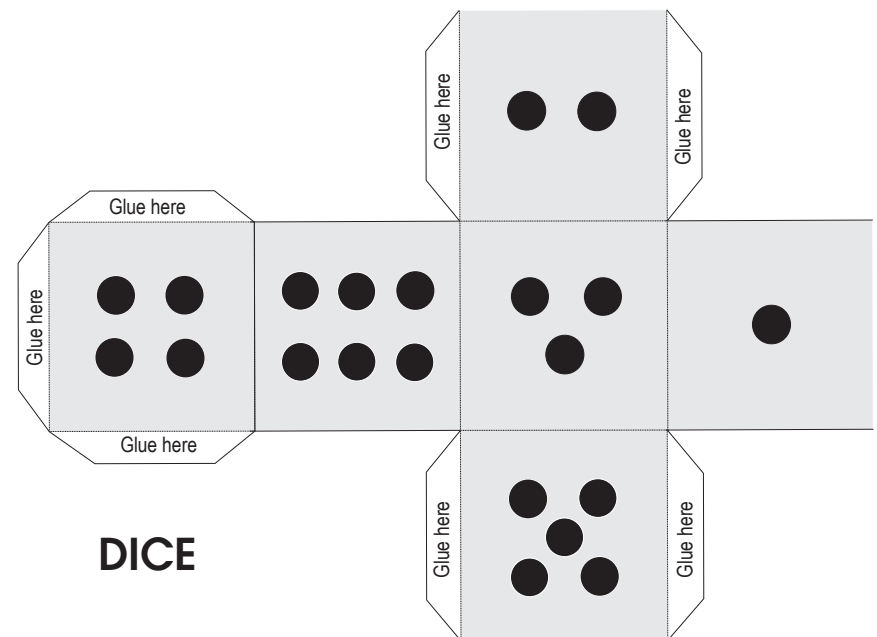
Little stint



Queue



Sand plover



NOTE: Glue onto cardboard, and cut out for better performance