

B's Snakes & Ladders Game Rules

This game can be played as a crib game or by using 2 dice.

This has been designed with the old snakes and ladders concept where you go up the ladders and down the snakes. However a few twists have been added for your pleasure or frustration, depending on where you land.

If you are using dice, the game is straight forward. However, if you are playing crib, some strategy would be involved. The rules for crib have to be followed so if you have the last card, for example, you would take 1 for a go or 2 if you made the 31. In saying this, if you were 2 holes away from a snake, a 7 was played and you have a 7 in your hand, you may want to play another card so you don't take 2 points.

Snake pits have been added. Under each of these a number has been entered. For example, if the number is 5, you move back 5 spaces and your opponent(s) move ahead 5. If the number is 20, you move back 20 and your opponent(s) move ahead 20 and so forth.



Turbo Track brings all the players down to one set of holes to follow. You will notice there is half the holes compared to the rest of the board here to speed you up. However, if you are on a hole in the Turbo Track and your opponent(s) happen to land on the same hole as you are situated on, you must move back 5 to allow them some room.



In one spot there are 3 chances to move up a ladder. The square is green for this.



Nearby there are 2 chances to land on the cobra and go down. This is shown as red.



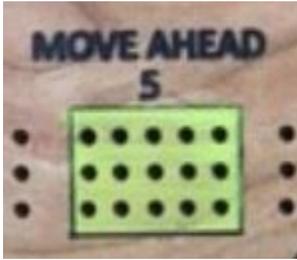
The rest of the snakes and ladders should be simple. If you land on a hole above the snake you will follow the snake down to the hole where the tail is.



Similarly, if you land on a hole at the base of the ladder you will move up to the top of the ladder and put your peg in that hole.



There is one free spot on the board painted yellow. If you land on any of the holes here you move ahead 5.



Enjoy!! I took pleasure in designing this and my grandson took pleasure in winning using the dice!!