

Big Game
hunters

GIANT Snakes & Ladders

Instructions

What's in the Box?

Giant playing mat approx. 3m x 3m
8 x Pegs
Giant Inflatable Dice
Cotton Storage Bag

A Little History

Did you know? Snakes & ladders started from an old Indian game known as Mokshapatamu. It was originally played to help teach about good and evil. Moving up a ladder was likened to doing something good, because it takes you further in life. But doing something bad was likened to going down a snake as it holds you back.

How To Play

Unfold the giant plastic mat and lay it out flat. Use the pegs provided to secure the mat to the lawn if you're playing in the garden. Blow up the inflatable dice and you're ready to play.

1. To decide the order of play, take it in turns to throw the dice. Whoever rolls the highest number goes first, with the remaining players following according to the number they have thrown.
2. On your turn to play, throw the dice and move forward on the mat that number of squares, starting from square 1.
3. If you end up at the foot of a ladder, move up the ladder to the square at the top. If you end up on the head of a snake, then slide back down to its tail.
4. If you land on a "Sting Square" you can swap places with another player – the choice of player is entirely yours. The only rule is that you MUST swap, even if you're in the lead at the time.
5. If you land on a "Double Dice Square" on your next throw of the dice, your score counts double. You, MUST double up your score, even if it means you reach the winner square and then have to bounce backwards using the full value of the dice thrown.
6. If you land on a "Stand on One Leg Square", then you must do exactly that until your next turn. If any other part of your body touches the ground before your next turn, on your next go you must move backwards the number of squares you roll.
7. More than one person can occupy the same square at a time – just squeeze up!

The Winner

The winner is the first player to reach the winning square! Simple! You can make it slightly harder by only allowing a player to get the exact number to land directly on the winning square on their final go - if they roll more they either have to count backwards or wait until their next turn to roll again.



Suitable for
2+ players
Aged 3 and over