

PROOF OF PURCHASE

CHUTES AND LADDERS®

41606

Game

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 1G2.

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CHUTES AND LADDERS®

Game Instructions



**AGES 3 TO 6
FOR 2 TO 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.



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.

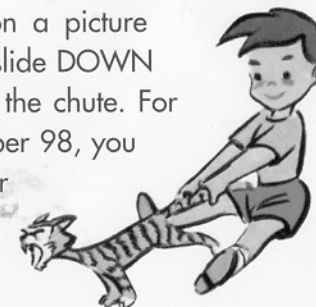


4. LADDERS: Should your playing piece stop on a picture square at the BOTTOM of a LADDER, that piece must climb UP to the picture square at the top of the ladder. For example, if your move ends on Square Number 9, you must move UP to Square Number 31 at the top of the ladder. LADDERS LEAD UP ONLY.

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.

Climb Up With A Good Deed!

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!



Naughty Deeds Slide You Down!

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!