

PACHESI & SNAKES & LADDERS

CONTENTS: 1 Dual-sided folding gameboard, 16 Colored game pieces, 2 Dice, 1 Instruction sheet



PACHESI INSTRUCTIONS



OBJECT:

To be the first player to move all four playing pieces from their entry point to their HOME.

GAME SETUP:

- Each player selects four playing pieces of the same color and places them in their starting area (red enter, blue enter, etc...). The gameboard should be positioned so that each player's "enter" space is at their right hand.

LET'S PLAY: Each player then rolls the dice and the highest number goes first. Play then continues passing to the left.

- To enter a playing piece: A player may enter a playing piece only if they throw a total of five with the two dice or if one of the two dice shows a five. For every five thrown, the player must enter a playing piece. If a double five is thrown the player must enter two playing pieces.
- After a playing piece has entered: If one die shows a five and the other die a different number, one playing piece is entered (using the 5), and a playing piece already on the board moves the number of spaces indicated by the other die. Once a playing piece has entered, it can be moved the number of spaces that match the number shown on the dice. Should a player not be able to use the total shown on the dice, they may use the number shown on one of them. During the game, a player may not have more than two of his/her playing pieces occupying the same space.
- When all playing pieces are in play: If a player throws the dice and gets a double, they may move any combination of their playing pieces the number of spaces indicated on the dice. One playing piece may use all the spaces, or the number may be divided by 4, 3 or 2. Any time a player throws a double, they are allowed another turn.
- Capturing an opponent's playing piece: If in their turn, a player's playing piece lands (by exact count) on a space occupied by another player's playing piece, that opponent's piece is "captured" and sent back to its starting corner. It then must re-enter the board as noted above. The player who makes the capture may either throw the dice again or move any one of their playing pieces ten spaces. When a playing piece is on its home path, it cannot be captured. No opponent may enter any home path except its own. If two playing pieces of the same color rest on the same space anywhere on the board, they cannot be passed by any player, regardless of color. The player whose pieces are blocking the path may keep them there as long as they can move another playing piece. Once the "block" is broken, the two playing pieces may not travel together; they must be on different spaces at the end of the move. Should a "block" occupy an entry space, it will prevent any playing pieces from entering the path.
- Going home: The home space may only be entered by an exact throw of the dice. For every playing piece moved into HOME, that player is given a bonus of ten spaces, which must be used by only one playing piece. If the ten cannot be used it is then forfeited.

HOW TO WIN: The first player to get all four playing pieces HOME wins!



SNAKES & LADDERS



INSTRUCTIONS

OBJECT: Be the first player to land on the 100 square by exact count.

GAME SETUP:

- Give a marker to each player

LET'S PLAY: Toss a coin to determine who goes first. Play then moves left.

- Player 1, toss the die and move your marker the number of spaces shown (in number order).
- If your marker lands on a square at the foot of a ladder, you may move the marker to the top of the ladder (players never move down ladders).
- If your marker lands on the head of a snake, the marker slides down the snake to the square at its tail! If you land on a square in the middle or at the bottom of a snake, just stay put.
- If a six is rolled, you get an extra turn. First, move the piece forward six squares and then roll again. If you land on any snakes or ladders, follow the instructions above to move up or down and then roll again to take your extra turn. As long as you keep rolling sixes, you can keep moving.
- Players take turns tossing the die and moving spaces.
- The first person to reach the 100 square wins BUT, if they roll too high, their piece "bounces" back. For example, if a piece is on square 97 and the player rolls a four, they move the game piece to 100 (3 moves), then "bounce" back 1, to 99. If square 99 is a ladder base or snake head, climb or slide as usual.
- The game is won only by rolling the exact number needed to land on the 100 square.

HOW TO WIN: Be the first player to land on the 100 square by exact count.



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• Remove all packaging before use. • Retain this information, addresses and phone numbers for future reference. • Content may vary from pictures. • An adult should periodically check this toy to ensure no damage or hazards exist, if so, remove from use. • Children should be supervised during play. • Meets CPSC safety requirements.



WARNING: CHOKING HAZARD - Small parts.

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Not for children under 3 years.

1 SET



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