

Chutes and Ladders®



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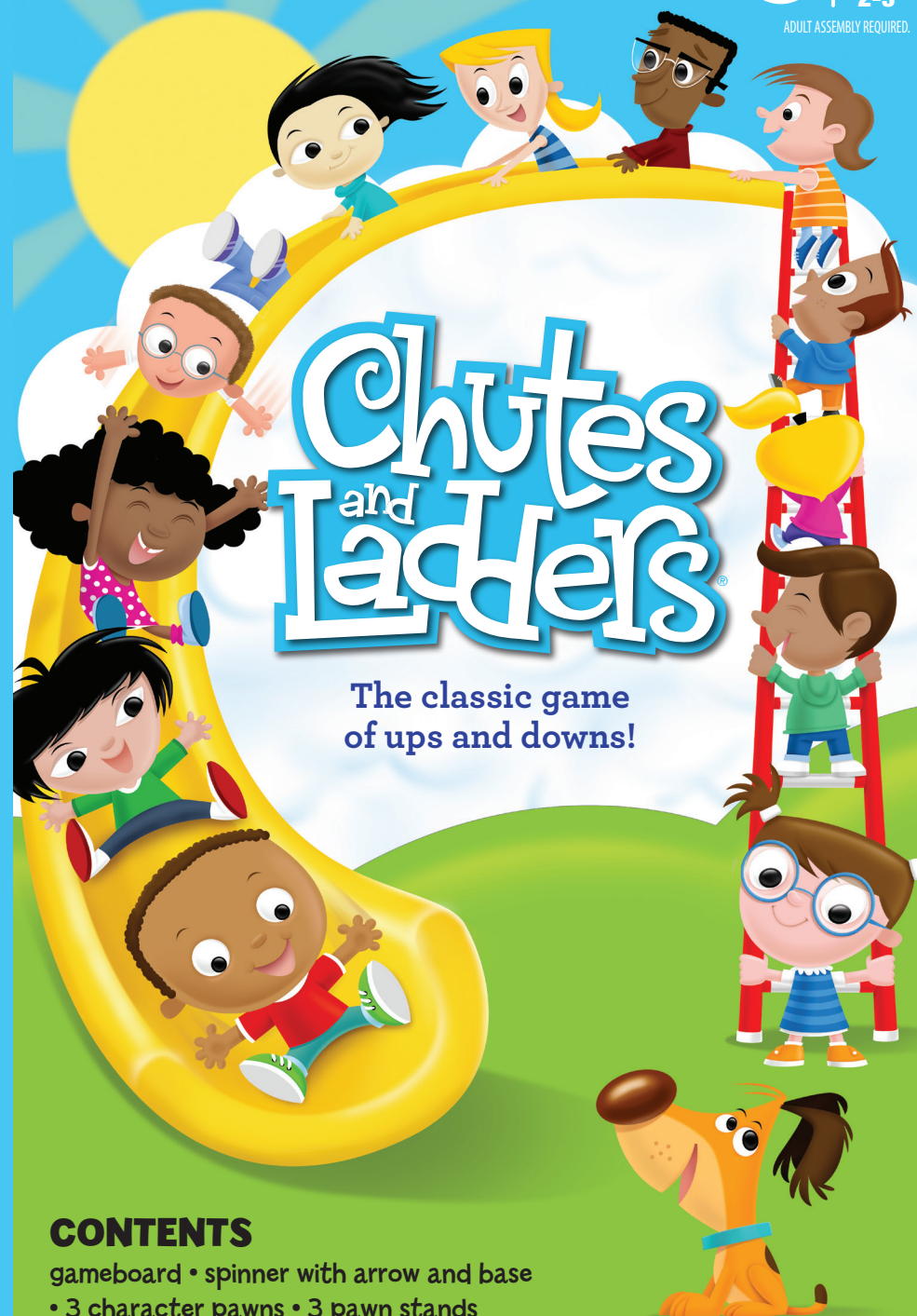


PARENTS:

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ADULT ASSEMBLY REQUIRED.



CONTENTS

- gameboard • spinner with arrow and base
- 3 character pawns • 3 pawn stands

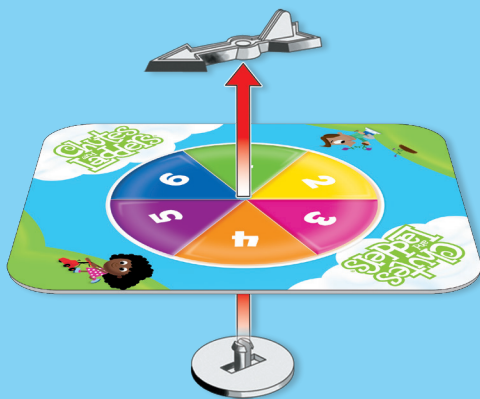
OBJECT

Race to the top! Be the first player to reach the WINNER 100 Square to win!



THE FIRST TIME YOU PLAY

1. Punch out the 3 character pawns and the spinner board from the cardboard sheet, and discard the waste.
2. Insert each character pawn into a pawn stand.
3. Have an adult carefully remove all the pieces from the runner frame, then discard the frame. If needed, remove excess plastic from the pieces. Discard the frame after removing all the spinner pieces.
4. Next, attach the arrow and base to the spinner board as shown.



GET READY

1. Each player chooses a character pawn. The youngest player chooses first, then the choice moves to the left.
2. Place your chosen character next to SQUARE 1.



LET'S PLAY!

The youngest player goes first, then play passes to the left.

On your turn, spin the spinner and move your character pawn forward that number of spaces! (Two or more character pawns can be on the same space at the same time.)

GOING UP A LADDER

Time to climb! If you land on a square at the bottom of a ladder, climb the ladder and move your character pawn to the square at the top of the ladder.

SLIDING DOWN A CHUTE

Uh-oh! If you land on a square at the top of a chute, slide all the way down to the square at the bottom of the chute.

Once you've finished moving, your turn ends and the next player may spin.



WIN!

The first player to reach the WINNER 100 Square wins!

There are two ways to reach the winning square:

1. Land on it by exact count. If your spin would take you beyond SQUARE 100, don't move your character pawn and try again on your next turn.
2. Land on SQUARE 80 and climb the ladder to SQUARE 100.