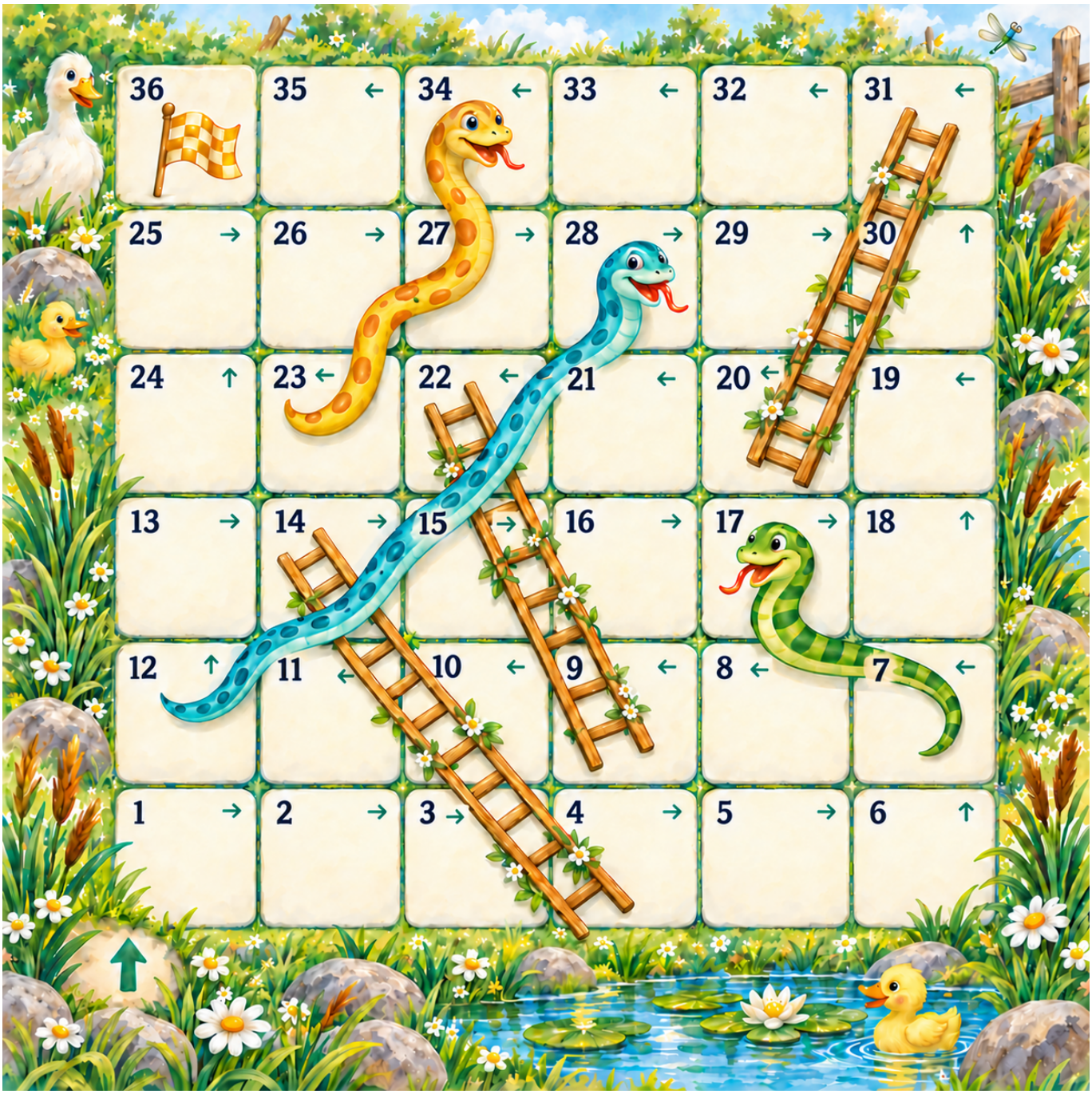
Snakes and ladders: 36 squares

2–4 players · One die · Climb ladders and slide down snakes



Follow the picture to its other end

Climb from the foot of a ladder. Slide from a snake’s head. They only act when your throw ends there.

Start before 1. Reach 36; if you overshoot, bounce back.

Snakes and ladders: 36 squares

Game rules

1. For 2–4 players. Start off the board, before 1. Take turns rolling one die and moving that many squares.

2. Land at a ladder's foot and climb to its top: 4 to 14, 9 to 22 and 20 to 31. Land on a snake's head and follow its body to the tail: 17 to 7, 28 to 12 and 34 to 23.

3. Use a shortcut only when your throw ends on its starting square. Passing it has no effect. Counters may share a square.

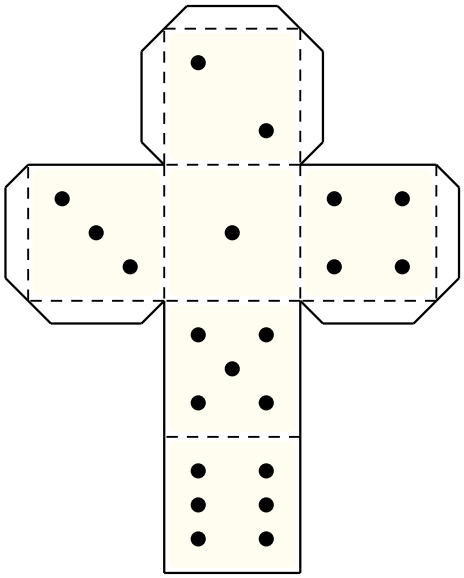
4. Reach 36 exactly to win. If you overshoot, bounce back by the excess. Example: a 3 from 35 lands on 34, then the snake takes you to 23.

Snakes and ladders: 36 squares

Prepare the game · One die and eight counters to choose from

Print at 100%. You can use a die and counters you already own. If you make this kit, ask an adult to help with cutting when needed.

1. Make the die



1. Cut along the solid outline.
2. Fold along the dashed lines.
3. Glue the tabs on the inside.
4. Let it dry and check it rolls.

——— Cut

- - - - - Fold

2. Choose your counter

Cut out the eight circles. Each player chooses a different picture. Keep the spare counters for another game.



Thicker paper or light card helps the die and counters last longer. Keep all three pages together for your next game.