

Chutes and Ladders®

123
SESAME STREET Edition

For 2 to 4 Players / AGE 3+

This delightful game is simple and easy to play, even for children who can't read. The Sesame Street® friends can help kids understand the rewards of doing good deeds as they climb up the ladders and the consequences of naughty ones as they slide down the chutes.

CONTENTS

- Gameboard • Spinner with Plastic Arrow and Base
- 4 Plastic Sesame Street Character Pawns (Big Bird, Cookie Monster, Elmo and Zoe)

OBJECT

Be the first player to reach square #100.

THE FIRST TIME YOU PLAY

- Remove the spinner arrow and base from the plastic runner. Discard the plastic waste.
- Assemble the spinner as shown in Figure 1.

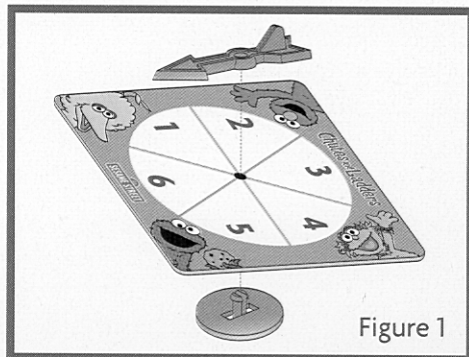


Figure 1

SETUP

1. Place the gameboard in the center of the play area within reach of all players.
2. About the squares: Take a look at the gameboard. The squares are numbered from 1 to 100. Players move their Sesame Street character pawns back and forth across the board, following the numbers upward – starting at square #1 and moving right toward square #10, then up to square #11 and left toward square #20, etc.

Of course, you can also move up by climbing ladders and unfortunately go down, too, by sliding down chutes. We'll discuss this more later.

3. Each player chooses a Sesame Street character pawn and places it off the board near square #1. Place any extra pawns out of play. Now get ready for the fun!

HOW TO PLAY

Everyone spins the spinner. The player with the highest number goes first. Play proceeds to the left. If the spinner stops on the line between numbers, spin again.

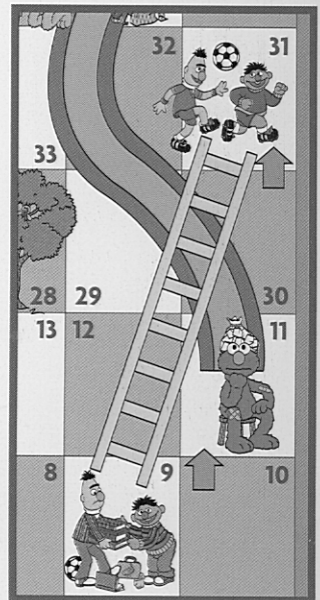
What to do on your turn . . .

On your turn, spin the spinner and move your pawn, square by square, the number shown on the spinner. For example, on your first turn, if you spin a 5, move to square #5 on the board. Once you move your pawn, your turn is over. NOTE: Two or more pawns may be on the same space at the same time.

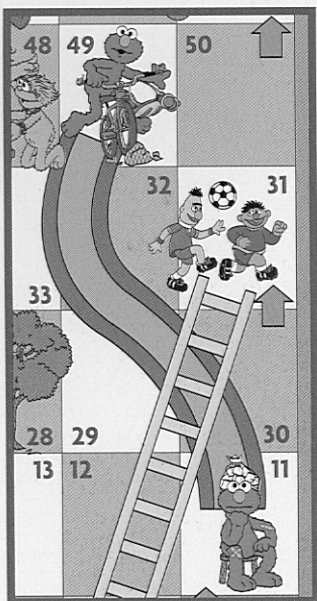
Going up a ladder or down a chute

LADDERS: Any time a pawn ends its move on a picture square at the bottom of a ladder, that pawn must climb up to the picture square at the top of the ladder. For example, if you end your move on square #9, you can immediately move up to square #31. Notice that the pictures on these two squares are related. Bert and Ernie are rewarded for cleaning their house by being allowed to go out and play soccer.

Climb Up With A Good Deed!



CHUTES: Any time a pawn ends its move on a picture square at the top of a chute, that pawn must slide down the chute to the picture square at the bottom of the chute. For example, if you end your move on square #49, you must immediately move down to square #11. Again, the pictures are related. Riding your bike without your helmet could cause you to get hurt!



Naughty Deeds Slide You Back!

Your turn ends . . .

If your pawn ends its move on any of the following spaces, your turn is over:

- a square with no picture
- a square with no picture and just an arrow
- a square that a ladder or chute just passes through
- a picture square at the top of a ladder
- a picture square at the bottom of a chute

WINNING THE GAME

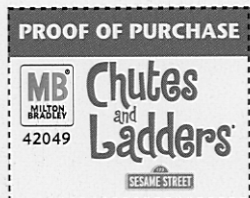
The first player to reach square #100 wins the game. You can get there in 2 ways:

1. Land there by exact count. If your spin would take you past square #100, don't move. Try again on your next turn.
2. Climb there by ending your move on ladder square #80.

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. Tel: 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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