

# Chutes and Ladders

123

**SESAME STREET**

EDITION

For 2 to 4 Players  
AGES 3+

## CONTENTS

Gameboard  
4 Characters with stands  
Spinner with base and arrow

Join Elmo and his friends for a fun adventure to the top! Choose your favorite Sesame Street character and spin the spinner to count and move them back and forth along the path on the gameboard. Climb the ladders, avoid the chutes and maybe you'll be the first to reach square #100!

## OBJECT

Be the first player to reach square #100.

NO READING REQUIRED TO PLAY.  
ADULT ASSEMBLY REQUIRED.  
GAME PARTS STORED BELOW.

## ASSEMBLY - TO PARENTS:

Carefully remove all the plastic pieces from the plastic frame. If needed, use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing all of the game pieces.

**1. SPINNER:** Punch out the spinner board from the paper sheet. Then assemble the spinner as shown in Figure 1.

**2. CHARACTERS:** Punch out the characters from the paper sheet. Insert each character into a clear character stand. Snap the frames together to close the character stand as shown in Figure 2.

FIGURE 1

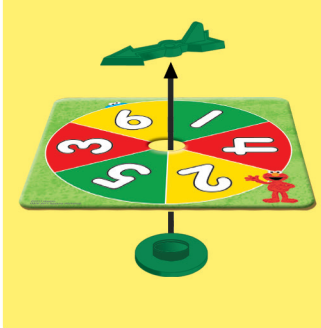
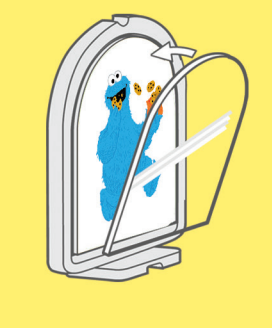


FIGURE 2



## GET READY!

Position the gameboard so all the players can easily move their characters from square to square. Everyone chooses a character to play. Any extra characters are placed out of play. Chosen characters are placed off the board near square #1 to start. Now get ready for the fun!

## ALL ABOUT THE SQUARES:

Take a peek at the gameboard. The squares are numbered from 1 to 100. Players' characters will move back and forth along the path on the board, following and counting the numbers upward – starting at square #1 and moving toward square #10, then following the path up to square #11 toward square #20, etc.

Of course, players can also move up by climbing ladders and can sometimes go down, too, by sliding down chutes. More about that later.

## HOW TO PLAY

Everyone spins the spinner. The player with the highest number goes first. Play proceeds in a circle.

### WHAT TO DO ON EACH TURN:

On each turn, the player spins the spinner and moves his character, square by square, the number shown on the spinner. For example, on his first turn, if he spins a 5, he will count as he moves each space to square #5 on the board. On subsequent turns, encourage your child to "count on." For example, if he is on square #5 and spins a 3, instead of counting "1, 2, 3" as he moves ahead, he can count "6, 7, 8." Once he moves his character, his turn is over. NOTE: Two or more characters may be on the same space at the same time.

### GOING UP A LADDER OR DOWN A CHUTE

Notice what the characters are doing in each picture as they go up a ladder or down a chute.

**LADDERS:** Any time a character ends its move on a picture square at the bottom of the ladder, that character must climb up to the picture square at the top of the ladder. For example, if a move ends on square #21, the character must immediately move ahead to square #42.

**CHUTES:** Any time a character ends its move on a picture square at the top of a chute, that character must slide down the chute to the picture square at the bottom of the chute. For example, if a move ends on square #93, the character must immediately move back down to square #73.



If a character ends its turn on any of the following spaces, that player's 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

## HOW TO WIN

The first player to reach square #100 wins the game! There are 2 ways to get there:

1. Land on square #100 by exact count. If a spin would make a player count past square #100, don't move. That player must try again on the next turn.
2. Climb there by ending a move on ladder square #80, which will move a player ahead to square #100.



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