



Chutes and Ladders



THE FIRST TIME YOU PLAY

1. Punch out the spinner board from the paper sheet. Discard the waste. Remove the spinner arrow and base from the plastic runner. Discard the plastic waste. Then assemble the spinner as shown in Figure 1.



FIGURE 1

2. Punch out the character pawns from the paper sheet. Discard the waste.

3. Break off the four clear pawn stands from the plastic runner. Discard the runner.

SETUP

Position the gameboard so all the players can easily move their pawns from square to square.



Everyone chooses a character to play. Any extra characters are out of play. Insert each character into a clear pawn stand. Snap the frames together to close the pawns as shown.

Note: To change the character in a pawn, remove the back of the clear pawn by slightly bending it until the bottom of the door pops out.

INSTRUCTIONS

For 2 to 4 Players / AGES 3+

Race to the top

with your favorite Super Heroes!

This delightful game is simple and easy to play, even for children who can't read.

Pictures help kids understand the rewards of a "mission accomplished" as they

climb up the ladders and the importance

of trying again as missteps and challenges cause them to slide down the chutes.

CONTENTS:

- Gameboard • 8 Super Hero Squad character pawns
- 4 Pawn stands • Spinner with base and a row

OBJECT

Be the first player to reach square #100.

! Not suitable for children under 3 years because of small parts - choking hazard.

Chosen pawns start off the board near square #1. 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' pawns will move 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 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 to the left.

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 #71, you can immediately move up to square #91.



Notice that the pictures on these two squares are related. Spider Woman builds a birdhouse and attracts a bird.

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 #98, you must immediately move down to square #78. Again, the pictures are related. Magneto shakes the chute and breaks it.

Obstacles slide you back!

If your pawn ends its turn 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 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.



Game pieces stored below.



We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-839-7029 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2930 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. Box 63, Caswell Way, Newport, Wales, NP10 9DQ, or telephone our helpline on 00 800 2362 7276.

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