100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

Title	Snakes and Ladders
Author	unknown (origin: ancient India)
Players	2-4 players,. ages 3 and up
Goal	To be the first player to end her turn on square #100.
Components	1 Board (a 10x10 grid)
	Colored tokens
	1 6-sided die
Setup	Each player selects a colored token.
	All tokens begin the game off the board next to square #1.
	The youngest player starts.
Turns	The player rolls a 6-sided die and moves her token the number of spaces indicated on the die.
	The player to the left of the first player then takes his turn.
	Game play continues clockwise to each player.
	During game play, any player whose token finishes its turn on a square with the bottom of a ladder on it climbs her token up the ladder to the square where the ladder ends.
	Similarly, any player whose token finishes its turn on a square with a snake's head must slide down the snake to the square where the snake's tail ends.
Game End	The first player to finish on square #100 is the winner!
	The player must land on square #100 by an exact roll (i.e., must roll a 3 if their token is on square #97. If the number rolled on the die is higher than the number of squares remaining, the token must be moved forward to #100, and then back again to make up the correct number required. This sometimes means more trouble with the snake waiting at the top of the board!