

Snakes, ladders & a pogo stick

3-5 players

Aim: Reach the blue 60 square first.

Set up:

- On your first play, cut out the player pawns, workers, extra worker and pogo stick.
- Place one worker for each player on the turn track in a random order.
- In a 3-player game, each player takes 3 further workers (of the same colour). In a 4 or 5-player game, each player takes 2 further workers.
- In a 4-player game, cover up the two actions showing a '4' with unused face down workers. These actions are not available in a 4-player game.
- Place the player pawns on the blue start square.

How to play:

On each round:

- The player who is first on the order track takes the first turn. They select an action from those shown on the board and place the required number of workers on the action space. Then they execute the action.
- The player who is second on the turn order track now takes their turn. They may select any of the remaining actions. They may not select an action that has already been taken on this round.
- Once all the players have selected and executed an action, any player who has workers remaining takes a second turn. Again players follow the turn order shown. In a 3-player game, if possible, players may take a third turn.

NB: If it is possible to take an action, players must always do so.

Round end:

- When all players have completed their actions, the turn order track is re-ordered as follows.
 - The player who took the 'Turn advantage' action moves to the top of the turn order track.
 - The player in last place, takes second place on the turn order track. This player takes the *extra worker*.
 - The player in 2nd last place takes third place on the track. And so on.
- All players remove their workers from the board.

Pogo Stick:

One action enables the player to take the *pogo stick*. When a player has the pogo stick, if their player pawn is on a pink square on the track, they may move from pink square to pink square - jumping over all the yellow spaces. For example, if the player who is holding the pogo stick is on a pink square and they select the 'move 4' action, they will move their pawn four pink squares (skipping the yellow squares between the pink ones).

Game End:

The game ends as soon as one player lands on the blue 60 square. This player is the winner.

Note: Players must land exactly on the square. They may not take an action which would allow them to go further than the end square.