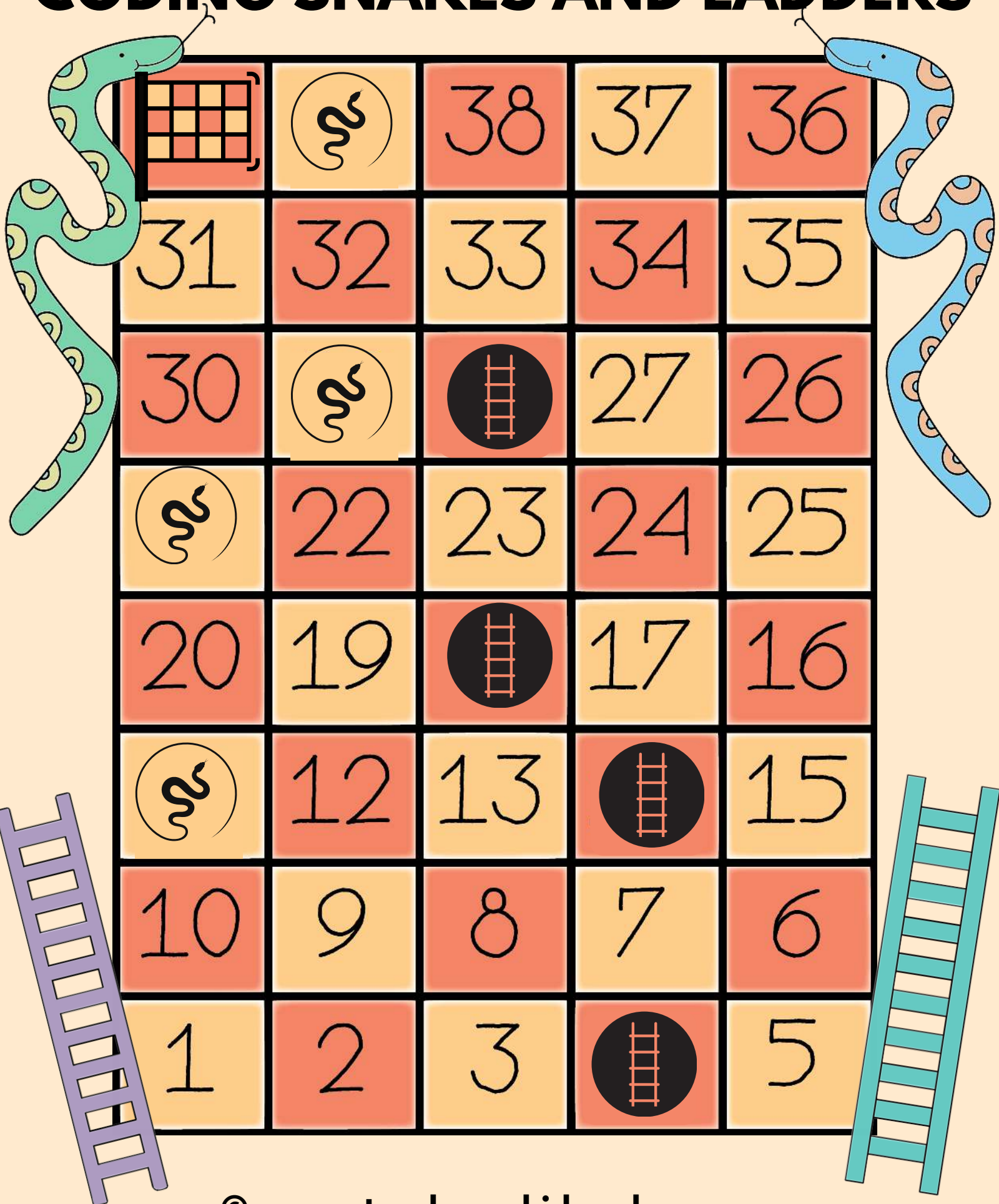



CODING SNAKES AND LADDERS

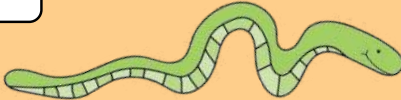


SNAKE ALGORITHM BOARD




SNAKE ALGORITHM

- 1 ↓
- 2 ↓
- 3 →
- 4 →




SNAKE ALGORITHM

- 1 ↓
- 2 →
- 3 ↓
- 4 →
- 5 →



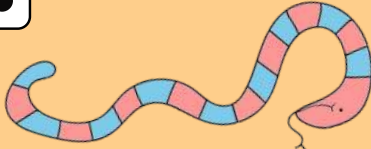
SNAKE ALGORITHM

- 1 ↓
- 2 ↓
- 3 →




SNAKE ALGORITHM

- 1 →
- 2 ↓
- 3 ↓
- 4 ←



SNAKE ALGORITHM


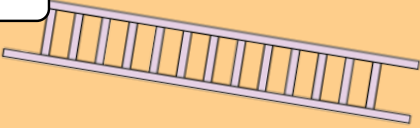






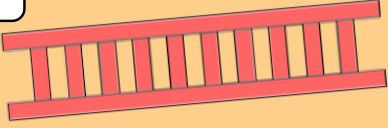






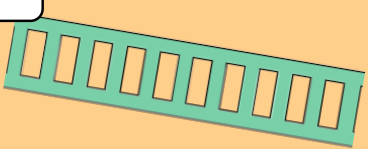






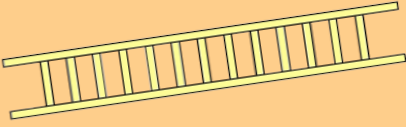











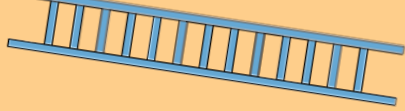




- 1 ↓
- 2 →
- 3 ↓



SNAKE ALGORITHM

- 1 ↓
- 2 →
- 3 →

LADDER ALGORITHM BOARD

  LADDER ALGORITHM 1  2  3  4  5 	  LADDER ALGORITHM 1  2  3  4  5 	  LADDER ALGORITHM 1  2  3  4  5 
  LADDER ALGORITHM 1  2  3  4 	  LADDER ALGORITHM 1  2  3  4 	  LADDER ALGORITHM 1  2  3  4 

GAME INSTRUCTIONS

Materials

- Game board + Algorithm Boards
- Dice
- Game Pieces/Counters

Number of Players: 2-6 players

How to Play

1. Every player rolls the dice once to start. The person with the highest number goes first.
2. The first player rolls the dice and moves their player along the game board.
3. If a player lands on a ladder or a snake icon they will refer to the snake or ladder algorithm board to determine where their game piece will land.
4. The player will roll the dice again and choose the appropriate algorithm based on their roll.
5. The player needs to follow the algorithm written on the card by moving their game piece along the board in the same direction as the arrows.
6. If the game piece has a final landing spot on another snake or ladder ignore this and move on to the next players turn.
7. The winner is the player who reaches the checkered finish flag first