

Bible Snakes and Ladders

OBJECT OF THE GAME:

to be the first player to reach the #100 space by moving across and up the board

TO SET UP THE GAME

Print materials and laminate for longer use.

You supply a 6 sided die and tokens.

Shuffle the cards and place face down on the draw pile.

Chose a different color or shape token for each player.

HOW TO PLAY:

Each player puts their token on the #1 space.

The youngest player goes first.

Take turns rolling the dice. Move your token forward the number of spaces shown on the dice. If you roll a 6, you must take a card from the draw pile. Place the card face up in front of you.

Read the card aloud. If you cannot read it, have someone read it aloud for you.

If your token lands at the bottom of a ladder, and you have a ladder card, you can move up to the top of the ladder. Put your ladder card in the discard pile.

If your token lands on the head of a snake, and you have a snake card, you must slide down to the bottom of the snake.

The first player to get to the #100 space is the winner.

OPTIONS

#1 Giving examples

If you draw a ladder card, you may only keep it if you can give an example of how someone like you could show this trait or behavior.

If you draw a snake card, you may discard it and draw again IF you can explain why the action on the card is wrong. Once you draw another card, you must keep it, even if it is a snake.

#2 Sharing

You may share. If you have a ladder card and draw a snake card, you may give the ladder card to the person who is in last place and discard the snake card you drew.

#3 Memorizing

Any player over the age of 10 may only use a ladder card IF they can quote the scripture on it from memory. When it is time to play the ladder card, the player passes the ladder card to the person of their left (who can read it to check their memory). That person holds the card so the player cannot see the writing and says "GO." If the player can recite the scripture, they may do up the ladder. The card is then discarded.

#4 Bible example

If you draw a ladder card, you may only keep it if you can give an example of how someone in the Bible showed this trait or behavior.

If you draw a snake card, you may discard it and draw again IF you can give an example of someone in the Bible did tis wrong action, you may discard the card and draw another. Once you draw another card, you must keep it, even if it is a snake.

#5 Card ration

Change the card ratio by taking some of the cards out. The game comes with 21 ladder and 7 snake cards (3:1 ration).

#6 Combinations

Any combination of the 5 options above.