



Chess & Ladders



UNDERGRAD

This mashup of Chutes & Ladders and Chess combines the weird moralism with the weird movement for a weird family game! What was their main complaint about regular Chess?

Note: Moves that do not use a chute or ladder may be ambiguous.

Turn	Pawn	Knight	Bishop	Aphorisms
1	_____!	_____!	_____!	REUSE YOUR TABLESPOONS AS TEASPOONS FOR EVEN BIGGER TEACUPS.
2	_____	_____!	_____!	OVERTHROWING YOUR OWN GOVERNMENT MEANS YOU NOW CREATE ONE.
3	_____!	<u>37</u>	_____	A SNAKE IN THE BABY'S NURSERY IS NEVER STARVING.
4	_____	_____!	_____!	SNACK FOOD AT FIVE WILL SPOIL DINNER AT SIX.
5	_____!	_____	_____	YOUR ASCENT COULD BE WORSE. IT COULD BE SNOWING.
6	_____	<u>44</u> !	_____!	DON'T SAY "OK BOOMER"; SAY "OF CORPSE" TO THEM.
7	_____	<u>63</u>	_____!	DATING A TEACHER LEADS TO SOME VERY CHALKY LAUNDRY.
8	_____	_____!	<u>77</u>	IF YOU ARE IN STALEMATE, INTRODUCE SOME NEW PIECES.
9	_____!	<u>70</u>	_____!	OLD CAMCORDERS MAY WORK, BUT NEVER WIN CINEMATOGRAPHY OSCARS.
10	_____	_____!	_____	AVOID PLAYING CHESS WITH PIGEONS. THEY WILL POOP EVERYWHERE.
11	_____	_____!	_____!	SOLID HORSESHOES MAKE A THUD, HOLLOW HORSESHOES ECHO LOUDLY.
12	<u>100</u>	_____	<u>100</u>	ALL OF THESE PHRASES ARE SUSPICIOUSLY NINE WORDS LONG.
13		<u>100</u>		WALKING BACKWARDS CAN HELP YOU GET TO YOUR DESTINATION.



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Rules for Chess & Ladders

1. On your first turn, place your piece onto the first row of the board. On each subsequent turn, move according to your piece type.
2. At the end of a move, if you are at the bottom of a ladder, move to the top of it. If you are at the top of a chute, move to the bottom of it. For your move, note what square you finally land on, after any chutes or ladders are taken. If you did take a chute or ladder, put an ! at the end of the number.
3. After using a chute or ladder, if the player is on a two-digit number, that player should split that number into two one-digit numbers, then read that turn's aphorism and put an appropriate letter onto the ground in front of them.
4. A piece cannot end a turn on a space that it previously ended a turn on.
5. Keep playing until all players have exited at square 100.

