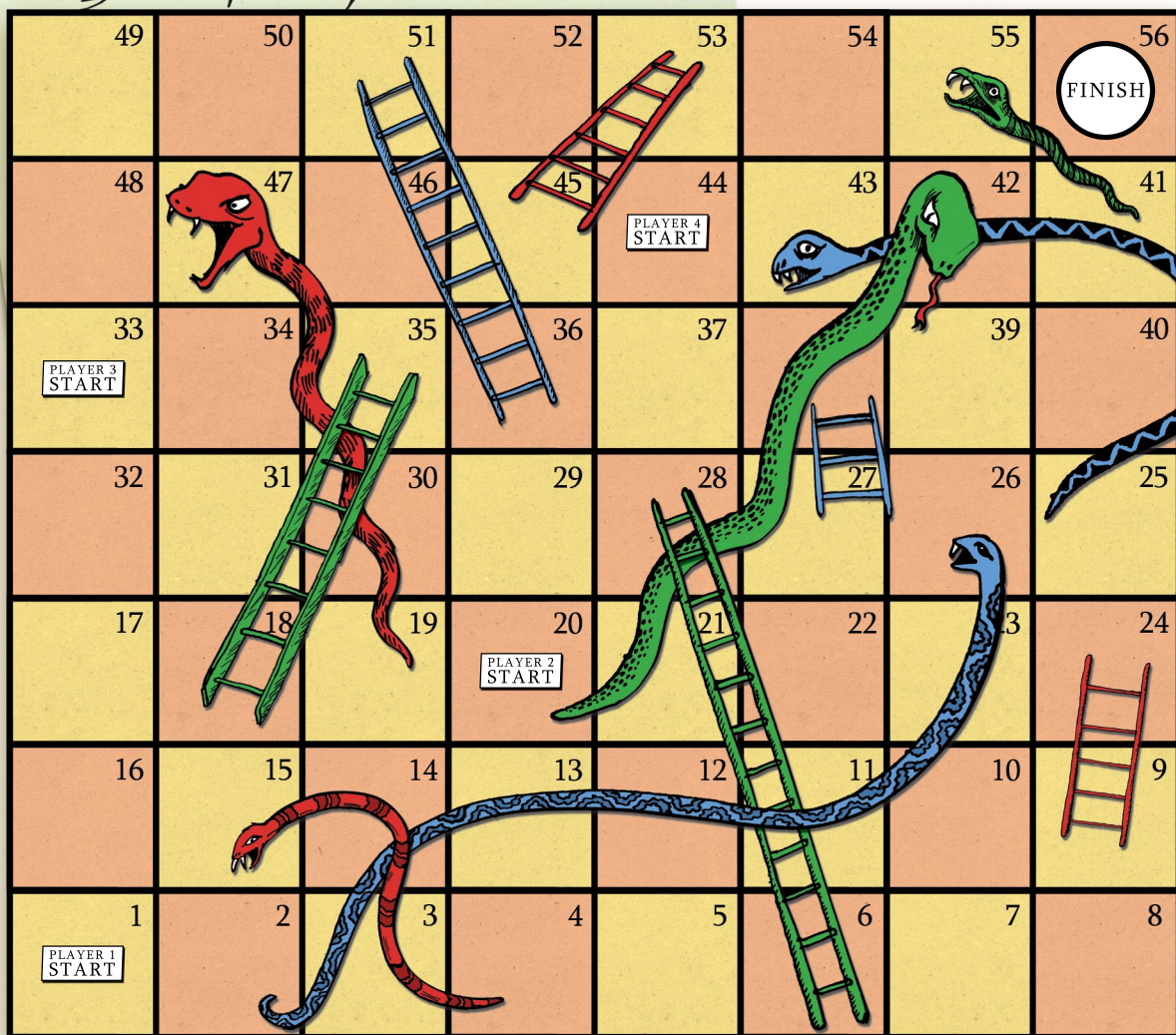


*In it Together*

HOUSE OF COMMONS  
LONDON SW1A 0

A GAME OF DIFFERENT EQUALITY FOR 4 PLAYERS

This is a game of Snakes & Ladders with a difference:  
Every player starts at a different point on the board but  
the game is about how you react to this inequality.



**RULES**

1. You will need 4 players and a six-sided dice. Cut out and distribute player markers randomly to each player. Look at your marker but don't tell anyone what it is yet.
2. Go through the **New Rules** below and vote on them. Any rule that receives a majority vote is in effect for the duration of the game. If the vote is tied and you can't persuade anyone, move onto the next rule.
3. When voting on rule (3), vote for the colour of ladder *and* snake that you want to discount; the colour with the most votes is ignored for the duration of the game. If a tie, nothing happens.
4. Reveal your player markers and place them on the relevant start squares. Starting with Player 1, take it in turns to roll the dice and move. If you end a roll at the foot of a ladder or the head of a snake, follow it up or down to the other end. The first player to reach the FINISH square wins.

Here's where you learn what sort of person you are: play again but this time don't distribute the player markers until *after* voting on the rules; note how you vote or behave differently.

**PLAYER MARKERS**

FOLD	FOLD
PLAYER 3	PLAYER 4
FOLD	FOLD
PLAYER 1	PLAYER 2

- New Rules!**
1. PLAYER (1) ALWAYS GETS 2 ROLLS
  2. PLAYER AT THE BACK (AT START OF ROUND) GETS +1 ROLL
  3. IGNORE RED/BLUE/GREEN LADDERS+SNAKES
  4. PLAYER (4) HAS TO ROLL EXACT AMOUNT TO FINISH
  5. LADDERS CAN ONLY BE USED ONCE IN A GAME
  6. IF PLAYER (3) ROLLS MORE THAN 4, THEY DON'T MOVE

