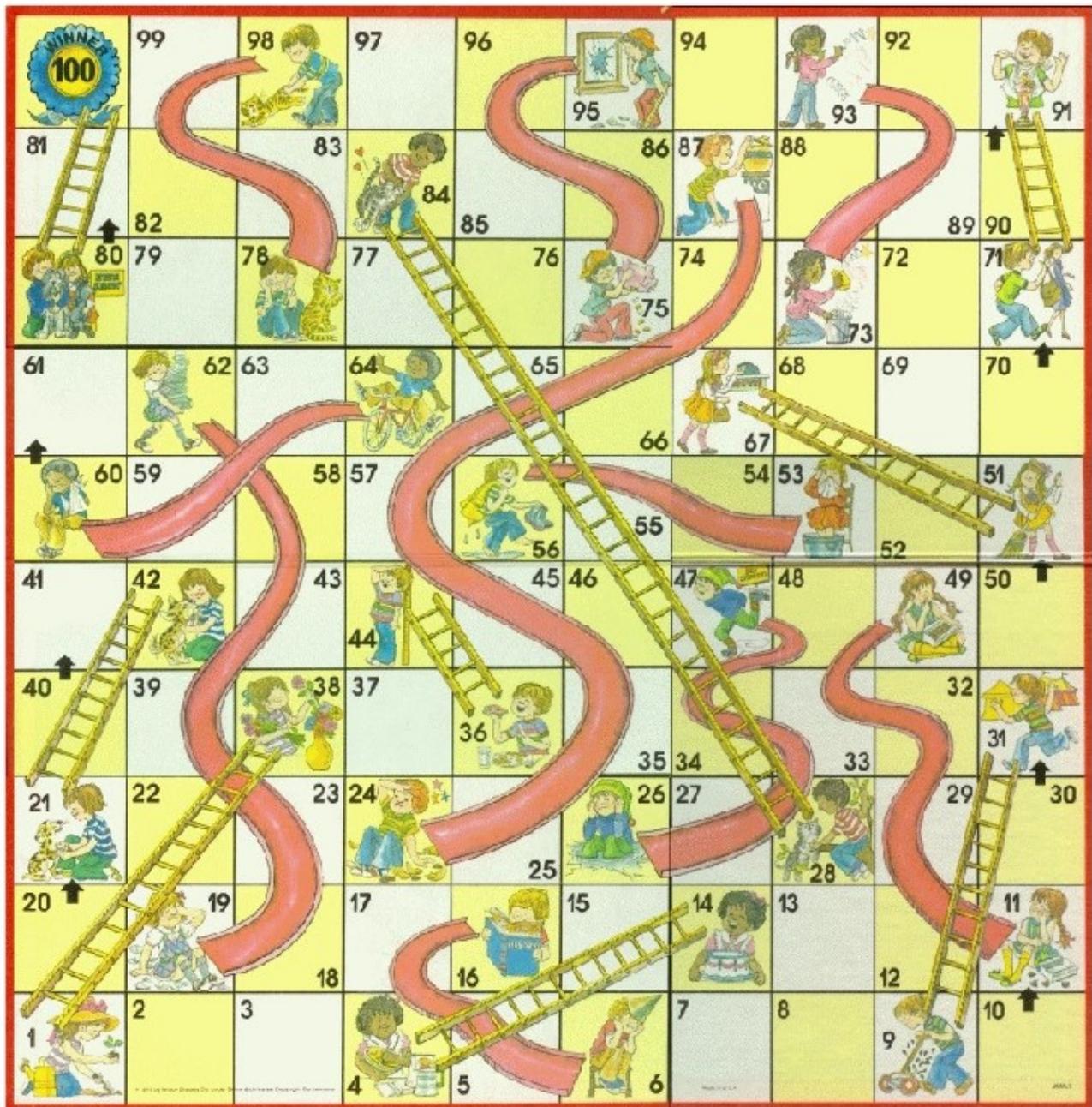


Chutes & Ladders



1, 3, 5, 1, 2, 3, 5, 4, 3, 6, 2, 4, 1, 5, 5, 6, 3, 2, 6, 2, 1



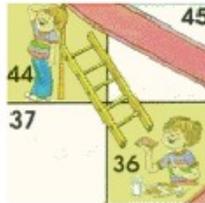
can you crack it?
 finish
 ___ operandi, female
 a la ___
 adding an O gets you more cowboys
 ticket to ___
 granular food
 the difference between black and white



the ___ of spring
 carpet critter
 pal in Australia
 wrestling locations
 ___ pajamas, super trendy
 makeshift beds
 babes



___ out of shape
 "goed", proper-like
 desire
 Disney's first
 aftermath of a beating
 one of the cardinals



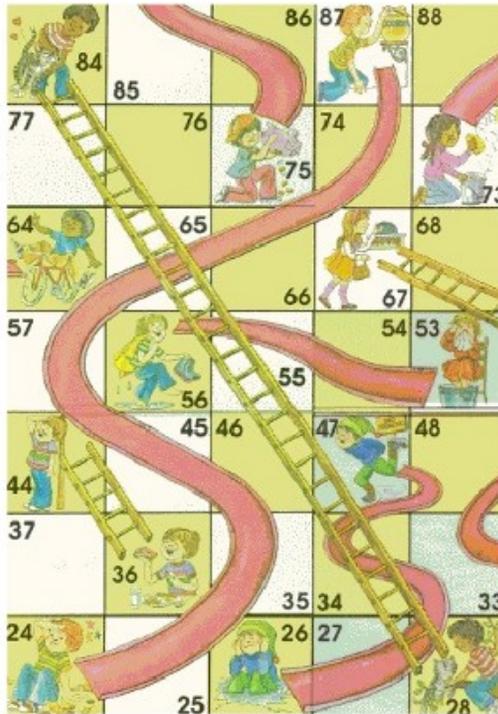
with "upon", shower with affection
 fruit in your palm
 Matthews in a band
 swan or back
 sassy starlet
 kitchen accomplice to someone



tent entrance
 STD slang
 a lad in England
 a fry in England
 lowest part of the face
 pet for the irresponsible



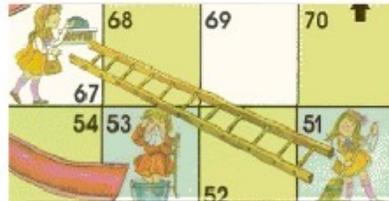
type of fish
 velocipede
 major social media point
 erie or placid
 doily material
 don't have



danger ___
 knick knack paddy whack gift
 born in the darkness
 bowling avenue
 stick the ___ing

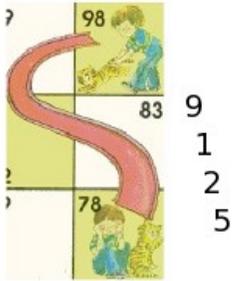


___ of glass
 third leg at night
 traffic or pine
 Greek Nereid name
 nada

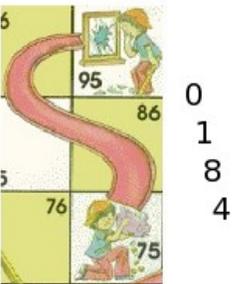


word to be avoided in essays
 sustenance
 jester
 tiny horse
 drawn out sports exclamation

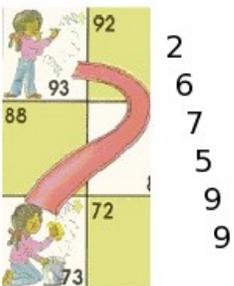
3
6
chute 7
5
3



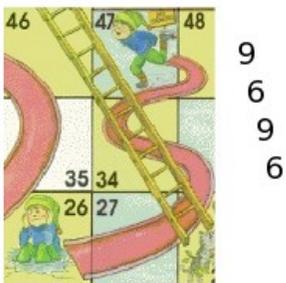
9
1
2
5



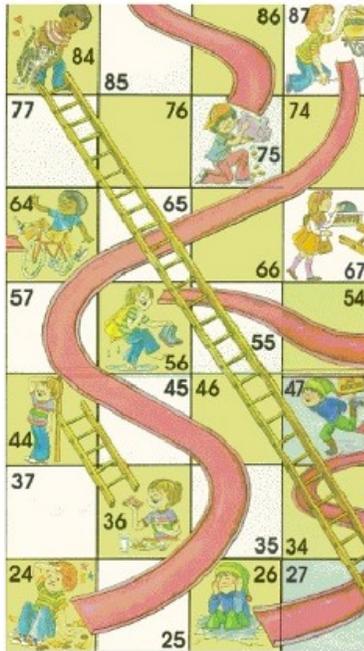
0
1
8
4



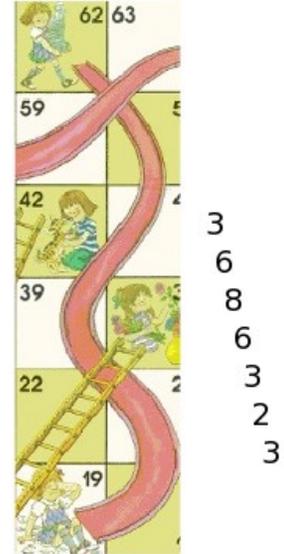
2
6
7
5
9
9



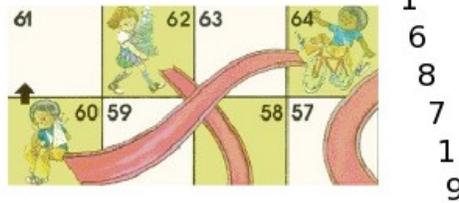
9
6
9
6



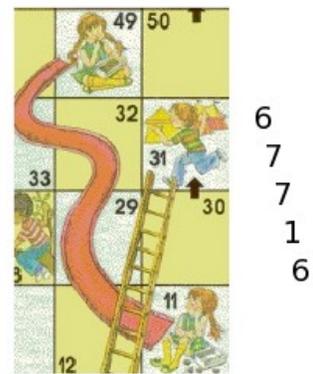
4
3
9
8
6
3



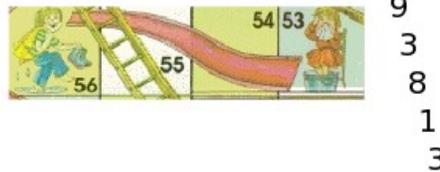
3
6
8
6
3
2
3



1
6
8
7
1
9



6
7
7
1
6



1
9
3
8
1
3



4
8
4
2
5

(jump down for solution)

Solvers are given an image of the traditional Chutes and Ladders game board, a series of numbers, and individual smaller pictures of each chute (with some numbers) and each ladder (with crossword like clues).

The series of numbers only contains numbers 1-6: these are the values you can roll on the spinner, so this represents a player's spins to move across the board. Solvers should follow the spinner moves along the board, taking note of the ladders they climb and the chutes they slide down.

The chutes and the ladders each have a separate mechanic that gives a word per chute/ladder:

Ladders - the clues are the rungs of word ladders. The letter you change to get to the next clue is the letter you keep for the word. Example: bird -> bard -> ward -> word -> lord = "AWOL" for the ladder.

Chutes - the numbers on the chutes are all single digits in a down-right diagonal. Each digit represents a grouping of letters on the keyboard. This isn't the most intuitive mechanic, hence the example of CHUTE. The goal here is to "slide" down a number along a keyboard to get to a letter, kinda like old texting on a numpad (1 had abc, 2 had def, etc) but on a keyboard (so 1 has qaz, 2wsx, 3edc, 4rfv, 5tgb, 6yhn, 7ujm, 8ik, 9ol, 0p). Example, 4826 = FISH.

The path solvers take should have them encounter...

Chutes:

1-38: ONLY

28-84: ZODIAC

36-44: ANIMAL

71-91: FELINE

Answer: **LION**

Other unused chutes: 16-6 FIRST, 49-11 HUMAN, 62-19 CHINESE, 93-73 SYMBOL, 95-75 PAIR, 98-78 LAST)

Ladders:

47-26: AMERICA (code, coda, moda, mode, rode, ride, rice, race)

87-24: BALD (zone, bone, bane, lane, land)

56-53: AVIAN (dote, date, dave, dive, diva, dina)

64-60: MASCOT (rite, mite, mate, mats, cats, cots, tots)

Answer: **EAGLE**

Other unused ladders:

4-14: WALES (bent, went, want, walt, welt, west)

9-31: CHINA (flap, clap, chap, chip, chin, chia)

21-42: BLACK (pike, bike, like, lake, lace, lack)

51-68: FLAG (good, food, fool, foal, goal)

80-100: COIN (pane, cane, cone, lone, none)

Chutes and Ladders = Lion + Eagle = **GRIFFIN**