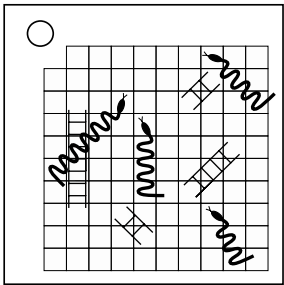# On the Subject of Snakes and Ladders

To the two of you that grew up playing 'Chutes and Ladders' instead: how boring was that game?

Use the table below to determine which spaces on a Snakes and Ladders board to select to move across the board. You will start at one of the squares numbered from 2 to 7. When you press a square correctly, you will move 1 to 6 spaces forward (and you move farther forward if you land on the bottom of a ladder and downwards if you land on the head of a snake). When you press a square incorrectly, a strike will occur. When you land on the 100 square, the module will be solved.

Red			Yellow		
If square # is between...			If square #'s tens digit is...		
34-44	89-99	12-22	8	2	6
23-33	45-55	67-77	3	5	7
78-88	56-66	N.O.T.A.	4	9	N.O.T.A.

Green			Blue		
If square #'s ones digit is...			If square # is divisible by...		
5	3	7	11	10	5
9	4	2	8	6	4
6	8	N.O.T.A.	3	2	N.O.T.A.

Reading the Table:

You can use the table underneath the color of the square, find which condition applies and press the square relative to the square you are checking, wrapping around if necessary. 'N.O.T.A.' stands for 'none of the above'.