

100 PUB!	99 .	98 .	97	96	95 .	94	93	92 .	91
81	82	83 .	84	85 .	86	87 .	88	89	90
80 .	79	78	77	76 .	75	74	73	72	71 .
61	62 .	63	64 .	65	66	67	68	69	70
60	59 .	58	57	56 .	55	54	53	52 .	51
41	42	43	44	45 .	46	47	48	49	50
40	39 .	38	37	36	35 .	34	33	32 .	31
21	22	23 .	24	25	26 .	27	28	29	30 .
20	19 .	18	17	16	15 .	14	13	12 .	11
1	2	3 .	4	5	6	7 .	8	9	10 .

Moves

Land on an occupied square = back six squares or **HOME** if nearer.

3 Forgot the time. Back two squares

7 Didn't need telling to unplug the hairdryer. Forward four squares

10 Still drying hair. Back four squares

12 Remembered to put fuel in car. Forward five squares

15 Didn't walk the dogs after lunch. Back five squares

19 Car keys are where they are supposed to be. Forward four squares

23 Can't find car keys. Back six squares

26 Pets fed. Forward four squares

30 Pets not fed. Back five squares

32 Leave the 'phone ringing. Forward seven squares

35 No one wants to drive. Have argument. Back ten squares

39 Tell your companion that you love them. Forward fifteen squares

45 Tell your companion that you don't like what they're wearing. Back ten squares

52 You offer to pay for everything this evening. Forward twenty squares

56 Reverse into the gate. Back six squares

59 Drive very sensibly. Forward eight squares

62 Speeding. Get stopped by police. Back twenty squares

64 Find a short cut. Forward sixteen squares

71 Take a wrong turn. Back ten squares

76 Let your companion be in charge of music choice. Forward ten squares

80 Stop on the way for a snifter. Back twenty squares

83 Argument about who's driving home. Back twelve squares

85 Get drunk at a pub on the way. Back twenty-seven squares

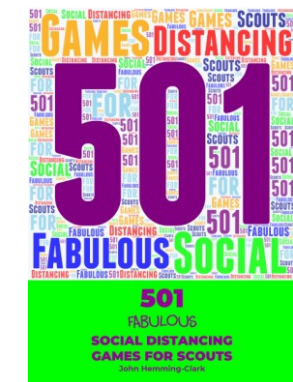
87 Pop into friend's house on the way. Have a couple of drinks. Back fifteen squares

92 Forget to buy birthday present. Divert to off-licence for a bottle of Champagne. Back ten squares

95 Feel sick and have to pull over then are sick - over companion. Crisis! Back forty squares.

98 Need to put fuel in car. Put wrong fuel in car. Leave car in petrol station and walk. Back thirty squares

99 Forgot your wallet / purse. Go back 50 squares or send any other player of your choosing back **HOME**.



GOING TO THE PUB!

Going to the Pub! is a bit like Snakes & Ladders but for grown-ups. Race against your friends to be the first to get to the **PUB!** for a get together. On the way you may meet with some obstacles or you might be helped along due to your thoughtfulness and good behaviour. **Going to the Pub!** can be played together or over Zoom etc.

Aim

From **HOME**, the aim is to be the first player to get to the **PUB!** Set a time limit and the person to have advanced the furthest to be the winner in case no one gets to the **PUB!** in a reasonable amount of time.

You will need

Grid (each if playing over the internet), Moves (everyone or leader only), 2 dice, 1 marker (small coin, tiddlywinks etc. per player).

How to play:

- Players take it in turns to throw both dice together and from **HOME** move their marker the number of squares as shown on the two dice added together.
- If a player lands on a black dot • square they need to move forward or back the number of squares as directed by **Moves**.
- If a player lands on a square that is already occupied, in order to maintain social distancing, that player has to move back six squares or **HOME** if nearer.

Rules

1. If a player lands on an occupied square or a black dot • square they must move but if, in doing so, they land on another occupied or black dot • square they can either:
 - a. Stay put until their next turn when they throw again, or
 - b. Move again as directed and keep going until they land on a blank square. This needs to be determined before each game starts. a. tends to result in a shorter game than b.
2. If a player lands on a black dot • square that is occupied they do not move back six squares, they carry out the black dot moves as these take precedence.
3. Once a player reaches 90 they continue play with only one dice.
4. A player has to reach 100 exactly. If they throw a number that takes them over 100 then they move back the remaining number. So if a player is on 97 and throws a 5 then they move 3 to 100 and then back 2 to 98.