



*Branches and Holes* is the *OWL* equivalent of our Snakes and Ladders game. *OWLs*, as you may know, detest snakes and have no use at all for ladders: So they invented their own version of the game. The rules are very simple: Everyone starts at the start and takes it in turn rolling the dice. You move along the rows the number of squares rolled on the dice, in the direction of the arrows. When you reach the end of a row, follow the arrows and continue along the next row up in the opposite direction. If you land on an owl hole you may climb up the tree trunk to the next owl hole above. If you land on the end of an arrow you have to slide down the slippery branch to the square indicated by the point of the arrow. The first one to land on the finish square wins.

