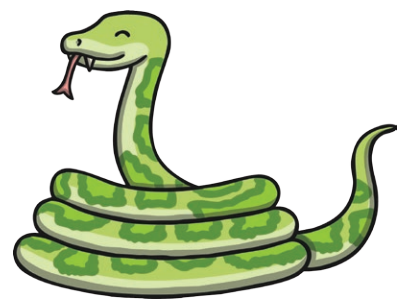


Moksha Snakes and Ladders



You are going to design a Snakes and Ladders game explaining a Hindu's journey to Moksha, where they will become one with Brahma. To achieve Moksha, Hindus must follow the path of duty, the path of knowledge or the path of devotion. Inconsiderate behaviour choices will give them bad karma achieving Moksha. In squares where there is a ladder going up, write an action that would help a Hindu achieve Moksha. An example might be 'You decide to go to a Yoga class' or 'You help an elderly lady cross the road'. You might want to look up these words in a dictionary to help you: duty, knowledge, devotion. In squares where there is a snake going down, write an action that would cause a Hindu bad karma. You will need to cut out the counters and you will need a dice. Have fun playing your Moksha Snakes and Ladders Game.

You will need...

- The Snakes and Ladders Board Game board
- A dice
- A counter per player

How to play...

1. Players take it in turns to roll the dice. The player with the highest number goes first, the person with the second highest goes second and so on.
2. The player moves the counter the number of spaces shown on the dice.
3. If a player lands on a snake's head, the player's counter slides down to the square at the snake's tail.
4. If a player lands on the bottom of a ladder, the player's counter climbs up to the square at the top of the ladder.
5. The first player to reach 49 is the winner!

43	44	45	46	47	48	49
42	41	40	39	38	37	36
29	30	31	32	33	34	35
28	27	26	25	24	23	22
15	16	17	18	19	20	21
14	13	12	11	10	9	8
1	2	3	4	5	6	7

