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Snakes and ladders, or Chutes and ladders, is a classic children's board game.

It is played between 2 or more players on a playing board with numbered grid squares. On certain squares on the grid are drawn a number of 'ladders' connecting two squares together, and a number of 'chutes' also connecting squares together. [...] The game was played widely in ancient India by the name of Moksha Patamu. [...] Moksha Patamu was perhaps invented by Hindu spiritual teachers to teach children about the effects of good deeds as opposed to bad deeds. The ladders represented virtues such as generosity, faith, humility, etc., and the snakes represented vices such as lust, anger, murder, theft, etc. The moral of the game was that a person can attain salvation (Moksha) through performing good deeds whereas by doing evil one takes rebirth in lower forms of life (Patamu). The number of ladders was less than the number of snakes as a reminder that treading the path of good is very difficult compared to committing sins.

Luigi Ciompi and Adrian Seville, n.d. *Giocchi dell'Oca e di percorso*.

Available at: <http://www.giochidelloca.it>. Accessed 12 March 2019.