


# A Game of Cause and Effect - Action and Karma

You will need a die and as many counters as there are players. The rules are similar to 'snakes and ladders'. If you land on a 'plus' square, move forward the number of spaces stated. If you land on a 'minus' square, move back the number of spaces stated. If you land on an 'X' square, you get to roll the die twice on your next turn and choose the best move. Winner is the first to get to land on or past 'finish'. Arrows show the direction of play.

<b>Start!</b> 		<b>X</b>	Shown devotion to Shiva <b>+4</b>		Did not attend puja <b>-2</b>		Performed puja to Kali <b>+3</b>		Failed to complete homework <b>-1</b>	
	<b>X</b>		Helped Mum with chores <b>+3</b>			Attended puja <b>+2</b>	<b>X</b>	Gave offerings to gods <b>+3</b>		
	Sent out of class for poor behaviour <b>-4</b>	Sent Diwali card to friends <b>+3</b>		<b>X</b> 	Helped Dad with groceries <b>+1</b>		Stole a ball from the neighbour <b>-5</b>	<b>X</b>	Swore at Mum <b>-3</b>	
Did not make offerings to gods <b>-3</b>	Helped friend with homework <b>+2</b>	<b>X</b>		Stole money from the donation box <b>-4</b>		Gave donation to the poor <b>+4</b>		Performed puja 3 times in 3 days <b>+4</b>		
		Gave beggar a sandwich <b>+3</b>		<b>X</b> 	Stood on a caterpillar and killed it <b>-5</b>		Meditated on the nature of Brahman <b>+3</b>			
 <b>Finish</b>	Skipped going to Mandir at Diwali <b>-5</b>		<b>X</b>	Sung mantra at puja <b>+2</b>		<b>X</b>	Ignored Dad's instruction <b>-3</b>	Volunteered at the Mandir <b>+4</b>		

## Non - Religious Actions