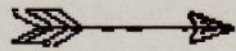
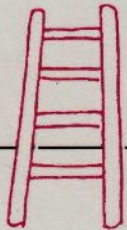
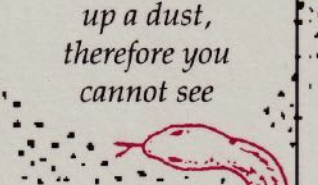
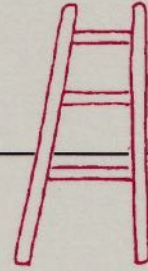
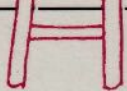

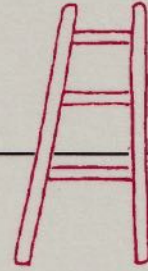
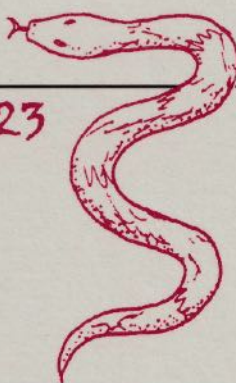
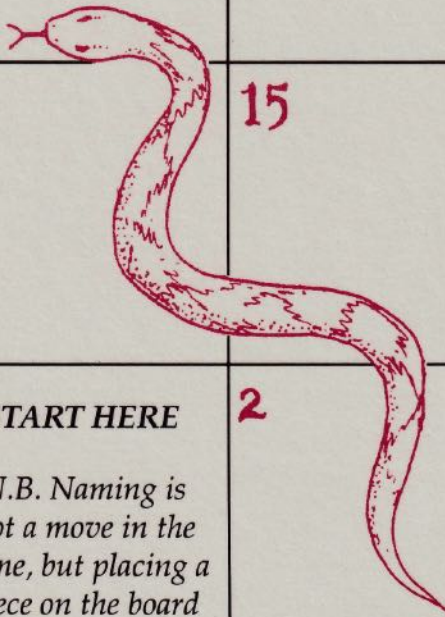
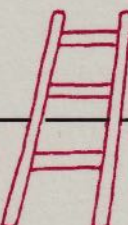

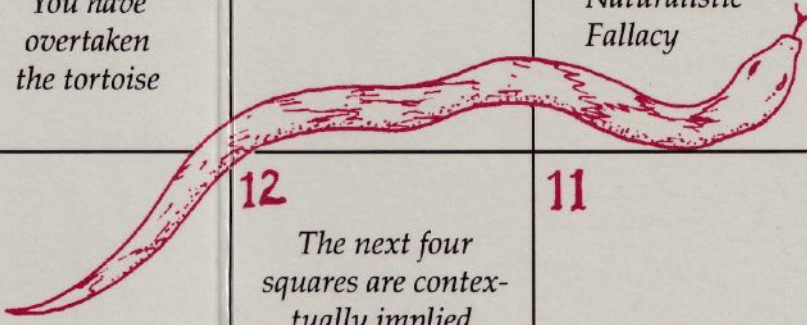

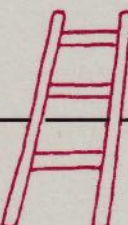
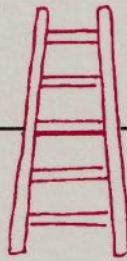
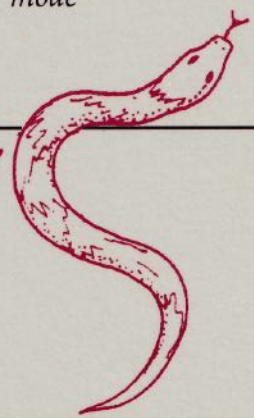
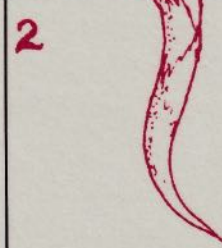
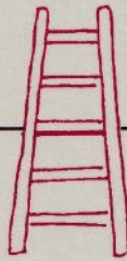
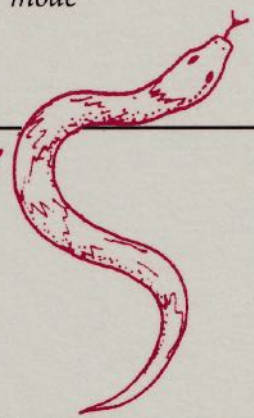


# Snakes and Ladders

To be played by two or more philosophers. Only homological counters may be used, i.e., either concepts, or ideas, or objects, or entities, or things, or words. Mixed classes of counters will result in logical oddities. The cause of the movements is the number shown on the dice, i.e., the statement 'the dice shows four, but I do not move four squares' is self-contradictory. (Designed by E.J.G-A., drawn by N.L.K.)

<b>33</b> You are Zeno's Arrow. STAY HERE 	<b>34</b> 	<b>35</b> You have kicked up a dust, therefore you cannot see 	<b>36</b>	<b>37</b> 	<b>38</b> Having climbed the ladder, throw it away and go to Number 40	<b>39</b>	<b>40</b> <b>FINISH</b> Now you see the world rightly
<b>32</b>	<b>31</b>  Your indiscernibles are identical	<b>30</b>	<b>29</b> 	<b>28</b>  You have found Frege's Way Out	<b>27</b>	<b>26</b> You have multiplied entities beyond necessity 	<b>25</b>
<b>17</b> You have forgotten the difference between right and wrong 	<b>18</b>	<b>19</b> 	<b>20</b>  You have overtaken the tortoise	<b>21</b>	<b>22</b> You have committed the Naturalistic Fallacy 	<b>23</b> 	<b>24</b> You have been bitten by a carnivorous cow. Retire from the game
<b>16</b>	<b>15</b>	<b>14</b>  You have let the fly out of the fly-bottle	<b>13</b>	<b>12</b> The next four squares are contextually implied. Go to Number 16	<b>11</b> 	<b>10</b> You answered in the material mode 	<b>9</b>
<b>1</b> <b>START HERE</b> N.B. Naming is not a move in the game, but placing a piece on the board	<b>2</b> 	<b>3</b>	<b>4</b> There is an illicit process in your major. Miss a throw	<b>5</b>	<b>6</b>  You have an ideal form	<b>7</b> 	<b>8</b> Your middle is undistributed. Go back to Number 5