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नरक लोक



कुल क्षय

1. Punarjanma — Rebirth

Rebirth marks the beginning of the soul's journey, shaped by past actions but open to new direction. The player may treat this, not as punishment, but continuation. The board begins here to show that life is part of a longer arc, and that one's present tendencies carry forward. In the game, progress from this square reflects how early choices create momentum. It reminds the player that every life is an opportunity to correct, learn, and grow — and that the journey toward clarity starts with accepting where one stands.

2. Kumbhipāka — Hell

Kumbhipāka symbolizes the most painful consequences of deeply harmful actions. The player may understand this as a warning that deliberate vice leads to states where clarity and freedom vanish. In the game, this is an experience of the lowest level, reflecting moments in life when consequences overwhelm the mind. Yet even here, the possibility of rising remains: pain can force reflection and shift direction. Kumbhipāka shows that the lowest points often expose the true cost of one's choices and invite transformation.

3. Māha-duḥkha — Direst Agony

This square captures sudden, intense suffering — emotional or physical. Unlike the karmic weight of hell, this is the shock of grief, loss, or pain that temporarily breaks a person's rhythm. In the game, it halts progress, much like life's turning points that force one to pause. The player may deduce that deep sorrow sharpens understanding. This square teaches that while agony is difficult, it often becomes the moment where illusions fall and insight begins to grow.

4. Pūrva-sukṛta — Merit of Past Lives

Pūrva-sukṛta represents the unseen support created by past good deeds. Merit is a quiet force that guides one toward favourable circumstances. In the game, this square lifts the player upward, symbolising how virtue — even forgotten virtue — continues to protect and strengthen. It teaches that nothing good is ever lost; the effects of kindness and integrity return in unexpected moments, supporting one's rise.

5. Su-saṃskāra — Good Impressions / Refinement

Su-saṃskāra is the shaping of inner tendencies through learning, upbringing, and personal discipline. It is the foundation of character. On the board, this square pulls the player up as she prepares for learning by harbouring good habits. Refinement is gradual: small acts repeated over time shape who one becomes. Good saṃskāras are a deep reservoir of strength.

6. Madhura-bhāṣaṇa — Sweet Speech

Madhura-bhāṣaṇa is thoughtful, kind communication. Gentle speech avoids conflict, preserves dignity, and strengthens relationships. In the game, this virtue raises the player, showing how harmonious expression lightens life's path. It teaches that the way one speaks can heal or divide — and that kindness in language is a form of quiet wisdom.

7. Vaibhava-nāśa — Downfall

This square represents the loss of prosperity — financial, social, or emotional. The square represents downfall as an inevitable part of life's cycles. In the game, it is a square of rest, reflecting how instability can slow progress. The downfall also reveals attachments and resets one's perspective. Losing external wealth can strengthen inner resilience and humility.

8. Prāṇa-saṅkaṭa — Risk of Life

Prāṇa-saṅkaṭa is the confrontation with danger or illness. This illustrates and alludes to life's fragility. In the game, landing here delays progress, mirroring how a crisis disrupts direction. But the square also carries clarity: when life feels threatened, priorities sharpen. It teaches that awareness of fragility deepens gratitude.

9. Tama-loka — Darkness

Tama-loka symbolizes confusion, ignorance, and hopelessness. This is the mental state where no clear path seems visible. In the game, it is the result of a fall because of a self-inflicted harm. While the player may experience inability and powerlessness, yet darkness is not permanent; awareness can return. This square suggests that community support, accepting and recognising duties and responsibilities and self-regulation and discipline are ways of emerging out of this.

10. Napuṃsakatva — Inability / Powerlessness

This is the sense of being unable to act effectively — whether due to discouragement, fear, or depletion. The player may understand this as a condition of weakened will. In the game, it slows progress. The lesson is that inability is often temporary; strength returns through rest, support, and renewed effort.

11. Bhīrutva — Cowardice

Bhīrutva is hesitation born of fear. The player can see this as a warning that “fear-driven avoidance” delays growth. In the game, this square harbours descent. Courage is built

gradually. This square teaches that small acts of bravery rebuild confidence and restore momentum.

12. Loka-rañjana — Popularity

Popularity brings ease, goodwill, and support. The player may realise its usefulness but must also be cautioned against dependence on public praise. In the game, this is an ascent square. It teaches that admiration can help one rise, but true stability must come from internal clarity, not external approval.

13. Dharmaniṣṭhā — Righteousness

Dharmaniṣṭhā is steadfastness in duty and moral clarity. This is a foundational virtue. In the game, this square provides a pause for deliberation and reflection. It teaches that when actions align with values, life becomes steadier and choices become clearer.

14. Brahmacharya-āśrama — Student Life

This square represents disciplined learning, humility, and the formation of character. This stage is the preparation for all others. In the game, it provides ascent. The lesson: growth begins with willingness to learn and regulate oneself.

15. Sāhas / Śaurya — Courage / Perseverance

Śaurya is **steady courage** — the strength to continue despite obstacles. The player is advised to value perseverance above flashes of brilliance. In the game, this cell provides the player an opportunity to collect herself. It teaches that enduring through difficulty builds real strength.

16. Suśīlatā — Graceful Conduct

Suśīlatā is behaviour marked by kindness, courtesy, and good nature. One can also associate it with social harmony. In the game, it is a path to “good company”. The square teaches that gentle manners soften life’s edges and foster trust.

17. Ghora-pāpa-pravṛtti — Tendency to commit Gross Sin

This is deliberate engagement in harmful acts. This is a downward spiral. In the game, this square harbours a fall to the lowest level. It teaches that harmful actions escalate quickly and entangle the doer in long-term consequences.

18. Svasthya-nāśa — Loss of Health

The collapse of physical or mental wellbeing. Health is the platform for all duties. In the game, this square suggests caution. It teaches that caring for the body and mind is essential for steady progress.

19. Mūrchchhā — Stupefaction / Fainting

Mūrchchhā represents temporary collapse of clarity — overwhelm, shock, or exhaustion. In the game, it disrupts movement. The teaching is that confusion passes when one rests and accepts limitations without panic.

20. Satsaṅga — Good Company

Satsaṅga is uplifting company — the presence of wise, honest, or noble people; it is transformative. In the game, it harbours ascent. The square teaches that the people one keeps close shape one's inner world.

21. Matsarya — Envy / Malice

Matsarya is the restlessness of comparing oneself with others. Envy corrodes clarity. In the game, it brings descent. This square teaches that attention must return to one's own path for progress or otherwise the player may end up inflicting pain on herself.

22. Sad-viveka — Right Judgement

Sad-viveka is clear discernment — the ability to see truth without distortion. This is a valuable virtue. In the game, it brings ascent. This square teaches that good judgement prevents unnecessary suffering.

23. Vidyā-dhyayana — Study

Study cultivates thoughtfulness and humility. Scholarship is a steady companion to virtue. In the game, it harbours ascent. It teaches that continuous learning enriches one's ability to act wisely.

24. Jñānechchhā — Desire for Knowledge

This square captures the spark of curiosity. Sincere desire for knowledge opens the path to learning. In the game, it gives ascent. It teaches that wanting to understand is the beginning of growth.

25. Ātmaghāta — Suicide

Ātmaghāta is self-destruction — physically or mentally. This is a severe fall, representing despair that closes off all possibility. In the game, this cell cautions with descent into darkness and confusion. It teaches that destroying or hurting oneself ends the chance for transformation and that one should seek good advice and counselling.

26. Sat-upadeśa — Good Advice

Sat-upadeśa is wise counsel. It is the antidote to destructive impulses. In the game, this square harbours ascent. It teaches that sincere guidance can redirect one's path at crucial moments.

27. Nindā — Disgrace / Defamation

Nindā is the loss of honour caused by wrongdoing. It is a consequence of misaligned behaviour. In the game, it leads to descent. This square teaches that reputation is fragile and shaped by everyday choices.

28. Vīrya-nāśa — Loss of Valour

This is the weakening of courage and resolve. It is a sign of moral fatigue. In the game, it pulls the player down. The square teaches that courage must be maintained through habit and discipline.

29. Duṣkarma — Evil Actions

Duṣkarma is knowingly doing wrong. This is a powerful vice. In the game, it causes a fall. It teaches that harmful actions create future obstacles and inner conflict.

30. Sampatti — Prosperity

Sampatti is material or social success. Prosperity can uplift or corrupt depending on attitude. In the game, it is square to reflect and caution. It teaches that abundance should be handled with responsibility, not pride.

31. Bhruna-hatyā — Destruction of Embryonic Life

Bhruna-hatyā represents the taking of life at its most vulnerable stage. This is a grave rupture of moral order. In the game, this square marks a deep fall, echoing the idea that harming the innocent leaves long-lasting ethical and psychological scars. The square teaches that life

carries sanctity from its very beginning and that careless or selfish acts against the defenseless damage both outer harmony and inner integrity.

32. Gṛhasthāśrama — Duties of Householder Life

This square represents the second stage of life: responsibility, work, family, and social contribution. It is a dignified form of dharma, grounding individuals in discipline, generosity, and service. In the game, this is an ascent square. It teaches that spiritual progress does not require withdrawal from the world — it can be cultivated through honest livelihood, caring relationships, and committed duty.

33. Mithyā-vilāsa — Life of Falsehood

Mithyā-vilāsa is living in pretense — using charm or deceit to hide one’s true nature. Falsehood, even subtle, destabilises character. In the game, this square makes the player fall to the deepest and irredeemable depths of hell. It teaches that foundations built on illusion cannot hold. Living truthfully lightens the mind and makes relationships clearer.

34. Jaya — Victory

Jaya is “success achieved through right action and perseverance”. Victory is not a triumph over others but the fruit of disciplined effort. In the game, this square allows the player to reflect, symbolising moments when sustained sincerity leads to real progress. But victory also tests character: whether success strengthens humility or feeds ego. The square teaches that true victory refines a person instead of inflating them.

35. Pramāda — Carelessness / Intoxication

Pramāda represents losing control — through substances, distraction, or negligence. Such carelessness leads to painful consequences and loss of judgement. In the game, it causes descent. This square teaches the importance of wakefulness: when awareness fades, even small errors accumulate into large setbacks. Carefulness protects progress.

36. Atirati — Excessive Sensual Indulgence

Atirati is crossing the line between natural enjoyment and destructive excess. Overindulgence weakens resolve and clouds reasoning. In the game, this square pulls the player down sharply. It teaches that pleasure without limit becomes bondage — and that moderation preserves both joy and clarity.

37. Dveṣa — Hatred / Hostility

Dveṣa is the burning wish for another's harm. It is a vice that destroys empathy and destabilises judgement. In the game, this square leads to descent. It teaches that hatred harms the one who carries it most. Letting go of hostility frees energy for growth and restores emotional balance.

38. Satkarma-rati — Love of Good Deeds

Satkarma-rati is the delight of doing good. It is a powerful virtue: when goodness becomes natural, not forced, the whole character elevates. In the game, this is an ascent square. It teaches that loving good actions — helping, sharing, speaking truth — creates a positive momentum that carries one upward effortlessly.

39. Śoka — Grief

Śoka is sorrow — the heaviness that follows loss. Grief is both painful and purifying. In the game, this square slows or reverses progress. Yet grief also clarifies what truly matters and softens rigid tendencies. This square teaches that suffering becomes insight when accepted with honesty and patience.

40. Saṃyama — Temperance / Restraint

Saṃyama is balanced self-control — avoiding extremes in speech, food, behaviour, emotion. Restraint is a core discipline that prevents many downfalls. On the board, this is an ascent square. It teaches that moderation strengthens clarity and steadiness, allowing the mind to stay centered even in difficulty.

41. Atithi-satkāra — Hospitality

This square stands for welcoming guests with respect and generosity. Hospitality is a quiet virtue that strengthens community and cultivates grace. In the game, it harbours ascent. It teaches that small acts of warmth — offering food, space, or attention — widen the heart and build goodwill, supporting the larger journey of virtue.

42. Śraddhā — Faith

Śraddhā is trust — in truth, in goodness, in the meaningfulness of life. It is a stabilising virtue that anchors a person amid uncertainty. In the game, this is an ascent square. It teaches that faith is not blind belief but an inner orientation that gives courage, especially during difficult phases of the path.

43. Anyāya — Injustice

Anyāya is deliberate unfairness — manipulating truth or using power wrongly. Injustice harms both society and the individual's character. In the game, this square marks a fall. It teaches that justice requires conscious effort and self-restraint; fairness strengthens the mind, while unfairness corrupts it.

44. Āchārya-sevā — Service to the Teacher

This is respectful service to one who guides — a teacher, mentor, or elder. It is essential to learning: humility opens the door for true knowledge to enter. In the game, this square harbours ascent. It teaches receptivity: growth accelerates when one honours guidance and remains open to correction.

45. Buddhi-nāśa — Loss of Judgement

Buddhi-nāśa is the collapse of inner clarity. It is a dangerous state where anger, greed, or ego can override reason. In the game, this square harbours descent. It teaches that protecting clarity — through calmness and restraint — is essential, because once judgement breaks, errors multiply quickly.

46. Vyabhichāra — Adultery

Vyabhichāra is betrayal of trust in intimate relationships. It is a vice that fractures families and one's own integrity. In the game, this square leads to descent. It teaches that loyalty, honesty, and responsibility within relationships form the foundation of a stable inner life.

47. Durvyasana — Vicious Habits

Durvyasana refers to entrenched unhealthy habits: addiction, harmful routines, compulsive behaviour. These habits erode willpower and cloud judgement. In the game, this square harbours descent. It teaches that repeated small vices accumulate into powerful patterns — and must be replaced with healthier practices.

48. Pañca-mahā-yajña — Five Great Duties

These are duties toward gods, ancestors, teachers, living beings, and society. These are daily practices that preserve harmony and gratitude. On the board, this is an ascent square. It teaches that fulfilling small responsibilities toward the world strengthens moral balance and deepens one's sense of belonging.

49. Viveka — Discrimination / Discernment

Viveka is the ability to distinguish between helpful and harmful, permanent and temporary. It is one of the highest virtues. In the game, this square lifts the player. It teaches that discernment protects one from confusion, vice, and impulsive choices, enabling steady progress.

50. Vānaprasthāśrama — Stage of Withdrawal

This square represents the third stage of life: simplifying, handing over duties, and turning inward. It is a wise transition into contemplation. In the game, it gives ascent. It teaches that life has seasons — and stepping back responsibly is a form of maturity.

51. Prema — Affection / Love

Prema is tender, sincere affection — for family, friends, or humanity. It is nourishment for the heart. On the board, this is an ascent square. It teaches that love deepens resilience and gives grounding, making it easier to face life's challenges.

52. Vinaya-bhāva — Modesty

Vinaya-bhāva is humility in behaviour and attitude. Modesty is essential for learning and harmony. In the game, this square lifts the player. It teaches that modesty lightens the ego's weight, opening space for wisdom and connection.

53. Ajñāna-andhakāra — Darkness of Ignorance

Ajñāna-andhakāra is profound ignorance — misunderstanding reality and oneself. It is the root of all suffering. In the game, this square causes a major fall. It teaches that true progress begins with recognising and dissolving ignorance through study, reflection, and right company.

54. Viśvāsa-ghāta — Breach of Trust

This is betrayal of confidence — a deeply damaging act. Breach of trust leaves long-lasting scars. In the game, it is a square of rest and contemplation. It leads immediately to fear, and teaches that reliability is sacred; breaking trust weakens both outer relationships and inner stability.

55. Bhayasthāna — Fear

Fear narrows the mind and prevents action. Unchecked fear leads to indecision and missed opportunities. On the board, this square marks descent. It teaches that courage grows when one faces fear gently rather than fleeing from it.

56. Sadācāra — Good Conduct

Sadācāra is consistent ethical behaviour. It is the heart of character. In the game, this square marks ascent. It teaches that everyday goodness — honesty, restraint, kindness — shapes destiny more strongly than occasional grand actions.

57. Tṛiṣṇā — False Ambition / Insatiable Thirst

Tṛiṣṇā is endless craving — never being satisfied, even after achievement. It is a restless force that leads to many vices. On the board, this square marks a fall. It teaches that fulfillment comes from contentment and purpose, not accumulation.

58. Paropakāra — Benevolence

Paropakāra is active goodness — helping others in meaningful ways. It is a noble virtue. In the game, this square lifts the player strongly. It teaches that service purifies intention and connects one with the broader human community.

59. Indriya-nigraha — Control of Senses

This is mature self-regulation. Without sensory control, higher virtues cannot stabilise. On the board, this square marks ascent. It teaches that mastery over impulses leads to clarity, dignity, and inner freedom.

60. Vidyā-prāpti — Attainment of Knowledge

Vidyā-prāpti is insight that transforms behaviour and worldview. It is associated with intellectual and spiritual maturity. In the game, this is a major ascent square. It teaches that deep understanding guides right action and protects against confusion.

61. Krodha — Anger

Krodha is the inner fire that destroys clarity before it harms anyone else. Anger is a doorway to many other vices — it pushes out patience, humility, and judgement. In the game, this square

marks a fall, reflecting how anger triggers impulsive choices that derail progress. The lesson is simple: when anger arises, pause. The ability to soften anger early prevents long chains of regret and resets the mind toward steadier ground.

62. Īśvara-bhakti — Devotion to God

Īśvara-bhakti is loving remembrance of the divine — not ritual alone but trust, gratitude, and surrender. Devotion is a stabilising virtue that gently people toward right action. In the game, this square lifts the player upward. It teaches that devotion, in any sincere form, anchors the heart, reduces fear, and strengthens one's commitment to ethical living.

63. Pakṣapāta — Partiality

Pakṣapāta is unfair bias — favouring someone due to attachment, fear, or personal gain rather than truth. It is a subtle but harmful vice that distorts judgement. In the game, this square causes descent. It teaches that fairness requires conscious effort: to look beyond comfort and choose what is just, even when your preferences pull elsewhere.

64. Taponāśa — Failure of Penance

Tapo-nāśa is the collapse of discipline — slipping from restraint, daily practice, or steady effort. It is a weakening of the will that opens the door to deeper vices. In the game, this square marks the great loss of austerities earned. It teaches that discipline is fragile and must be rebuilt gently when it falters. A small return to sincerity restores direction more quickly than harsh self-criticism.

65. Durvāsanā — Impure Tendencies

Durvāsanā refers to unexamined impulses — jealousy, lust, pride, greed — subtle seeds of future vice. These internal tendencies, if ignored, grow into habits and actions. In the game, this square is a descent square aligned with the inner nature of vice. It teaches that the mind must be observed honestly; purifying thought-patterns is the beginning of transforming behaviour.

66. Kṛtajñatā — Gratitude

Kṛtajñatā is appreciation for what one receives — from people, nature, and life circumstances. Gratitude is a virtue that dissolves arrogance and discontent. In the game, this square allows contemplation. It teaches that gratitude widens the heart and increases resilience. Focusing on blessings rather than lacks naturally lightens one's path.

67. Sva-kartavya-lopana — Neglect of Duty

This square symbolizes irresponsibility — leaving tasks unfinished or ignoring what one is meant to uphold. This cell pulls the player down into remorse and regret. In the game, this is a fall square. It teaches that duties, when ignored, return later as obstacles. Doing small responsibilities with sincerity supports long-term progress.

68. Vairāgya-dhāraṇā — Non-Attachment

Vairāgya-dhāraṇā is inner freedom — participating in life without clinging to outcomes. It is a high virtue that reduces turmoil. In the game, this square leads to ascent. It teaches that non-attachment is not indifference; it is clarity. When one stops gripping tightly, joy and steadiness return.

69. Vratabhanga — Breach of Vow

Vratabhanga is breaking a deliberate commitment — moral, spiritual, or personal. This is an act that weakens the will and self-trust. On the board, this square causes descent. It teaches that vows strengthen character only if kept; breaking them disrupts inner balance. Honouring commitments, even modest ones, rebuilds integrity.

70. Kṣamā — Forgiveness

Kṣamā is the release of resentment. This is a major virtue that purifies the heart and breaks cycles of anger. In the game, this square provides an opportunity to rest. It teaches that forgiving — whether oneself or others — restores clarity, lightness, and space for new growth.

71. Nāstikatva — Atheism (in the ethical sense)

“Atheism” here means living without accountability or reverence — not philosophical disbelief. It reflects a mind guided entirely by convenience. In the game, this square leads to descent. It teaches that some principle — truth, duty, compassion, justice — must guide a life. Without it, choices easily slide into vice.

72. Daridratā — Poverty, Penury, Deprivation, Distress

Daridratā is material scarcity. This is not a moral failing but a real hardship that increases vulnerability. In the game, this is the result of “an intent to harm others”, marking struggle and delay. Yet it also teaches resilience: that dignity and clarity can be preserved even in difficult conditions, and that poverty need not determine character.

73. Adhairya — Impatience

Adhairya is restlessness — the inability to wait or endure. Impatience leads to rash decisions and fuels craving (tr̥ṣṇā). In the game, this square brings descent. The square teaches that patience is an inner strength: it steadies the mind and opens the door to wiser choices.

74. Sat-kīrti — True Fame

Sat-kīrti is honour earned through genuine virtue — courage, integrity, compassion. This contrasts with hollow praise. In the game, this square gives ascent and is reached directly through benevolence. It teaches that honour is not something to seek directly; it arises naturally from living well and caring for others.

75. Hiṃsā — Cruelty

Hiṃsā is deliberate harm — physical or emotional. Cruelty is among the most destructive vices. In the game, this square harbours a sharp fall to “grave fear”. It teaches that harming others harms oneself: cruelty clouds judgement, isolates the heart, and spirals into regret and further vice.

76. Ātma-nairmalya — Purity of Soul

Ātma-nairmalya is inner cleanliness — clarity free from deceit, malice, and corruption. It is among the high virtues required for spiritual advancement. In the game, this square grants ascent. It teaches that purity is not naivety but honesty, and that a clear heart perceives truth without distortion.

77. Sannyāsa-āśrama — Stage of Renunciation

Sannyāsa is the final stage of life — giving up worldly pursuits to focus on reflection, teaching, and inner freedom. It is the culmination of disciplined living. In the game, this square leads upward. It teaches that renunciation is not escape but maturity — letting go of unnecessary burdens.

78. Īśvara-upāsanā — Worship / Surrender to God

Īśvara-upāsanā is surrender — the willingness to align oneself with a higher will. It is a deeply transformative state. On the board, this square causes ascension. It teaches that surrender reduces fear, softens ego, and allows grace to guide one’s path.

79. Moha — Delusion

Moha is confusion — mistaking temporary things for permanent, or harmful things for desirable. Delusion is the most persistent of the vices (shadripu). In the game, this is a major fall square. It teaches that delusion dissolves through awareness, study, and the company of the wise.

80. Ajñāna-nivṛtti — Dissolution of Ignorance

This is the clearing of inner darkness. It is a high philosophical state just before bliss. In the game, this square lifts the player sharply upward. It teaches that ignorance fades through humility, inquiry, and lived experience — and that truth, once seen, changes everything.

81. Kāma-vāsanā — Passion / Lust

Kāma-vāsanā is the strong pull of sensual desire. The player on landing here is warned that unchecked passion drains willpower and destabilises behaviour. In the game, this square marks a fall. It teaches that desire is natural, but when it becomes compulsion, it unsettles the mind and creates future suffering.

82. Lolupatā — Greed

Lolupatā is craving for more (what is owned by another) — even when one has had enough. It is a hunger that never ends. In the game, this is a downward square causing the player to immediately fall to “loss of austerity” (taponāśa). It teaches that greed narrows attention, destroys contentment, and fuels cycles of dissatisfaction.

83. Duṣṭa-vāsa — Bad Surroundings

This square reflects environments that encourage vice or confusion. Surroundings shape thought and destiny. In the game, this square causes a strong fall. It teaches that one must be conscious of the company one keeps and the influences one allows into daily life.

84. Pāpa-nivṛtti — Turning Away from Sin

Pāpa-nivṛtti is the conscious decision to stop harmful actions. It is a major virtue. In the game, this square brings stability and allows the player to calm her senses having escaped two consecutive and dangerous snakes! It teaches that correction begins with intention — choosing not to repeat what weakens or harms.

85. Kartavyechchhā — Eagerness for Duty

Here, eagerness to do what is right becomes a virtue. It represents moral strength. In the game, it helps the player confidently progress on her path. It teaches that doing one's duties willingly builds confidence, steadiness, and trustworthiness.

86. Samādhi — Meditative Absorption

Samādhi is deep inward stillness. It is among the highest virtues. In the game, it lifts the player. It teaches that silence, concentration, and inner anchoring change how one sees life.

87. Deva-nindā — Blasphemy

Deva-nindā is disrespect toward the sacred. It is a hardening of the heart. It teaches that even if one does not believe, reverence and humility prevent coarseness and help maintain moral alignment.

88. Dayā — Empathy & Compassion

Dayā is the willingness to feel with others. It is among the greatest virtues. It teaches that compassion balances strength and keeps one close to humanity.

89. Swachchhandāchāra — Wantonness / Lawless Self-Will

This is harmful freedom — acting without restraint, guidance, or conscience. Usually steeped in arrogance and ego, this is a central vice. In the game, this square produces a heavy fall. It teaches that true freedom is discipline, not impulsiveness.

90. Droha — Treachery

Droha is the betrayal of trust. It is one of the most destructive acts. In the game, it drags the player sharply downward into daridratā (deprivation & distress) . It teaches that trust is a fundamental moral currency — once broken, inner stability also breaks.

91. Ahaṅkāra — Pride / Self-Conceit

Ahaṅkāra is the swollen sense of “I”—seeing oneself as superior, dismissing the views or needs of others. The player landing here is consistently warned that pride blinds judgement, isolates the heart, and pushes a person toward impulsive or unjust action. In the game, this is a

downward square because pride prevents learning and destroys receptivity. The square teaches that humility is not weakness; it is the clarity that keeps ego in check. When pride dissolves, one becomes more capable of truth, relationship, and progress.

92. Avikala Tapascharyā — Perfect Austerity

This square represents high discipline: austerities practiced with steadiness, clarity, and balance. Complete austerity is a gateway to deeper insight—a state where the senses, speech, and mind come under harmonious restraint. In the game, this is a significant ascent square, marking inner refinement. The teaching here is that restraint, when rooted in understanding rather than harshness, clears the mind and helps one recognise what truly matters.

93. Viṣayānurāga — Attachment to Sensual Pleasure

Viṣayānurāga is the pull toward sensory indulgence—food, comfort, or sensuality—when it becomes excessive. In the game, this is a strong descent showing how this tendency leads to impatience, distraction, and weakened will. It teaches that pleasure is healthy when balanced, but when it becomes attachment, clarity and self-governance diminish. True enjoyment remains possible only when one is not bound to it.

94. Adhipatya — Supreme Self-Control

Adhipatya here is mastery over oneself—a stable command of one’s senses, emotions, and actions. It is one of the “high stations” of virtue. In the game, this square signifies mastery over oneself and symbolises invulnerability to the many chain-falls triggered by impulse. It teaches that strength is not domination of others but sovereignty over one’s own instincts and reactions.

95. Paramahansa-gati — Total Renunciation of Worldliness

Paramahansa-gati is the state of inward freedom reached by mature seekers—living simply, detached from praise or blame, pleasure or pain. It is one of the highest virtues. On the board, this square brings ascent, placing the player near liberation. It teaches that renunciation is not withdrawal from life but release from clinging, making the mind clear, peaceful, and light.

96. Ānanda — Bliss

Ānanda is deep, luminous joy: the bliss that arises naturally when the mind becomes pure and stable. It is a sacred experience—not excitement, but inner radiance. In the game, this square gives a powerful uplift. It teaches that real happiness is not dependent on circumstances; it is the fruit of clarity, restraint, and aligned living.

97. Ku-sanga — Bad Company

Ku-sanga is harmful company—people or environments that encourage vice, cynicism, or indulgence. Bad company can undo years of moral effort. In the game, this square is a major fall. It teaches that relationships are powerful influences: they can elevate or corrupt. Choosing one's company wisely is essential for spiritual and moral progress.

98. Īśvara-saṃsarga — Communion with God

Īśvara-saṃsarga is closeness to the divine—an inner connection of love, trust, and surrender. It is a high, stabilising state where the heart becomes serene. In the game, this square grants strong ascent because communion brings fearlessness and clarity. The teaching here is that living in remembrance—or alignment with a higher truth—makes the mind peaceful and less susceptible to confusion or vice.

99. Lobha — Avarice

Lobha is endless grasping—the inability to feel content or share. It is placed dramatically as the *final* vice before the higher path begins, symbolising the last strong bond to the world. In the game, it is a deep fall square, capable of sending the player back into the cycle. It teaches that liberation becomes possible only when greed ends; only then does the heart feel spacious enough to rise.

100. Deśabhakti — Love for One's Land

Deśabhakti is sincere care for one's country and community. It is a noble beginning to the higher path—when one's concern expands beyond personal interest. It teaches that noble life starts with responsibility toward the collective and that serving society refines character.

101. Yajña-abhimāna — Pride in Sacrifice

Yajña-abhimāna is the pride that comes from giving—charity, service, or sacrifice for the public good. This is a strong vulnerability. In the game, the player is almost thrown down to realise that she is treading the path of violence and fear. The player is warned about the risks of vanity.

102. Utkriṣṭa-jñāna — Higher Knowledge

This is profound wisdom—integrated moral, spiritual, and intellectual clarity. It is near the summit of virtue. In the game, this square grants significant ascent. It teaches that wisdom is transformative: it prevents entanglement in vice and aligns the person with truth.

103. Vidyābhīmāna — Pride in Learning

Vidyābhīmāna is the subtle ego that appears even after gaining high knowledge. The player landing here is warned that pride of learning is a dangerous obstacle on the spiritual path. In the game, the player is thrown sharply towards delusion to experience “attachment”. It teaches that humility must accompany wisdom, and that even advanced seekers can stumble if ego re-enters quietly.

104. Svarūpa-darśana — Realisation of the Self

Svarūpa-darśana is deep self-realisation—the recognition of one’s true nature beyond ego, fear, or desire. It is a luminous breakthrough. In the game, this is a square very near the end. It teaches that liberation begins within: when one sees the self clearly, all confusion fades and the path becomes simple.

105. Kailāśa — Paradise

Kailāśa is a realm of purity and serenity—where the mind is almost completely free from agitation. It is the first sphere near liberation. In the game, reaching this square marks a profound rise. It teaches that peace is a spiritual milestone in itself and reflects deep inner purification.

106. Svarga — Heaven

Svarga is joy attained through accumulated virtue—pleasure without vice, ease without selfishness. It is elevated but still not final liberation. In the game, this square places the player on the threshold of transcendence. It teaches that even blissful experiences are temporary; liberation lies beyond enjoyment.

107. Vaikuṅṭha — Abode of Bliss

Vaikuṅṭha is the state of perfect, serene joy—beyond all dualities. It is the highest spiritual realm before Sumeru. In the game, this square is the last ascent. It teaches that the mind, purified of fear and craving, naturally rests in bliss.

108. Sumeru — Moksha (Liberation)

Sumeru is the summit: freedom from birth, death, suffering, ego, and all worldly entanglements. It is immortality and ultimate peace. In the game, reaching this square completes the journey through the Sansār-chakra. It teaches that liberation is awakening—not escape. It is living in pure awareness, free from all compulsions, clear and steady like the highest mountain peak.

HOW TO PLAY

This is a simplified and playable version that stays true to the spirit of the 108-square design.

Number of Players - 2 to 4 players (but any number of players can play together). Each player needs one marker. (If you prefer a more strategic version, players may use three markers, each of which must reach Sumeru separately.)

Dice / Throwing Instrument - Traditionally, cowries are used. We suggest using a single six-sided die, or a marked spinner (to simulate the probability curve of the cowries).

Starting the Game - All markers begin off the board. *To enter*: A throw of 6 is required to place the marker on Square 1 (Punarjanma). *Movement*: Players take turns throwing the die. Move their markers forward by the number shown. *Special Rule of 6* — The Trigger of Snakes & Ladders - A throw of 6 activates the board. It triggers: Any upward grey ladder from the square you land on OR Any downward fall (green snake) from the square you land on and in some traditional readings, even cascading chains (e.g., a ladder may take you to a square that itself contains another fall or rise)

This makes the 6 both auspicious and dangerous — it mirrors how moments of heightened energy can dramatically shift the direction of one's life. If a 6 is thrown off the board (before entering), it simply allows entry to Square 1.

Ladders & Falls (Virtue & Vice Chains) - If you land on a square with a: Golden Ladder (Virtue) → immediately rise to the higher square linked to it. Red Snake (Vice) → immediately fall to the lower square linked to it. The chain system means you may climb or fall multiple times in one turn if multiple 6's are thrown in succession.

This reflects the real-life principle that: virtue attracts more virtue and vice accelerates into more vice.

Winning the Game - The first player to reach 108 — Sumeru (Moksha) wins. You must land exactly on 108. If the throw exceeds 108, the marker “bounces back” from the final squares.

Optional: Three-Marker Version - For a more contemplative or strategic game: Each player begins with three markers. Each marker must individually reach Sumeru. This represents the threefold purification of thought, speech, and action. This longer version creates a richer reflection of moral progress and setback.