

1116-Q1-1984 **Darren Glass, S K Lucas** and **Jonathan Needleman*** (needlejs@lemoyne.edu). *Chuteless and Ladderless*. Preliminary report.

Chutes and ladders is a game, that after while, many players just want to end! Previous papers on the subject have used computational methods to study the average length of the game for common layouts of chutes and ladders. In this talk we will give preliminary results toward understanding optimal placement of chutes and ladders, subject to making the game end quickly as possible. We begin with boards with no chutes or ladders, and find analytic approximations of computational results. If time permits we then use these results to understand optimal placement of a single chute and ladder. (Received September 21, 2015)