### CWASP Snakes and Ladders

#### Background

**Snakes and Ladders** is a popular board game, imported into Great Britain by the Victorians based on a game from Asia. The original game showed the effects of good and evil, or virtues and vices. The game is known as Snakes and Ladders in some parts of the Americas. It is a game where players move their counters through life-like situations, with good actions or virtuous behaviors being rewarded with ladders and bad actions or vice-like behaviors being penalized with snakes.

#### Rules

**This game is for 2-4 players. Give each player a coloured counter (marker).** To begin, each player should throw the die to determine who plays first, the highest can lead. **Put all the player’s counters onto the first square on the die to determine who plays first; the highest can lead.**

**At the end of the move, if a player’s counter is at the bottom of a ladder, the counter must be moved up to the next square on the die.** If the player’s counter is located at the mouth of a snake, the counter must be moved down to the end of the snake’s tail.

The first player to reach “100” at the top left wins.

#### Warning

**OWASP Snakes and Ladders is not for children under 4 years old.** The source file for this sheet, sheets on other application security topics, various language versions, and further information about the OWASP Snakes and Ladders project can be found on the OWASP website at https://www.owasp.org/index.php/OWASP_Snakes_and_Ladders

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