OWASP 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 Chutes and Ladders in some parts of the Americas. It is used in software development to highlight testing and other security practices; the vices are mobile app security vulnerabilities.

**Rules**

This game is for 2-6 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 players’ counters onto the first square (labelled “Start 1”). In turn, each player rolls the dice and moves their counter by the number of squares indicated on the die.

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 square at its higher end. Conversely, if the counter is at the top end of a ladder, 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.

To make a die after carefully cutting it out from this sheet, fold along the dotted lines, put glue on the tabs, and then fold it up carefully into a cube.

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**Warning**

OWASP Snakes and Ladders is meant to be used by software programmers, big and small. This paper game is not harmful, but if you choose to use your own software, be sure to include your own special instructions and warnings for players to follow!

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