

# Whose licence is it anyway?

## A Snakes and Ladders game for OERs, licensing, and copyright

### Rules of the game

#### Aim

The aim of the game, as with the traditional snakes and ladders, is to be the first player to reach the finish square, 100, by moving across the board, following the numbers from base to top, right and left and so on.

#### Snakes and Ladders Cards

As the game progresses, players will encounter a series of different scenarios that illustrate current issues in licensing, OERs, and copyright. If the scenario described in the card is covered by licensing or copyright (Ladder cards), the player advances to the square at the top of the ladder. If the scenario described is not covered by licensing or copyright (Snake cards), the player will be sent back down the snake to the square at the tip of the snake's tail. ***In either case, the player should describe the scenario to the other players before advancing up the ladder or down the snake.*** Replace the card face up next to the pile.

#### Question Cards

Additionally, if you land on a square with question mark, then the player to your right picks a question card from the top of the pile and will ask you a general question from the card. If you answer correctly, move 6 squares forward. If your answer is incorrect, move 6 places back. Replace the Question card face up next to the pile.

#### Start playing

Play starts with the player to roll the highest number. The player rolls the dice again and enters the board according to the number thrown on the dice. Play continues with the player to the right throwing the dice. If a player lands on the base of a ladder, the player picks a Ladder card from the top of the pile. If a player lands on the head of the snake, the player picks a Snake card from the top of the pile. ***In either case, the player should describe the scenario to the other players before advancing up the ladder or down the snake.***

#### Game Over

The game ends when the first player reaches the finish square – 100. <sup>1</sup>

