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import random

# Function to roll a dice
def roll_dice():
    return random.randint(1, 6)

# Function to move the player's position on the board
def move_player(player, roll):
    player += roll
    if player in snakes.keys():
        print("Oops! You encountered a snake. Going down to",
snakes[player])
        player = snakes[player]
    elif player in ladders.keys():
        print("Yay! You found a ladder. Going up to", ladders[player])
        player = ladders[player]
    return player

# Function to check if the player has won
def has_won(player):
    return player >= 100

# Initialize the game
player1 = 0
player2 = 0

# Define snakes and ladders positions
snakes = {16: 6, 47: 26, 49: 11, 56: 53, 62: 19, 64: 60, 87: 24, 93: 73,
95: 75, 98: 78}
ladders = {1: 38, 4: 14, 9: 31, 21: 42, 28: 84, 36: 44, 51: 67, 71: 91, 80:
100}

# Main game loop
while True:
    input("Player 1, press Enter to roll the dice...")
    roll = roll_dice()
    print("Player 1 rolled a", roll)
    player1 = move_player(player1, roll)
    print("Player 1 is now at position", player1)

    if has_won(player1):
        print("Player 1 has won!")
        break

    input("Player 2, press Enter to roll the dice...")
    roll = roll_dice()
    print("Player 2 rolled a", roll)
    player2 = move_player(player2, roll)
    print("Player 2 is now at position", player2)

    if has_won(player2):
        print("Player 2 has won!")
        break

```

Displaying snake.py.

