The code uses a 10 by 10 2-dimensional array which is full of 100 colorful squares and all the logic of the game is applied in a way of gamePlnae[i][j] = what.

The rules of the game are as follows:

1. Two players can be at one square at the same time.
2. The winner is the one who gets to square 100 sooner than the other one.
3. The initial state is when both players are not on the game board.
4. If player is at the square *x* in which the player will be taken up or down to square *y* that again is indeed to bring up or down the player, square *y* loses its rule and does nothing. I.e. double up or down bringing is not allowed.
5. The positions of pits change after each game refresh.
6. The squares to which the player will be taken up or down change after each game refresh.
7. Each game has 16 pits out of which 8 are good pits (bring the player up) and the other half are bad (bring the player down).