```
#include<stdio.h>
 #include<stdlib.h>
 int rd()
 {
        int rem;
        A:rem=rand()%7;
        if(rem==0)
                goto A;
        else
                return rem;
 }
 void displaychart(int curp,char player[4])
 {       int i,j,t,c,sft=0,diceres,pos1,pos2;


                if(curp==100)
                {
                        printf("**Congratulations**\n\n\nPlayer %s wins\n",player);
                        scanf("%*s");
                        exit(0);
                }

        for(i=10;i>0;i--)
        {
                t=i-1;
                if((sft%2)==0)
                {
                        c=0;
                        for(j=10;j>=1;j--)
                        {
                                diceres=(i*j)+(t*c++);

                                if(curp==diceres)
                                        printf("%s\t",player);
                                else
                                printf("%d\t",diceres);

                        }
                        sft++;
                }
                else
                {
                        c=9;
                        for(j=1;j<=10;j++)
```

```
                {
                        diceres=(i*j)+(t*c--);

                        if(curp==diceres)
                                printf("%s\t",player);
                        else
                                printf("%d\t",diceres);
                }


                sft++;
        }
        printf("\n\n");
    }



    printf("--------------------------------------------------------------------------\n");
}
 void main()
{
    int i,dice,cur_pos1=0,cur_pos2=0;
    char ch;
    while(1)
    {    printf("            * SNAKE AND LADDER GAME* \n            Coded By Nebin K
Raj\n");
        printf("Snakes:- 25 to 9,\t 65 to 40,\t 99 to  1.\nLadder:- 13 to 42,\t 60 to 83,\t 70 to
93.\n");
        printf("Choose your option\n");
        printf("1. Player 1 plays\n");
        printf("2. Player 2 plays\n");
        printf("3. Exit\n");
        scanf("%s",&ch);

        switch(ch)
        {

                case '1':dice=rd();
                system("cls");
                        printf("\t\t\t\tDice = %d\n\n",dice);
                        if(dice==6)
                        printf("Dice=6: You have earned a chance to play one more time.\n");
                        cur_pos1=dice+cur_pos1;
                        if(cur_pos1<101){
```

```
                    if(cur_pos1==99)
                    {
                    displaychart(1,"$P1$");//snake
                    }
                    if(cur_pos1==65)
                    {
                    displaychart(40,"$P1$");//snake
                    }
                    if(cur_pos1==25)
                    {
                    displaychart(9,"$P1$");//snake
                    }
                    if(cur_pos1==70)
                    {
                    displaychart(93,"$P1$");//ladder
                    }
                    if(cur_pos1==60)
                    {
                    displaychart(83,"$P1$");//ladder
                    }
                    if(cur_pos1==13)
                    {
                    displaychart(42,"$P1$");//ladder
                    }
                    else{
                          displaychart(cur_pos1,"$P1$");
                    }

               }
               else{
                    cur_pos1=cur_pos1-dice;
                    printf("Range exceeded of Player 1.\n");
                    displaychart(cur_pos1,"$P1$");
               }
               printf("Player 2 position is %d\n",cur_pos2);

          break;
     case '2':dice=rd();
     system("cls");
               printf("\t\t\t\tDice = %d\n\n",dice);
               cur_pos2=dice+cur_pos2;
               if(cur_pos2<101){
                    if(cur_pos2==99)       //snake
                    {
```

```
                displaychart(1,"$P2$");
                }
                if(cur_pos2==65)        //snake
                {
                displaychart(40,"$P2$");
                }
                if(cur_pos2==25)        //snake
                {
                displaychart(9,"$P2$");
                }
                if(cur_pos2==70)        //ladder
                {
                displaychart(93,"$P2$");
                }
                if(cur_pos2==60)        //ladder
                {
                displaychart(83,"$P2$");
                }
                if(cur_pos2==13)         //ladder
                {
                displaychart(42,"$P2$");
                }
                else{
                        displaychart(cur_pos2,"$P2$");
                }
            }

            else{
                cur_pos2=cur_pos2-dice;
                printf("Range exceeded of Player 2.\n");
                displaychart(cur_pos2,"$P2$");
            }
            printf("Player 1 position is %d\n",cur_pos1);
        break;
    case '3':exit(0);
        break;

    default:printf("Incorrect choice.Try Again\n");

    }

  }

}
```