Dim x As Integer

Dim n As Integer

Dim p1 As Integer

Dim p2 As Integer

Dim d As Integer

Private Sub cmdPlay\_Click()

Randomize Timer

For n = 1 To 6

x = Int(Rnd \* 6) + 1

lblDie.Caption = x

Next

If lblPlayer.Caption = "Player1-Your turn" Then

If p1 = 0 Then

If Val(lblDie.Caption) = 6 Then

p1 = 1

Command2(0).Visible = True

Command2(0).BackColor = vbRed

Changelabel

Exit Sub

ElseIf Val(lblDie.Caption) <> 6 Then

Changelabel

Exit Sub

End If

ElseIf p1 <> 0 Then

checkLabel

checknewpos

Exit Sub

End If

ElseIf lblPlayer.Caption = "Player2-Your turn" Then

If p2 = 0 Then

If Val(lblDie.Caption) = 6 Then

p2 = 1

Command2(0).Visible = True

Command2(0).BackColor = vbBlue

Changelabel

ElseIf Val(lblDie.Caption) <> 6 Then

Changelabel

Exit Sub

End If

ElseIf p2 <> 0 Then

checkLabel

checknewpos

Exit Sub

End If

End If

End Sub

Private Function checknewpos()

If Command2(99).Visible = True Then

If lblPlayer.Caption = "Player1-Your turn" Then

LRESULT.Caption = "Player2 You Win"

mnuNew\_Click

Else

LRESULT.Caption = "Player1-You Win"

mnuNew\_Click

End If

End If

End Function

Private Sub Form\_KeyPress(KeyAscii As Integer)

If KeyAscii = 27 Then endgame

If KeyAscii = 107 Then cmdPlay\_Click

End Sub

Private Sub Form\_Load()

p1 = 0

p2 = 0

lblPlayer.Caption = "Player1-Your turn"

lblDie.Caption = ""

End Sub

Private Sub checkLabel()

If lblPlayer.Caption = "Player1-Your turn" Then

Command2(p1 - 1).Visible = False

p1 = p1 + Val(lblDie.Caption)

CheckSNL1

If p1 >= 100 Then p1 = 100

Command2(p1 - 1).Visible = True: Command2(p1 - 1).BackColor = vbRed: If p2 <> 0 Then Command2(p2 - 1).Visible = True: Command2(p2 - 1).BackColor = vbBlue

Changelabel

Exit Sub

ElseIf lblPlayer.Caption = "Player2-Your turn" Then

Command2(p2 - 1).Visible = False

p2 = p2 + Val(lblDie.Caption)

CheckSNL2

If p2 >= 100 Then p2 = 100

Command2(p2 - 1).Visible = True: Command2(p2 - 1).BackColor = vbBlue: If p1 <> 0 Then Command2(p1 - 1).Visible = True: Command2(p1 - 1).BackColor = vbRed

Changelabel

Exit Sub

End If

End Sub

Private Sub Changelabel()

If lblPlayer.Caption = "Player1-Your turn" Then

lblPlayer.Caption = "Player2-Your turn"

Else

lblPlayer.Caption = "Player1-Your turn"

End If

End Sub

Private Sub mnuAbout\_Click()

frmAbout.Show

End Sub

Private Sub mnuExit\_Click()

End

End Sub

Private Sub mnuIndex\_Click()

frmIndex.Show

End Sub

Private Sub mnuNew\_Click()

If MsgBox("Do you want to start a new game?", vbYesNo, "New Game") = vbNo Then endgame: Exit Sub

For d = 0 To 99

Command2(d).Visible = False

Next

LRESULT.Caption = ""

Form\_Load

End Sub

Private Sub CheckSNL1()

snakes:

If p1 = 28 Then p1 = 9: MsgBox "moved from 28 back to 9", vbInformation, "SNAKE"

If p1 = 35 Then p1 = 7: MsgBox "moved from 35 back to 7", vbInformation, "SNAKE"

If p1 = 43 Then p1 = 24: MsgBox "moved from 43 back to 24", vbInformation, "SNAKE"

If p1 = 52 Then p1 = 32: MsgBox "moved from 52 back to 32", vbInformation, "SNAKE"

If p1 = 83 Then p1 = 57: MsgBox "moved from 83 back to 57", vbInformation, "SNAKE"

If p1 = 86 Then p1 = 54: MsgBox "moved from 86 back to 54", vbInformation, "SNAKE"

If p1 = 91 Then p1 = 69: MsgBox "moved from 91 back to 69", vbInformation, "SNAKE"

If p1 = 99 Then p1 = 1: MsgBox "moved from 99 back to 1", vbInformation, "SNAKE"

ladders:

If p1 = 17 Then p1 = 45: MsgBox "Moved from 17 to 45", vbInformation, "LADDER"

If p1 = 20 Then p1 = 40: MsgBox "Moved from 20 to 40", vbInformation, "LADDER"

If p1 = 33 Then p1 = 53: MsgBox "Moved from 33 to 53", vbInformation, "LADDER"

If p1 = 55 Then p1 = 65: MsgBox "Moved from 55 to 65", vbInformation, "LADDER"

If p1 = 63 Then p1 = 79: MsgBox "Moved from 63 to 79", vbInformation, "LADDER"

If p1 = 87 Then p1 = 93: MsgBox "Moved from 87 to 93", vbInformation, "LADDER"

End Sub

Private Sub CheckSNL2()

snakes:

If p2 = 28 Then p2 = 9: MsgBox "moved from 28 back to 9", vbInformation, "SNAKE"

If p2 = 35 Then p2 = 7: MsgBox "moved from 35 back to 7", vbInformation, "SNAKE"

If p2 = 43 Then p2 = 24: MsgBox "moved from 43 back to 24", vbInformation, "SNAKE"

If p2 = 52 Then p2 = 32: MsgBox "moved from 52 back to 32", vbInformation, "SNAKE"

If p2 = 83 Then p2 = 57: MsgBox "moved from 83 back to 57", vbInformation, "SNAKE"

If p2 = 86 Then p2 = 54: MsgBox "moved from 86 back to 54", vbInformation, "SNAKE"

If p2 = 91 Then p2 = 69: MsgBox "moved from 91 back to 69", vbInformation, "SNAKE"

If p2 = 99 Then p2 = 1: MsgBox "moved from 99 back to 1", vbInformation, "SNAKE"

ladders:

If p2 = 17 Then p2 = 45: MsgBox "Moved from 17 to 45", vbInformation, "LADDER"

If p2 = 20 Then p2 = 40: MsgBox "Moved from 20 to 40", vbInformation, "LADDER"

If p2 = 33 Then p2 = 53: MsgBox "Moved from 33 to 53", vbInformation, "LADDER"

If p2 = 55 Then p2 = 65: MsgBox "Moved from 55 to 65", vbInformation, "LADDER"

If p2 = 63 Then p2 = 79: MsgBox "Moved from 63 to 79", vbInformation, "LADDER"

If p2 = 87 Then p2 = 93: MsgBox "Moved from 87 to 93", vbInformation, "LADDER"

End Sub

Private Function endgame()

If MsgBox("Do you want to end the game?", vbYesNo, Me.Caption) = vbYes Then mnuExit\_Click Else MsgBox "you have to start a new game any way.", vbInformation, Me.Caption: mnuNew\_Click

End Function