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import random
import time

playerOnePosition = 1
playerTwoPosition = 1


isPlayerOneTurn = True


snakes = [70, 33, 22, 42, 59, 83, 99, 77, 28, 35]
ladders = [72, 19, 39, 69, 50, 4, 25, 56, 79, 12]


randomSnakeNum = random.randint(1, 20)
randomLadderNum = random.randint(1, 20)


def playerOneRollAddition():
    #if isPlayerOneTurn == True:
        diceRollOne = random.randint(1,6)
        diceRollTwo = random.randint(1,6)
        diceRoll = (diceRollOne + diceRollTwo)
        print("")
        print(playerOneName,"rolled:", diceRoll)
        return diceRoll


def playerTwoRollAddition():
    #if isPlayerOneTurn == True:
        diceRollOne = random.randint(1,6)
        diceRollTwo = random.randint(1,6)
        diceRoll = (diceRollOne + diceRollTwo)
        print("")
        print(playerTwoName,"rolled:", diceRoll)
        return diceRoll


while True:
    start = input("Start?").lower()
    if start == "yes":
        print("")
        playerOneName = input("Player One; Enter your name:")
        playerTwoName = input("Player Two; Enter your name:")
        time.sleep(1.5)
        print("The game will now start")
        time.sleep(1)
        print("...")

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```
time.sleep(1)
print("...")
time.sleep(1)
print("...")
time.sleep(1)
print("Game has started")
```

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for x in range(1, 101):
    print ("%03d" % (101 - x), end = " | ")
    if x % 10 == 0:
        print()
    pass
else:
    print("As you say.")
    break
```

```
while True:
    if isPlayerOneTurn == True:
        print("")
        playerOneRoll = playerOneRollAddition()
        playerOnePosition = (playerOneRoll + playerOnePosition)
        print(playerOneName, "is now on tile", playerOnePosition)
        time.sleep(1.5)
        isPlayerOneTurn = False
    else:
        print("")
        playerTwoRoll = playerTwoRollAddition()
        playerTwoPosition = (playerTwoRoll + playerTwoPosition)
        print(playerTwoName, "is now on tile", playerTwoPosition)
        time.sleep(1.5)
        isPlayerOneTurn = True
```

```
if playerTwoPosition in snakes:
    print("")
    print(playerTwoName, "hit a snake!")
    time.sleep(1.5)
    print("")
    print(playerTwoName, "went down by", randomSnakeNum, "tiles")
    playerTwoPosition = (playerTwoPosition - randomSnakeNum)
    print(playerTwoName, "is now on the tile:", playerTwoPosition)
    time.sleep(1.5)
elif playerOnePosition in snakes:
    print("")
    print(playerOneName, "hit a snake!")
    time.sleep(1.5)
```

```
print("")
print(playerOneName, "went down by", randomSnakeNum, "tiles")
playerOnePosition = (playerOnePosition - randomSnakeNum)
print(playerOneName, "is now on the tile:", playerOnePosition)
time.sleep(1.5)
```

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if playerTwoPosition in ladders:
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    print("")
    print(playerTwoName, "hit a ladder!")
    time.sleep(1.5)
    print("")
    print(playerTwoName, "went up by", randomLadderNum, "tiles")
    playerTwoPosition = (playerTwoPosition + randomLadderNum)
    print(playerTwoName, "is now on the tile:", playerTwoPosition)
    time.sleep(1.5)
```

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elif playerOnePosition in ladders:
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    print("")
    print(playerOneName, "hit a ladder!")
    time.sleep(1.5)
    print("")
    print(playerOneName, "went up by", randomLadderNum, "tiles")
    playerOnePosition = (playerOnePosition + randomLadderNum)
    print(playerOneName, "is now on the tile:", playerOnePosition)
    time.sleep(1.5)
```

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if playerTwoPosition >= 100:
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    print("")
    print(playerTwoName, "won!!")
    break
```

```
elif playerOnePosition >= 100:
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```
    print("")
    print(playerOneName, "won!!")
    break
```

```
else:
```

```
    pass
```