include irvine32.inc

.data

;-----------------------TABLE VARAIBLES---------------------------

level byte 0

sp2M byte " ",0

sp1M byte " ",0

numM byte 1,2,3,4,5,6,7,8,9,10

byte 11,12,13,14,15,16,17,18,19,20

byte 21,22,23,24,25,25,26,27,28,29,30

byte 31,32,33,34,35,36,37,38,39,40

byte 41,42,43,44,45,46,47,48,49,50

byte 51,52,53,54,55,56,57,58,59,60

byte 61,62,63,64,65,66,67,68,69,70

byte 71,72,73,74,75,76,77,78,79,80

byte 81,82,83,84,85,86,87,88,89,90

byte 91,92,93,94,95,96,97,98,99,100

msg1M byte "press one for player 1: ",0

msg2M byte "press two for player 2: ",0

msg3M byte "'s position is : ",0

msg4M byte "'s position is : ",0

user1 byte "Enter Player one's name : ",0

user2 byte "Enter Player two's name : ",0

naam byte " ",0

naam1 byte " ",0

;-----------------------RG VARAIBLES---------------------------

RollingM byte " Rolling Dice...",0

d1M byte ".",0

val1M dword 0

val2M dword 0

;-----------------------LEVEL VARAIBLES--------------------------

LEVELM1 byte " Press 1 for EASY Level:",0

LEVELM2 byte " Press 2 for HARD Level:",0

;-----------------------LEVEL VARAIBLES---------------------------

;-----------------------MENU VARAIBLES---------------------------

M1M byte " Press 1 for selecting level : ",0

M2M byte " Press 2 for insrtuctions: ",0

M3M byte " Press 3 for exit: ",0

MMS byte " MENU for Snake and Ladders ",0

;-----------------------INSTRUCTIONS VARAIBLES---------------------------

I1M byte "You have to press 1 for player one's Rolling Dice and Press 2 for player two's Rolling Dice.There are many snakes in the table as well as Ladders depending on the level of game.so beware of snakes and enjoy climbing of ladders.",0

;-----------------------other VARAIBLES---------------------------

WRONGEM BYTE " Wrong entry input again!",0

YOU1M byte " CONGRATULATIONS! Player one have won the game! ",0

YOU2M byte " CONGRATULATIONS! Player two have won the game! ",0

ladder1 byte " WAO! you got a LADDER",0

Snake1 byte " ouch! snake bit you",0

l4M byte "--->back to menu",0

p1M dword 0

p2M dword 0

c1M dword ?

c2M dword ?

c3M dword ?

aM byte 0

bM byte 0

oM byte 0

b1M byte 0

prM byte " Ladders are at position 3 , 19 , 15 , 50 , 71 , 84.",0

pr1M byte " Snakes are at position 30 , 51 , 67 , 90 , 99.",0

.code

;------------------------------Predictions-------------------------

PredictionsM proc

mov edx,offset prM

call writestring

call crlf

xor edx,edx

mov edx,offset pr1M

call writestring

call crlf

ret

PredictionsM endp

;------------------------------End of Predictions-------------------------

;--------------------------------STARTING OF TABLE PROC-----------------------

tableM proc

mov eax,white

call settextcolor

xor eax,eax

mov ecx,111

mov esi,offset numM

mov ebx,0

L2:

.if ebx==10

mov bM,1

call crlf

mov ebx,0

.else

.if bM==0

mov al,[esi]

call writedec

mov edx,offset sp2M

call writestring

.else

mov al,[esi]

call writedec

mov edx,offset sp1M

call writestring

.endif

add esi,1

inc ebx

.endif

loop L2

mov bM,0

call crlf

call crlf

mov eax,red

call settextcolor

call PredictionsM

call crlf

mov edx,offset msg1M

call writestring

mov edx,offset naam

call writestring

mov edx,offset msg3M

call writestring

xor eax,eax

mov eax,blue

call settextcolor

mov eax,p1M

call writedec

call crlf

mov eax,red

call settextcolor

mov edx,offset msg2M

call writestring

mov edx,offset naam1

call writestring

mov edx,offset msg4M

call writestring

mov eax,blue

call settextcolor

xor eax,eax

mov eax,p2M

call writedec

call crlf

ret

tableM endP

;--------------------------------END TABLE-----------------------

;--------------------------------RANDOM NUMBER GENERATOR-----------------------

RGM proc

call clrscr

mov eax,yellow

call settextcolor

mov edx,offset RollingM

call writestring

mov eax,700

call delay

mov eax,offset d1M

call writechar

mov eax,700

call delay

mov eax,offset d1M

call writechar

mov eax,700

call delay

mov eax,offset d1M

call writechar

call crlf

mov eax,10

call randomrange

push eax

mov eax,yellow

call settextcolor

pop eax

call writedec

mov val1M,eax

mov eax,1000

call delay

ret

RGM endP

;--------------------------------END OF RANDOM NUMBER GENERATOR-----------------------

;--------------------------------WINNING MESSAGE1-----------------------

WIN1M proc

mov edx,offset YOU1M

call writestring

ret

WIN1M endP

;--------------------------------END OF WINNING MESSAGE1-----------------------

;--------------------------------WINNING MESSAGE2-----------------------

WIN2M proc

mov edx,offset YOU2M

call writestring

ret

WIN2M endP

;--------------------------------END OF WINNING MESSAGE2-----------------------

;--------------------------------CHECKING OF SNAKES AND LADDERS1-----------------------

CONDITIONS1M proc

call crlf

.if p1M==100

mov b1M,1

call WIN1M

.elseif p1M==3

mov edx,offset Ladder1

call writestring

call crlf

mov eax,800

call delay

add p1M,10

.elseif p1M==19

mov edx,offset Ladder1

call writestring

call crlf

mov eax,800

call delay

add p1M,10

.elseif p1M==15

mov edx,offset Ladder1

call writestring

call crlf

mov eax,800

call delay

add p1M,45

.elseif p1M==50

mov edx,offset Ladder1

call writestring

call crlf

mov eax,800

call delay

add p1M,27

.elseif p1M==71

mov edx,offset Ladder1

call writestring

call crlf

mov eax,800

call delay

add p1M,10

.elseif p1M==84

mov edx,offset Ladder1

call writestring

call crlf

mov eax,800

call delay

add p1M,10

.elseif p1M==30

mov edx,offset Snake1

call writestring

call crlf

mov eax,800

call delay

sub p1M,16

.elseif p1M==51

mov edx,offset Snake1

call writestring

call crlf

mov eax,800

call delay

sub p1M,26

.elseif p1M==67

mov edx,offset Snake1

call writestring

call crlf

mov eax,800

call delay

sub p1M,23

.elseif p1M==90

mov edx,offset Snake1

call writestring

call crlf

mov eax,800

call delay

sub p1M,55

.elseif p1M==99

mov edx,offset Snake1

call writestring

call crlf

mov eax,800

call delay

sub p1M,19

.endif

ret

CONDITIONS1M endP

;--------------------------------END OF CHECKING OF SNAKES AND LADDERS1-----------------------

;--------------------------------CHECKING OF SNAKES AND LADDERS2-----------------------

CONDITIONS2M proc

.if p2M==100

mov b1M,1

call WIN2M

.elseif p2M==3

add p2M,10

.elseif p2M==19

add p2M,10

.elseif p2M==15

add p2M,45

.elseif p2M==50

add p2M,27

.elseif p2M==71

add p2M,10

.elseif p2M==84

add p2M,10

.elseif p2M==30

sub p2M,16

.elseif p2M==51

sub p2M,26

.elseif p2M==67

sub p2M,23

.elseif p2M==90

sub p2M,55

.elseif p2M==99

sub p2M,19

.endif

ret

CONDITIONS2M endP

;--------------------------------END OF CHECKING OF SNAKES AND LADDERS2-----------------------

;--------------------------------MENU PROC-----------------------

MENUM proc

call clrscr

mov edx,offset mMS

call writestring

call crlf

call crlf

call crlf

call crlf

mov edx,offset m1M

call writestring

call crlf

mov edx,offset m2M

call writestring

call crlf

mov edx,offset m3M

call writestring

call crlf

ret

MENUM endP

;--------------------------------END OF MENU PROC-----------------------

;--------------------------------INSTRUCTIONS-----------------------

INSTRUCTIONSM proc

call clrscr

mov edx,offset I1M

call writestring

call crlf

mov edx,offset L4M

call writestring

call readchar

ret

INSTRUCTIONSM endP

;--------------------------------INSTRUCTIONS-----------------------

;--------------------------------EASY -----------------------

EASY proc

.while b1M==0

call clrscr

call tableM

p9M:

call readint

mov c1M,eax

.if c1M==1

call RGM

mov ebx,0

mov ebx,val1M

add ebx,P1M

.if ebx<=100

mov ebx,val1M

add p1M,ebx

call CONDITIONS1M

.endif

.elseif c1M==2

call RGM

mov ebx,0

mov ebx,val1M

add ebx,P2M

.if ebx<=100

mov ebx,val1M

add p2M,ebx

call CONDITIONS2M

.endif

.else

mov edx,offset WRONGEM

call writestring

jmp p9M

.endif

.endw

ret

EASY endP

;--------------------------------END OF EASY -----------------------

.data

;-----------------------TABLE VARAIBLES---------------------------

sp2 byte " ",0

sp1 byte " ",0

num byte 1,2,3,4,5,6,7,8,9,10

byte 11,12,13,14,15,16,17,18,19,20

byte 21,22,23,24,25,25,26,27,28,29,30

byte 31,32,33,34,35,36,37,38,39,40

byte 41,42,43,44,45,46,47,48,49,50

byte 51,52,53,54,55,56,57,58,59,60

byte 61,62,63,64,65,66,67,68,69,70

byte 71,72,73,74,75,76,77,78,79,80

byte 81,82,83,84,85,86,87,88,89,90

byte 91,92,93,94,95,96,97,98,99,100

msg1 byte "press one for player 1: ",0

msg2 byte "press two for player 2: ",0

msg3 byte "'s position is : ",0

msg4 byte "'s position is : ",0

user1M byte " Enter Player one's name : ",0

user2M byte " Enter Player two's name : ",0

naamM byte " ",0

naam1M byte " ",0

;-----------------------RG VARAIBLES---------------------------

Rolling byte " Rolling Dice...",0

d1 byte ".",0

val1 dword 0

val2 dword 0

;-----------------------MENU VARAIBLES---------------------------

M1 byte " Press 1 for selecting level : ",0

M2 byte " Press 2 for insrtuctions: ",0

M3 byte " Press 3 for exit: ",0

MS byte " MENU for Snake and Ladders ",0

;-----------------------INSTRUCTIONS VARAIBLES---------------------------

I1 byte "You have to press 1 for player one's Rolling Dice and Press 2 for player two's Rolling Dice.There are many snakes in the table as well as Ladders depending on the level of game.so beware of snakes and enjoy climbing of ladders.",0

;-----------------------other VARAIBLES---------------------------

WRONGE BYTE " Wrong entry input again!",0

YOU1 byte " CONGRATULATIONS! Player one have won the game! ",0

YOU2 byte " CONGRATULATIONS! Player two have won the game! ",0

ladder byte " WAO! you got a LADDER",0

Snake byte " ouch! snake bit you",0

l4 byte "--->back to menu",0

p1 dword 0

p2 dword 0

c1 dword ?

c2 dword ?

c3 dword ?

a byte 0

b byte 0

o byte 0

b1 byte 0

pr byte " Ladders are at position 3 , 19 , 15 , 50 , 71 , 84.",0

pr1 byte " Snakes are at position 30 , 51 , 67 , 90 , 99.",0

w12 byte" \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ",0

w2 byte " \ /\ / | | | | | |\ /| ",0

w3 byte " \ / \ / |\_ \_ \_ | | | | | \ / | ",0

w4 byte " \ / \ / | | | | | | \ / | ",0

w5 byte " \/ \/ |\_ \_ \_ |\_ \_ \_ |\_ \_ \_ |\_ \_ \_ \_| | \/ | ",0

w6 byte " \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_",0

w7 byte " | | | \_ \_ \_ | | \_ \_ \_ | | \_ \_ \_ \\_ \_ | | | \_ \_ \_ | | \_ \_ \_ \_ \_|",0

w8 byte " | | | | | | | | | | | | \\_ \_ | | | | | | | | | \_ \_ \_ ",0

w9 byte " | | | | | | | |\_ \_ \_| | | | \_ \_|| | | | | | | | | |\_ |",0

w10 byte" | |\_ \_ \_ | |\_ \_ \_| | | | | | | |\_ \_ \_/ \_ \_| | | | | | | | |\_ \_ \_| |",0

w11 byte" |\_|\_ \_ \_| |\_ \_ \_ \_ \_| |\_| |\_| |\_ \_ \_ \_ / |\_| |\_| |\_| |\_ \_ \_ \_ \_ \_|",0

.code

;----------------------------WELCOME-------------------------------

WELCOM proc

mov edx,offset w12

call writestring

call crlf

mov edx,offset w2

call writestring

call crlf

mov edx,offset w3

call writestring

call crlf

mov edx,offset w4

call writestring

call crlf

mov edx,offset w5

call writestring

call crlf

call crlf

call crlf

mov edx,offset w6

call writestring

call crlf

mov edx,offset w7

call writestring

call crlf

mov edx,offset w8

call writestring

call crlf

mov edx,offset w9

call writestring

call crlf

mov edx,offset w10

call writestring

call crlf

mov edx,offset w11

call writestring

call crlf

ret

WELCOM endp

;----------------------------WELCOME-------------------------------

;------------------------------Predictions-------------------------

Predictions proc

mov edx,offset pr

call writestring

call crlf

xor edx,edx

mov edx,offset pr1

call writestring

call crlf

ret

Predictions endp

;------------------------------End of Predictions-------------------------

;--------------------------------STARTING OF TABLE PROC-----------------------

table proc

mov eax,white

call settextcolor

xor eax,eax

mov ecx,111

mov esi,offset num

mov ebx,0

L2:

.if ebx==10

mov b,1

call crlf

mov ebx,0

.else

.if b==0

mov al,[esi]

call writedec

mov edx,offset sp2

call writestring

.else

mov al,[esi]

call writedec

mov edx,offset sp1

call writestring

.endif

add esi,1

inc ebx

.endif

loop L2

mov b,0

call crlf

call crlf

mov eax,red

call settextcolor

call Predictions

call crlf

mov edx,offset msg1

call writestring

mov edx,offset naamM

call writestring

mov edx,offset msg3

call writestring

xor eax,eax

mov eax,blue

call settextcolor

mov eax,p1

call writedec

call crlf

mov eax,red

call settextcolor

mov edx,offset msg2

call writestring

mov edx,offset naam1M

call writestring

mov edx,offset msg4

call writestring

mov eax,blue

call settextcolor

xor eax,eax

mov eax,p2

call writedec

call crlf

ret

table endP

;--------------------------------END TABLE-----------------------

;--------------------------------RANDOM NUMBER GENERATOR-----------------------

RG proc

call clrscr

mov eax,yellow

call settextcolor

mov edx,offset Rolling

call writestring

mov eax,700

call delay

mov eax,offset d1

call writechar

mov eax,700

call delay

mov eax,offset d1

call writechar

mov eax,700

call delay

mov eax,offset d1

call writechar

call crlf

mov eax,7

call randomrange

push eax

mov eax,yellow

call settextcolor

pop eax

call writedec

mov val1,eax

mov eax,1000

call delay

ret

RG endP

;--------------------------------END OF RANDOM NUMBER GENERATOR-----------------------

;--------------------------------WINNING MESSAGE1-----------------------

WIN1 proc

mov edx,offset YOU1

call writestring

ret

WIN1 endP

;--------------------------------END OF WINNING MESSAGE1-----------------------

;--------------------------------WINNING MESSAGE2-----------------------

WIN2 proc

mov edx,offset YOU2

call writestring

ret

WIN2 endP

;--------------------------------END OF WINNING MESSAGE2-----------------------

;--------------------------------CHECKING OF SNAKES AND LADDERS1-----------------------

CONDITIONS1 proc

call crlf

.if p1==100

mov b1,1

call WIN1

.elseif p1==3

mov edx,offset Ladder

call writestring

call crlf

mov eax,800

call delay

add p1,10

.elseif p1==19

mov edx,offset Ladder

call writestring

call crlf

mov eax,800

call delay

add p1,10

.elseif p1==15

mov edx,offset Ladder

call writestring

call crlf

mov eax,800

call delay

add p1,45

.elseif p1==50

mov edx,offset Ladder

call writestring

call crlf

mov eax,800

call delay

add p1,27

.elseif p1==71

mov edx,offset Ladder

call writestring

call crlf

mov eax,800

call delay

add p1,10

.elseif p1==84

mov edx,offset Ladder

call writestring

call crlf

mov eax,800

call delay

add p1,10

.elseif p1==30

mov edx,offset Snake

call writestring

call crlf

mov eax,800

call delay

sub p1,16

.elseif p1==51

mov edx,offset Snake

call writestring

call crlf

mov eax,800

call delay

sub p1,26

.elseif p1==67

mov edx,offset Snake

call writestring

call crlf

mov eax,800

call delay

sub p1,23

.elseif p1==90

mov edx,offset Snake

call writestring

call crlf

mov eax,800

call delay

sub p1,55

.elseif p1==99

mov edx,offset Snake

call writestring

call crlf

mov eax,800

call delay

sub p1,19

.endif

ret

CONDITIONS1 endP

;--------------------------------END OF CHECKING OF SNAKES AND LADDERS1-----------------------

;--------------------------------CHECKING OF SNAKES AND LADDERS2-----------------------

CONDITIONS2 proc

.if p2==100

mov b1,1

call WIN2

.elseif p2==3

add p2,10

.elseif p2==19

add p2,10

.elseif p2==15

add p2,45

.elseif p2==50

add p2,27

.elseif p2==71

add p2,10

.elseif p2==84

add p2,10

.elseif p2==30

sub p2,16

.elseif p2==51

sub p2,26

.elseif p2==67

sub p2,23

.elseif p2==90

sub p2,55

.elseif p2==99

sub p2,19

.endif

ret

CONDITIONS2 endP

;--------------------------------END OF CHECKING OF SNAKES AND LADDERS2-----------------------

;--------------------------------MENU PROC-----------------------

MENU proc

call clrscr

mov edx,offset mS

call writestring

call crlf

call crlf

call crlf

call crlf

mov edx,offset m1

call writestring

call crlf

mov edx,offset m2

call writestring

call crlf

mov edx,offset m3

call writestring

call crlf

ret

MENU endP

;--------------------------------END OF MENU PROC-----------------------

;--------------------------------INSTRUCTIONS-----------------------

INSTRUCTIONS proc

call clrscr

mov edx,offset I1

call writestring

call crlf

mov edx,offset L4

call writestring

call readchar

ret

INSTRUCTIONS endP

;--------------------------------INSTRUCTIONS-----------------------

;--------------------------------HARD-----------------------

HARD proc

.while b1==0

call clrscr

call table

p9:

call readint

mov c1,eax

.if c1==1

call RG

mov ebx,0

mov ebx,val1

add ebx,P1

.if ebx<=100

mov ebx,val1

add p1,ebx

call CONDITIONS1

.endif

.elseif c1==2

call RG

mov ebx,0

mov ebx,val1

add ebx,P2

.if ebx<=100

mov ebx,val1

add p2,ebx

call CONDITIONS2

.endif

.else

mov edx,offset WRONGE

call writestring

jmp p9

.endif

.endw

ret

HARD endP

;--------------------------------END OF HARD-----------------------

main proc

mov ecx,0

.while ecx!=5

call WELCOM

mov eax,700

call delay

call clrscr

mov eax,700

call delay

inc ecx

.endw

call clrscr

po:

call MENU

call readint

mov c3,eax

.if c3==1

call clrscr

mov edx,offset LEVELM1

call writestring

call crlf

mov edx,offset LEVELM2

call writestring

call crlf

xor eax,eax

call readint

mov level,al

.if level==1

call clrscr

mov edx,offset user1

call writestring

mov edx,offset naam

mov ecx,sizeof naam

call readstring

mov edx,offset user2

call writestring

mov edx,offset naam1

mov ecx,sizeof naam1

call readstring

call clrscr

call EASY

.elseif level==2

call clrscr

mov edx,offset user1M

call writestring

mov edx,offset naamM

mov ecx,sizeof naamM

call readstring

mov edx,offset user2M

mov ecx,sizeof naam1M

call writestring

mov edx,offset naam1M

call readstring

call clrscr

call HARD

.else

jmp po

.endif

.elseif c3==2

call INSTRUCTIONS

jmp po

.elseif c3==3

exit

.else

mov edx,offset WRONGE

call writestring

jmp po

.endif

exit

main endP

end main