**JUEGO ESCALERAS Y SERPIENTES:**

Son 6 tableros 10x10

2 dados del 1 al 6

**CAMPO DE DIRECCION:**

Para la dirección se necesitan 4 bits, donde 2 bits indicaran el equipo de origen (EO) y los otros dos el equipo destino (ED). Todos los mensajes realizaran un loop sin importar el destino (anillo)

|  |  |  |
| --- | --- | --- |
| **BITS** | | **Descripción** |
| 0 | 0 | Equipo A |
| 0 | 1 | Equipo B |
| 1 | 0 | Equipo C |
| 1 | 1 | Equipo 4 |

**CAMPO PARA CASILLA ORIGEN: (CO)**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **BITS** | | | | | | | **NUMERO** |
|  |  |  |  |  |  | 1 | 1 |
|  |  |  |  |  | 1 | 0 | 2 |
|  |  |  |  |  | 1 | 1 | 3 |
|  |  |  |  | 1 | 0 | 0 | 4 |
|  |  |  |  | 1 | 0 | 1 | 5 |
|  |  |  |  | 1 | 1 | 0 | 6 |
|  |  |  |  | 1 | 1 | 1 | 7 |
|  |  |  | 1 | 0 | 0 | 0 | 8 |
|  |  |  | 1 | 0 | 0 | 1 | 9 |
|  |  |  | 1 | 0 | 1 | 0 | 10 |
|  |  |  | 1 | 0 | 1 | 1 | 11 |
|  |  |  | 1 | 1 | 0 | 0 | 12 |
|  |  |  | 1 | 1 | 0 | 1 | 13 |
|  |  |  | 1 | 1 | 1 | 0 | 14 |
|  |  |  | 1 | 1 | 1 | 1 | 15 |
|  |  | 1 | 0 | 0 | 0 | 0 | 16 |
|  |  | 1 | 0 | 0 | 0 | 1 | 17 |
|  |  | 1 | 0 | 0 | 1 | 0 | 18 |
|  |  | 1 | 0 | 0 | 1 | 1 | 19 |
|  |  | 1 | 0 | 1 | 0 | 0 | 20 |
|  |  | 1 | 0 | 1 | 0 | 1 | 21 |
|  |  | 1 | 0 | 1 | 1 | 0 | 22 |
|  |  | 1 | 0 | 1 | 1 | 1 | 23 |
|  |  | 1 | 1 | 0 | 0 | 0 | 24 |
|  |  | 1 | 1 | 0 | 0 | 1 | 25 |
|  |  | 1 | 1 | 0 | 1 | 0 | 26 |
|  |  | 1 | 1 | 0 | 1 | 1 | 27 |
|  |  | 1 | 1 | 1 | 0 | 0 | 28 |
|  |  | 1 | 1 | 1 | 0 | 1 | 29 |
|  |  | 1 | 1 | 1 | 1 | 0 | 30 |
|  |  | 1 | 1 | 1 | 1 | 1 | 31 |
|  | 1 | 0 | 0 | 0 | 0 | 0 | 32 |
|  | 1 | 0 | 0 | 0 | 0 | 1 | 33 |
|  | 1 | 0 | 0 | 0 | 1 | 0 | 34 |
|  | 1 | 0 | 0 | 0 | 1 | 1 | 35 |
|  | 1 | 0 | 0 | 1 | 0 | 0 | 36 |
|  | 1 | 0 | 0 | 1 | 0 | 1 | 37 |
|  | 1 | 0 | 0 | 1 | 1 | 0 | 38 |
|  | 1 | 0 | 0 | 1 | 1 | 1 | 39 |
|  | 1 | 0 | 1 | 0 | 0 | 0 | 40 |
|  | 1 | 0 | 1 | 0 | 0 | 1 | 41 |
|  | 1 | 0 | 1 | 0 | 1 | 0 | 42 |
|  | 1 | 0 | 1 | 0 | 1 | 1 | 43 |
|  | 1 | 0 | 1 | 1 | 0 | 0 | 44 |
|  | 1 | 0 | 1 | 1 | 0 | 1 | 45 |
|  | 1 | 0 | 1 | 1 | 1 | 0 | 46 |
|  | 1 | 0 | 1 | 1 | 1 | 1 | 47 |
|  | 1 | 1 | 0 | 0 | 0 | 0 | 48 |
|  | 1 | 1 | 0 | 0 | 0 | 1 | 49 |
|  | 1 | 1 | 0 | 0 | 1 | 0 | 50 |
|  | 1 | 1 | 0 | 0 | 1 | 1 | 51 |
|  | 1 | 1 | 0 | 1 | 0 | 0 | 52 |
|  | 1 | 1 | 0 | 1 | 0 | 1 | 53 |
|  | 1 | 1 | 0 | 1 | 1 | 0 | 54 |
|  | 1 | 1 | 0 | 1 | 1 | 1 | 55 |
|  | 1 | 1 | 1 | 0 | 0 | 0 | 56 |
|  | 1 | 1 | 1 | 0 | 0 | 1 | 57 |
|  | 1 | 1 | 1 | 0 | 1 | 0 | 58 |
|  | 1 | 1 | 1 | 0 | 1 | 1 | 59 |
|  | 1 | 1 | 1 | 1 | 0 | 0 | 60 |
|  | 1 | 1 | 1 | 1 | 0 | 1 | 61 |
|  | 1 | 1 | 1 | 1 | 1 | 0 | 62 |
|  | 1 | 1 | 1 | 1 | 1 | 1 | 63 |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 64 |
| 1 | 0 | 0 | 0 | 0 | 0 | 1 | 65 |
| 1 | 0 | 0 | 0 | 0 | 1 | 0 | 66 |
| 1 | 0 | 0 | 0 | 0 | 1 | 1 | 67 |
| 1 | 0 | 0 | 0 | 1 | 0 | 0 | 68 |
| 1 | 0 | 0 | 0 | 1 | 0 | 1 | 69 |
| 1 | 0 | 0 | 0 | 1 | 1 | 0 | 70 |
| 1 | 0 | 0 | 0 | 1 | 1 | 1 | 71 |
| 1 | 0 | 0 | 1 | 0 | 0 | 0 | 72 |
| 1 | 0 | 0 | 1 | 0 | 0 | 1 | 73 |
| 1 | 0 | 0 | 1 | 0 | 1 | 0 | 74 |
| 1 | 0 | 0 | 1 | 0 | 1 | 1 | 75 |
| 1 | 0 | 0 | 1 | 1 | 0 | 0 | 76 |
| 1 | 0 | 0 | 1 | 1 | 0 | 1 | 77 |
| 1 | 0 | 0 | 1 | 1 | 1 | 0 | 78 |
| 1 | 0 | 0 | 1 | 1 | 1 | 1 | 79 |
| 1 | 0 | 1 | 0 | 0 | 0 | 0 | 80 |
| 1 | 0 | 1 | 0 | 0 | 0 | 1 | 81 |
| 1 | 0 | 1 | 0 | 0 | 1 | 0 | 82 |
| 1 | 0 | 1 | 0 | 0 | 1 | 1 | 83 |
| 1 | 0 | 1 | 0 | 1 | 0 | 0 | 84 |
| 1 | 0 | 1 | 0 | 1 | 0 | 1 | 85 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 86 |
| 1 | 0 | 1 | 0 | 1 | 1 | 1 | 87 |
| 1 | 0 | 1 | 1 | 0 | 0 | 0 | 88 |
| 1 | 0 | 1 | 1 | 0 | 0 | 1 | 89 |
| 1 | 0 | 1 | 1 | 0 | 1 | 0 | 90 |
| 1 | 0 | 1 | 1 | 0 | 1 | 1 | 91 |
| 1 | 0 | 1 | 1 | 1 | 0 | 0 | 92 |
| 1 | 0 | 1 | 1 | 1 | 0 | 1 | 93 |
| 1 | 0 | 1 | 1 | 1 | 1 | 0 | 94 |
| 1 | 0 | 1 | 1 | 1 | 1 | 1 | 95 |
| 1 | 1 | 0 | 0 | 0 | 0 | 0 | 96 |
| 1 | 1 | 0 | 0 | 0 | 0 | 1 | 97 |
| 1 | 1 | 0 | 0 | 0 | 1 | 0 | 98 |
| 1 | 1 | 0 | 0 | 0 | 1 | 1 | 99 |
| 1 | 1 | 0 | 0 | 1 | 0 | 0 | 100 |

**CAMPO PARA NUMERO DEL DADO: (D)**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **BITS** | | | | | | | **NUMERO** |
|  |  |  |  |  |  | 1 | 1 |
|  |  |  |  |  | 1 | 0 | 2 |
|  |  |  |  |  | 1 | 1 | 3 |
|  |  |  |  | 1 | 0 | 0 | 4 |
|  |  |  |  | 1 | 0 | 1 | 5 |
|  |  |  |  | 1 | 1 | 0 | 6 |

**CAMPO PARA SENTIDO: (SE)**

|  |  |
| --- | --- |
| **BIT** | **Descripción** |
| 0 | Reloj |
| 1 | Anti reloj |

**CAMPO PARA TABLERO: (TAB)**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **BITS** | | | | | | | **NUMERO** |
|  |  |  |  |  |  | 1 | 1 |
|  |  |  |  |  | 1 | 0 | 2 |
|  |  |  |  |  | 1 | 1 | 3 |
|  |  |  |  | 1 | 0 | 0 | 4 |
|  |  |  |  | 1 | 0 | 1 | 5 |
|  |  |  |  | 1 | 1 | 0 | 6 |

**TRAMA:**

INICIO DE PARTIDA

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **EO** | | **CO** | | | | | | | **D** | | | **SE** | **TAB** | | |
| **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

*LUEGO EMPIEZA EL EQUIPO A Y LANZA 5 EN EL DADO QUEDANDO ENTONCES*

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **EO** | | **CO** | | | | | | | **D** | | | **SE** | **TAB** | | |
| **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 0 |

*LUEGO CONTINUA EL EQUIPO B Y LANZA 2 EN EL DADO QUEDANDO ENTONCES*

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **EO** | | **CO** | | | | | | | **D** | | | **SE** | **TAB** | | |
| **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 |

*Y ASI SUCESIVAMENTE…*