MINI-PROJECT

TOPIC : LUDO

LANGUAGE : C PROGRAMMING & C GRAPHICS.

```
#include<stdio.h>
#include<conio.h>
#include<windows.h>
#include<graphics.h>
#include<time.h>
#include<dos.h>
#include<MMSystem.h>

Int
R1X=89,R1Y=167,R2X=89,R2Y=89,R3X=167,R3Y=89,R4X=167,R4Y=167,G1X=323,G1Y=89,G2X=401,G2Y=89,G3X=4
01,G3Y=167,G4X=323,G4Y=167;
int
B1X=167,B1Y=401,B2X=89,B2Y=401,B3X=89,B3Y=323,B4X=167,B4Y=323,Y1X=401,Y1Y=323,Y2X=401,Y2Y=401,Y3X
=323,Y3Y=401,Y4X=323,Y4Y=323;
int Red_X[]={-
1,89,115,141,167,193,219,219,219,219,219,219,245,271,271,271,271,271,271,297,323,349,375,401,427,427,427,401,375,34
9,323,297,271,271,271,271,271,271,245,219,219,219,219,219,219,193,167,141,115,89,63,63,89,115,141,167,193,219};
int Red_Y[]={-
1,219,219,219,219,219,193,167,141,115,89,63,63,63,89,115,141,167,193,219,219,219,219,219,219,245,271,271,271,271,271,2
71,297,323,349,375,401,427,427,427,401,375,349,323,297,271,271,271,271,271,271,245,245,245,245,245,245,245};
int Green_X[]={-
1,271,271,271,271,271,297,323,349,375,401,427,427,427,401,375,349,323,297,271,271,271,271,271,271,245,219,219,219,
219,219,219,193,167,141,115,89,63,63,63,89,115,141,167,193,219,219,219,219,219,219,245,245,245,245,245,245,245};
int Green_Y[]={-
1,89,115,141,167,193,219,219,219,219,219,219,245,271,271,271,271,271,271,297,323,349,375,401,427,427,427,401,375,34
9,323,297,271,271,271,271,271,271,245,219,219,219,219,219,219,193,167,141,115,89,63,63,89,115,141,167,193,219};
int Yellow_X[]={-
1,401,375,349,323,297,271,271,271,271,271,271,245,219,219,219,219,219,219,193,167,141,115,89,63,63,63,89,115,141,167,
193,219,219,219,219,219,219,245,271,271,271,271,271,271,297,323,349,375,401,427,427,401,375,349,323,297,271};
int Yellow_Y[]={-
1,271,271,271,271,271,297,323,349,375,401,427,427,427,401,375,349,323,297,271,271,271,271,271,271,245,219,219,219,
219,219,219,193,167,141,115,89,63,63,63,89,115,141,167,193,219,219,219,219,219,219,245,245,245,245,245,245,245};
int Blue_X[]={-
1,219,219,219,219,219,193,167,141,115,89,63,63,63,89,115,141,167,193,219,219,219,219,219,219,245,271,271,271,271,271,2
71,297,323,349,375,401,427,427,427,401,375,349,323,297,271,271,271,271,271,271,245,245,245,245,245,245,245};
int Blue_Y[]={-
1,401,375,349,323,297,271,271,271,271,271,271,245,219,219,219,219,219,219,193,167,141,115,89,63,63,63,89,115,141,167,
193,219,219,219,219,219,219,245,271,271,271,271,271,271,297,323,349,375,401,427,427,401,375,349,323,297,271};
int posR1=0,posR2=0,posR3=0,posR4=0,posG1=0,posG2=0,posG3=0,posG4=0;
int posY1=0,posY2=0,posY3=0,posY4=0,posB1=0,posB2=0,posB3=0,posB4=0;
int dice,no,count=0;
int play_choice,player_no;
int i,j,choice,p1=1,piece_No;                    // p1 use for player no..
char player1[20],player2[20],player3[20],player4[20];
int
red1OutAccess=0,red2OutAccess=0,red3OutAccess=0,red4OutAccess=0,green1OutAccess=0,green2OutAccess=0,
green3OutAccess=0,green4OutAccess=0,yellow1OutAccess=0,yellow2OutAccess=0,yellow3OutAccess=0,yellow4
OutAccess=0,blue1OutAccess=0,blue2OutAccess=0,blue3OutAccess=0,blue4OutAccess=0;
```

```
int
flagR1=0,flagR2=0,flagR3=0,flagR4=0,flagG1=0,flagG2=0,flagG3=0,flagG4=0,flagY1=0,flagY2=0,flagY3=0,flagY4
=0,flagB1=0,flagB2=0,flagB3=0,flagB4=0;
int redEatFlag=0,greenEatFlag=0,yellowEatFlag=0,blueEatFlag=0;
int redWinFlag=0,greenWinFlag=0,yellowWinFlag=0,blueWinFlag=0;
FILE *fp;
char r,r1;                              // r IS USE TO READ FILE.. AND r1 IS USE FOR STORE A CHARACTER
FOR READ AGAIN RULES..

void display_Board()
{
        readimagefile("a.jpg",200,8,300,40);

        rectangle(50,50,440,440);       // Big square..

        // ALL PIECES SQUARES BLOCKS.....................

   rectangle(50,50,200,200);            // Upper left small square..
   rectangle(284,50,440,206);                   // Upper right small sqaure..
   rectangle(50,284,206,440);                   // Lower left small sqaure..
        rectangle(284,284,440,440);             // Lower right small sqaure..
        rectangle(206,206,284,284);             // Middle square..

        for(i=0; i<39; i++)
        {
                setcolor(4);
                line(206+i,206+i,206+i,284-i);  // RED MID SQUARE TRINGLE...
        }
        for(i=0; i<39; i++)
        {
                setcolor(2);
                line(206+i,206+i,284-i,206+i);  // GREEN MID SQUARE TRINGLE...
        }
        for(i=0; i<39; i++)
        {
                setcolor(14);
                line(284-i,206+i,284-i,284-i); // YELLOW MID SQUARE TRINGLE...
        }
        for(i=0; i<39; i++)
        {
                setcolor(1);
                line(206+i,284-i,284-i,284-i); // BLUE MID SQUARE TRINGLE...
        }

   for(i=1; i<156; i++)
   {
        setcolor(4);
        rectangle(50+i,50+i,206-1,206-1);               // Upper left small square..
        }

        for(i=1; i<156; i++)
   {
        setcolor(2);
        rectangle(284+i,50+i,440-1,206-1);              // Upper right small sqaure..
        }
```

```
for(i=1; i<156; i++)
{
      setcolor(1);
      rectangle(50+i,284+i,206-1,440-1);                  // Lower left small sqaure..
      }

for(i=1; i<156; i++)
{
      setcolor(14);
      rectangle(284+i,284+i,440-1,440-1);                 // Lower right small sqaure..
      }

      // ALL PIECES SMALL CIRCLES.............

      fillellipse(89,89,25,25);                                 // red 1 small circle..
      fillellipse(89,167,25,25);                                // red 2 small circle..
      fillellipse(167,89,25,25);                                // red 3 small circle..
      fillellipse(167,167,25,25);                         // red 4 small circle..

      fillellipse(323,89,25,25);                                // green 1 small circle..
      fillellipse(401,89,25,25);                                // green 1 small circle..
      fillellipse(323,167,25,25);                               // green 1 small circle..
      fillellipse(401,167,25,25);                               // green 1 small circle..

      fillellipse(89,323,25,25);                                // blue 1 small circle..
      fillellipse(89,401,25,25);                                // blue 1 small circle..
      fillellipse(167,323,25,25);                               // blue 1 small circle..
      fillellipse(167,401,25,25);                               // blue 1 small circle..

      fillellipse(323,323,25,25);                               // yellow 1 small circle..
      fillellipse(401,323,25,25);                               // yellow 1 small circle..
      fillellipse(323,401,25,25);                               // yellow 1 small circle..
      fillellipse(401,401,25,25);                               // yellow 1 small circle..


      setcolor(15);

      // ALL SMALL SQUARE BLOCKS IN FRONT OF RED.....

      rectangle(50,206,76,232);
      rectangle(76,206,102,232);                  // Red starting block..
      for(i=1; i<26; i++)
{
      setcolor(4);
      rectangle(76+i,206+i,102,232-1);
      }
      setcolor(15);
      rectangle(102,206,128,232);
      rectangle(128,206,154,232);
      rectangle(154,206,180,232);
      rectangle(180,206,206,232);

      rectangle(50,232,76,258);
      rectangle(76,232,102,258);                  // Red Winning blocks..
```

```
      for(i=1; i<26; i++)
{
      setcolor(4);
      rectangle(76+i,232+i,102,258-1);
      }
      setcolor(15);
      rectangle(102,232,128,258);
      for(i=1; i<26; i++)
{
      setcolor(4);
      rectangle(102+i,232+i,128,258-1);
      }
      setcolor(15);
      rectangle(128,232,154,258);
      for(i=1; i<26; i++)
{
      setcolor(4);
      rectangle(128+i,232+i,154,258-1);
      }
      setcolor(15);
      rectangle(154,232,180,258);
      for(i=1; i<26; i++)
{
      setcolor(4);
      rectangle(154+i,232+i,180,258-1);
      }
      setcolor(15);
      rectangle(180,232,206,258);
      for(i=1; i<26; i++)
{
      setcolor(4);
      rectangle(180+i,232+i,206-1,258-1);
      }
      setcolor(15);


      rectangle(50,258,76,284);                 // Red opposite blocks..
      rectangle(76,258,102,284);
      rectangle(102,258,128,284);                       // blue safe
      for(i=1; i<26; i++)
{
      setcolor(1);
      rectangle(102+i,258+i,128,284-1);         // blue safe
      }
      setcolor(0);
      line(102+1,258+1,128-1,284-1);
      line(128,258,102,284);                    // BLUE SAFE CROSS LINES.......
      setcolor(15);
      rectangle(128,258,154,284);
      rectangle(154,258,180,284);
      rectangle(180,258,206,284);

      // ALL SMALL SQUARE BLOCKS IN FRONT OF GREEN.....

      rectangle(258,50,284,76);
```

```
    rectangle(258,76,284,102);                  // GREEN starting block..
    for(i=1; i<26; i++)
{
    setcolor(2);
    rectangle(258+i,76+i,284-1,102-1);
    }
    setcolor(15);
    rectangle(258,102,284,128);
    rectangle(258,128,284,154);
    rectangle(258,154,284,180);
    rectangle(258,180,284,206);

    rectangle(232,50,258,76);
    rectangle(232,76,258,102);                  // Green Winning blocks..
    for(i=1; i<26; i++)
{
    setcolor(2);
    rectangle(232+i,76+i,258-1,102-1);
    }
    setcolor(15);
    rectangle(232,102,258,128);
    for(i=1; i<26; i++)
{
    setcolor(2);
    rectangle(232+i,102+i,258-1,128-1);
    }
    setcolor(15);
    rectangle(232,128,258,154);
    for(i=1; i<26; i++)
{
    setcolor(2);
    rectangle(232+i,128+i,258-1,154-1);
    }
    setcolor(15);
    rectangle(232,154,258,180);
    for(i=1; i<26; i++)
{
    setcolor(2);
    rectangle(232+i,154+i,258-1,180-1);
    }
    setcolor(15);
    rectangle(232,180,258,206);
    for(i=1; i<26; i++)
{
    setcolor(2);
    rectangle(232+i,180+i,258-1,206-1);
    }
    setcolor(15);


    rectangle(206,50,232,76);                   // Green opposite blocks..
    rectangle(206,76,232,102);                  // red safe
    rectangle(206,102,232,128);
    for(i=1; i<26; i++)
{
```

```
        setcolor(4);
        rectangle(206+i,102+i,232-1,128-1);
        }
        setcolor(0);
        line(206,102,232,128);
        line(232,102,206,128);                          // RED SAFE CROSS LINES.....
        setcolor(15);
        rectangle(206,128,232,154);
        rectangle(206,154,232,180);
        rectangle(206,180,232,206);

        // ALL SMALL SQUARE BLOCKS IN FRONT OF YELLOW.....
        // ---------------------------------- YELLOW OPPOSITE block..
        rectangle(284,206,310,232);
        rectangle(310,206,336,232);
        rectangle(336,206,362,232);
        rectangle(362,206,388,232);
        for(i=1; i<26; i++)
{
        setcolor(2);
        rectangle(362+i,206+i,388-1,232-1);                     // GREEN safe
        }
        setcolor(0);
        line(362,206,388,232);
        line(388,206,362,232);                                  // GREEN SAFE CROSS LINES.....
        setcolor(15);
        rectangle(388,206,414,232);
        rectangle(414,206,440,232);

        //---------------------------------  YELLOW Winning blocks..
        rectangle(284,232,310,258);
        for(i=1; i<26; i++)
{
        setcolor(14);
        rectangle(284+i,232+i,310-1,258-1);
        }
        setcolor(15);
        rectangle(310,232,336,258);
        for(i=1; i<26; i++)
{
        setcolor(14);
        rectangle(310+i,232+i,336-1,258-1);
        }
        setcolor(15);
        rectangle(336,232,362,258);
        for(i=1; i<26; i++)
{
        setcolor(14);
        rectangle(336+i,232+i,362-1,258-1);
        }
        setcolor(15);
        rectangle(362,232,388,258);
        for(i=1; i<26; i++)
{
        setcolor(14);
```

```
rectangle(362+i,232+i,388-1,258-1);
}
setcolor(15);
rectangle(388,232,414,258);
for(i=1; i<26; i++)
{
setcolor(14);
rectangle(388+i,232+i,414-1,258-1);
}
setcolor(15);
rectangle(414,232,440,258);

// ---------------------------------- YELLOW STARTING blocks..
rectangle(284,258,310,284);
rectangle(310,258,336,284);
rectangle(336,258,362,284);
rectangle(362,258,388,284);
rectangle(388,258,414,284);
for(i=1; i<26; i++)
{
setcolor(14);
rectangle(388+i,258+i,414-1,284-1);
}
setcolor(15);
rectangle(414,258,440,284);

// ALL SMALL SQUARE BLOCKS IN FRONT OF BLUE.....
// ---------------------------------- BLUE OPPOSITE BLOCKS...
rectangle(258,284,284,310);
rectangle(258,310,284,336);
rectangle(258,336,284,362);
rectangle(258,362,284,388);
for(i=1; i<26; i++)
{
setcolor(14);
rectangle(258+i,362+i,284-1,388-1);          // YELLOW SAFE BLOCK...
}
setcolor(0);
line(258,362,284,388);
line(284,362,258,388);                                          // YELLOW SAFE CROSS LINES...
setcolor(15);
rectangle(258,388,284,414);
rectangle(258,414,284,440);

// ------------------------------ BLUE Winning blocks..
rectangle(232,284,258,310);
for(i=1; i<26; i++)
{
setcolor(1);
rectangle(232+i,284+i,258-1,310-1);
}
setcolor(15);
rectangle(232,310,258,336);
for(i=1; i<26; i++)
{
```

```
	setcolor(1);
	rectangle(232+i,310+i,258-1,336-1);
	}
	setcolor(15);
	rectangle(232,336,258,362);
	for(i=1; i<26; i++)
{
	setcolor(1);
	rectangle(232+i,336+i,258-1,362-1);
	}
	setcolor(15);
	rectangle(232,362,258,388);
	for(i=1; i<26; i++)
{
	setcolor(1);
	rectangle(232+i,362+i,258-1,388-1);
	}
	setcolor(15);
	rectangle(232,388,258,414);
	for(i=1; i<26; i++)
{
	setcolor(1);
	rectangle(232+i,388+i,258-1,414-1);
	}
	setcolor(15);
	rectangle(232,414,258,440);

	// ---------------------------- BLUE STARTING BLOCKS...
	rectangle(206,284,232,310);
	rectangle(206,310,232,336);
	rectangle(206,336,232,362);
	rectangle(206,362,232,388);
	rectangle(206,388,232,414);
	for(i=1; i<26; i++)
{
	setcolor(1);
	rectangle(206+i,388+i,232-1,414-1);
	}
	setcolor(15);
	rectangle(206,414,232,440);

	// ALL PIECES.....................
	if(player_no==2 || player_no==3 || player_no==4)
	{
		for(i=0; i<=12; i++)
	  {
		if(i==12)
		{
			setcolor(15);
			}
		else
		{
			setcolor(4);
			}
		circle(R1X,R1Y,i);                                    // red 2 small circle..          ( Piece )
```

```
                setcolor(15);
                setbkcolor(4);
        outtextxy(R1X-4,R1Y-8,"1");                     // red piece 1...

        if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(4);
                }
        circle(R2X,R2Y,i);                                      // red 2 small circle..
                setcolor(15);
                setbkcolor(4);
        outtextxy(R2X-4,R2Y-8,"2");                     // red piece 2...

                if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(4);
                }
                circle(R3X,R3Y,i);                                      // red 3 small circle..
                setcolor(15);
                setbkcolor(4);
        outtextxy(R3X-4,R3Y-8,"3");                     // red piece 3...

        if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(4);
                }
                circle(R4X,R4Y,i);                                      // red 4 small circle..
                setcolor(15);
                setbkcolor(4);
        outtextxy(R4X-4,R4Y-8,"4");                     // red piece 4...
        outtextxy(89+15,128-8,player1);
        }
}

if(player_no==3 || player_no==4)
{
        for(i=0; i<=12; i++)
   {
        if(i==12)
        {
                setcolor(15);
                }
        else
```

```
        {
                setcolor(2);
                }
        circle(G1X,G1Y,i);                                      // Green 1 small circle..
        setcolor(15);
                setbkcolor(2);
        outtextxy(G1X-4,G1Y-8,"1");

        if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(2);
                }
                circle(G2X,G2Y,i);                                      // Green 2 small circle..
( Piece )
                setcolor(15);
                setbkcolor(2);
        outtextxy(G2X-4,G2Y-8,"2");

        if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(2);
                }
                circle(G3X,G3Y,i);                                      // Green 3 small circle..
                setcolor(15);
                setbkcolor(2);
        outtextxy(G3X-4,G3Y-8,"3");

        if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(2);
                }
                circle(G4X,G4Y,i);                                      // Green 4 small circle..
                setcolor(15);
                setbkcolor(2);
        outtextxy(G4X-4,G4Y-8,"4");
        outtextxy(323+15,128-8,player2);
        }
}

if(player_no==4)
{
        for(i=0; i<=12; i++)
   {
```

```
            if(i==12)
        {
            setcolor(15);
            }
        else
        {
            setcolor(1);
            }
            circle(B1X,B1Y,i);                                  // BLUE 1 PIECE...
            setcolor(15);
            setbkcolor(1);
        outtextxy(B1X-4,B1Y-8,"1");

            if(i==12)
        {
            setcolor(15);
            }
        else
        {
            setcolor(1);
            }
        circle(B2X,B2Y,i);                                      // BLUE 2 PIECE...
            setcolor(15);
            setbkcolor(1);
        outtextxy(B2X-4,B2Y-8,"2");

            if(i==12)
        {
            setcolor(15);
            }
        else
        {
            setcolor(1);
            }
        circle(B3X,B3Y,i);                                      // BLUE 3 PIECE...
        setcolor(15);
            setbkcolor(1);
        outtextxy(B3X-4,B3Y-8,"3");

        if(i==12)
        {
            setcolor(15);
            }
        else
        {
            setcolor(1);
            }
            circle(B4X,B4Y,i);                                          // BLUE 4 PIECE.....
            setcolor(15);
            setbkcolor(1);
        outtextxy(B4X-4,B4Y-8,"4");
            outtextxy(89+15,362-8,player4);
        }
}
```

```
if(player_no==2 || player_no==3 || player_no==4)
{
        for(i=0; i<=12; i++)
   {
        if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(14);
                }
                circle(Y1X,Y1Y,i);                                      // YELLOW 1 PIECE...
                setcolor(15);
                setbkcolor(14);
        outtextxy(Y1X-4,Y1Y-8,"1");

                if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(14);
                }
                circle(Y2X,Y2Y,i);                                  // YELLOW 2 PIECE...
                setcolor(15);
                setbkcolor(14);
        outtextxy(Y2X-4,Y2Y-8,"2");

                if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(14);
                }
                circle(Y3X,Y3Y,i);                                      // YELLOW 3 PIECE...
                setcolor(15);
                setbkcolor(14);
        outtextxy(Y3X-4,Y3Y-8,"3");

                if(i==12)
        {
                setcolor(15);
                }
        else
        {
                setcolor(14);
                }
        circle(Y4X,Y4Y,i);                                          // YELLOW 4 PIECE...
        setcolor(15);
                setbkcolor(14);
```

```
                outtextxy(Y4X-4,Y4Y-8,"4");
                outtextxy(323+15,362-8,player3);
                }
        }

        system("cls");
        printf("\n\t PRESS ENTER KEY TO CONTINUE....");
   getchar();

}


int rd()
{
        srand(time(NULL));

        while(1)
        {
                no=rand()%7;

                if(no==0)
                {
                        continue;
                }

                break;
        }
        // Beep(250,500);                                       // FOR SOUND...
        return no;
}

void stop()
{
        PlaySound(TEXT("STOPPED"),NULL,SND_APPLICATION);
}

void play()
{
        char song[100]={"pubg"};
        PlaySound(song,NULL,SND_ASYNC);
}


// ------------------------------------------------------------------------------------------------------------------------
------------
int main()
{
        int a=177,b=219;
   printf("\n\t\t\t\t\t\t LOADING... \n\n");                              // LOADING.....
   printf("\t\t");
   for(i=0; i<80; i++)
   {
      printf("%c",a);
   }
   printf("\r");
```

```
printf("\t\t");
for(i=0; i<80; i++)
{
        printf("%c",b);
   Sleep(40);
}

fp=fopen("ludorules.txt","r");

      int gd=DETECT,gm;
initgraph(&gd,&gm,"");

      display_Board();
      play();                                                          // FOR MUSIC PLAY.....

      system("color 0E");

while(1)
{
            fp=fopen("ludoking.txt","r");
      system("cls");
      printf("\n\n\t");
      for(i=0; i<3; i++)
      {
            for(j=0; j<89; j++)
            {
                  if(i==1 && j==39)
                        {
                              printf(" LUDO ");
                        }
                        else
                        {
                              if(i==1 && (j==84 || j==85 || j==86 || j==87 || j==88))
                              {
                                    printf(" ");
                              }
                              else
                              {
                              printf("%c",b);
                              }
                        }
                  }
                  printf("\n\t");
      }
      printf("\n");
      while(!feof(fp))
      {
         r=fgetc(fp);
         printf("%c",r);
         Sleep(1);
      }

   printf("\n\n\t\t 1. PLAY \n\t\t 2. EXIT ");
   printf("\n\t ENTER YOUR CHOICE : ");
   scanf("%d",&choice);
```

```
switch(choice)
{
   case 1 :
      while(1)
      {
            play();                                                                    // FOR MUSIC PLAY.....
            printf("\n\t ENTER HOW MANY PLAYERS WANT TO PLAY : ");
               scanf("%d",&player_no);
               getchar();

               if(player_no==2)
               {
                     system("color 04");
                        printf("\n\t ENTER RED/1st PLAYER NAME : ");
                        gets(player1);
                        system("color 06");
                        printf("\n\t ENTER YELLOW/2rd PLAYER NAME : ");
                        gets(player3);
                        break;
                                 }
               else if(player_no==3)
               {
                     system("color 04");
                        printf("\n\t ENTER RED/1st PLAYER NAME : ");
                        gets(player1);
                        system("color 02");
                        printf("\n\t ENTER GREEN/2nd PLAYER NAME : ");
                        gets(player2);
                        system("color 06");
                        printf("\n\t ENTER YELLOW/3rd PLAYER NAME : ");
                        gets(player3);
                        break;
                                 }
               else if(player_no==4)
               {
                     system("color 04");
                        printf("\n\t ENTER RED/1st PLAYER NAME : ");
                        gets(player1);
                        system("color 02");
                        printf("\n\t ENTER GREEN/2nd PLAYER NAME : ");
                        gets(player2);
                        system("color 06");
                        printf("\n\t ENTER YELLOW/3rd PLAYER NAME : ");
                        gets(player3);
                        system("color 01");
                        printf("\n\t ENTER BLUE/4th PLAYER NAME : ");
                        gets(player4);
                        break;
                                 }
                                 else
                                 {
                                          system("cls");
                                          printf("\n\t YOU ENTER WRONG PLAYER NUMBERS. ONLY 2 OR 3 OR
4 PLAYERS CAN PLAY THE GAME.");
```

```
                    }

                }

        display_Board();                    // player name dispaly on board.....
        stop();                                                                    // TO STOP
THE MUSIC.....................
        system("color 0F");
        while(1)
        {
           switch(p1)
           {
              case 1 :
                 printf("\n\t %s TURNS ENETR 1 FOR PLAY : ",player1);
                 scanf("%d",&play_choice);

                 switch(play_choice)
                 {
                    case 1 :
                       dice=rd();
                       printf("\n\t\t DICE : %d",dice);

                       while(dice==6 || red1OutAccess==6 || red2OutAccess==6 || red3OutAccess==6 ||
red4OutAccess==6)
                       {
                            if(dice==1)
                                        {
                                           readimagefile("1.jpg",25,51,49,75);
                                                    }
                                                    else if(dice==2)
                                        {
                                           readimagefile("2.jpg",25,51,49,75);
                                                    }
                                                    else if(dice==3)
                                        {
                                           readimagefile("3.jpg",25,51,49,75);
                                                    }
                                                    else if(dice==4)
                                    {
                                           readimagefile("4.jpg",25,51,49,75);
                                                    }
                                                    else if(dice==5)
                                {
                                           readimagefile("5.jpg",25,51,49,75);
                                                    }
                                                    else
                                    {
                                           readimagefile("6.jpg",25,51,49,75);
                                                    }

                                printf("\n\n\t %s. ENETR THE PIECE NUMBER WHICH PIECE YOU WANT TO MOVE :
",player1);
                                scanf("%d",&piece_No);

                                switch(piece_No)
```

```
                        {
                            case 1 :
                                if(dice==6 || red1OutAccess==6)
                                {
                                        red1OutAccess=6;

                                        if(flagR1==0)
                                        {
                                                posR1=1;
                                        R1X = Red_X[posR1];
                                        R1Y = Red_Y[posR1];

                                        setbkcolor(0);

        cleardevice();

                                                                                                if(dice==1)
                                                                {
                                                        readimagefile("1.jpg",25,51,49,75);
                                                                                                }
                                                                                                else
if(dice==2)
                                                                {
                                                        readimagefile("2.jpg",25,51,49,75);
                                                                                                }
                                                                                                else
if(dice==3)
                                                                {
                                                        readimagefile("3.jpg",25,51,49,75);
                                                                                                }
                                                                                                else
if(dice==4)
                                                                {
                                                        readimagefile("4.jpg",25,51,49,75);
                                                                                                }
                                                                                                else
if(dice==5)
                                                                {
                                                        readimagefile("5.jpg",25,51,49,75);
                                                                                                }
                                                                                                else
                                                                {
                                                        readimagefile("6.jpg",25,51,49,75);
                                                                                                }

                                        display_Board();

                                        flagR1=1;
                                                                                        }
                                                                                        else
                                                                                        {

        posR1=posR1+dice;
```

```
        if(posR1<58)
                                                                                {
                                                                                    R1X
= Red_X[posR1];
                                                        R1Y = Red_Y[posR1];

                                                        if((R1X==89 && R1Y==219) || (R1X==219 && R1Y==115)
||(R1X==271 && R1Y==89) ||(R1X==375 && R1Y==219) ||(R1X==401 && R1Y==271) ||(R1X==271 && R1Y==375)
||(R1X==219 && R1Y==401) ||(R1X==115 && R1Y==271))
                                                        {

                                                                                }
                                                                                else
if((R1X==G1X && R1Y==G1Y))
                                                                                {

        G1X=323;

        G1Y=89;

        green1OutAccess=0;

        flagG1=0;

        redEatFlag=1;
                                                                                }
                                                                                else
if((R1X==G2X && R1Y==G2Y))
                                                                                {

        G2X=401;

        G2Y=89;

        green2OutAccess=0;

        flagG2=0;

        redEatFlag=1;
                                                                                }
                                                                                else
if((R1X==G3X && R1Y==G3Y))
                                                                                {

        G3X=401;

        G3Y=167;

        green3OutAccess=0;

        flagG3=0;

        redEatFlag=1;
                                                                                }
```

```
                                                                    else
if((R1X==G4X && R1Y==G4Y))
                                                                    {
        G4X=323;
        G4Y=167;
        green4OutAccess=0;
        flagG4=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R1X==B1X && R1Y==B1Y))
                                                                    {
        B1X=167;
        B1Y=401;
        blue1OutAccess=0;
        flagB1=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R1X==B2X && R1Y==B2Y))
                                                                    {
        B2X=89;
        B2Y=401;
        blue2OutAccess=0;
        flagB2=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R1X==B3X && R1Y==B3Y))
                                                                    {
        B3X=89;
        B3Y=323;
        blue3OutAccess=0;
        flagB3=0;
        redEatFlag=1;
```

```
                                                                    }
                                                                    else
if((R1X==B4X && R1Y==B4Y))
                                                                    {

        B4X=167;

        B4Y=323;

        blue4OutAccess=0;

        flagB4=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R1X==Y1X && R1Y==Y1Y))
                                                                    {

        Y1X=401;

        Y1Y=323;

        yellow1OutAccess=0;

        flagY1=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R1X==Y2X && R1Y==Y2Y))
                                                                    {

        Y2X=401;

        Y2Y=401;

        yellow2OutAccess=0;

        flagY2=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R1X==Y3X && R1Y==Y3Y))
                                                                    {

        Y3X=323;

        Y3Y=401;

        yellow3OutAccess=0;

        flagY3=0;
```

```
        redEatFlag=1;
                                                                                }
                                                                                else
if((R1X==Y4X && R1Y==Y4Y))
                                                                                {

        Y4X=323;

        Y4Y=323;

        yellow4OutAccess=0;

        flagY4=0;

        redEatFlag=1;
                                                                                }

                                                        setbkcolor(0);

        cleardevice();


        if(dice==1)
                                                                {
                                                                        readimagefile("1.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==2)
                                                                {
                                                                        readimagefile("2.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==3)
                                                                {
                                                                        readimagefile("3.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==4)
                                                                {
                                                                        readimagefile("4.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==5)
                                                                {
                                                                        readimagefile("5.jpg",25,51,49,75);
                                                                                }
                                                                                else
                                                                {
                                                                        readimagefile("6.jpg",25,51,49,75);
                                                                                }

                                                        display_Board();

                                                        if(posR1==57)
```

```
                                        {
                                                redWinFlag=1;
                                                                                        }
                                                                                }
                                                                                else
                                                                                {

        posR1=posR1-dice;


        if(dice==6 || red2OutAccess==6 || red3OutAccess==6 || red4OutAccess==6)
                                                                                        {

        printf("\n\t YOU CAN'T MOVE PIECE NO 1..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                        }
                                                                                        else
                                                                                        {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                        }
                                                                                }

                                                                        }
                                                                }
                                                                else
                                                                {
                                                                        printf("\n\t YOU
CAN'T MOVE PIECE NO 1..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                        continue;
                                                                }

                                                        break;

                                                        case 2 :
                                                                if(dice==6 ||
red2OutAccess==6)
                                        {
                                                red2OutAccess=6;

                                                if(flagR2==0)
                                                {
                                                        posR2=1;
                                                R2X = Red_X[posR2];
                                                R2Y = Red_Y[posR2];

                                                        setbkcolor(0);

        cleardevice();

                                                                                        if(dice==1)
                                                {
                                                        readimagefile("1.jpg",25,51,49,75);
                                                                                        }
```

```
                                                                    else
if(dice==2)
                                                {
                                                        readimagefile("2.jpg",25,51,49,75);
                                                                    }
                                                                    else
if(dice==3)
                                                {
                                                        readimagefile("3.jpg",25,51,49,75);
                                                                    }
                                                                    else
if(dice==4)
                                                {
                                                        readimagefile("4.jpg",25,51,49,75);
                                                                    }
                                                                    else
if(dice==5)
                                                {
                                                        readimagefile("5.jpg",25,51,49,75);
                                                                    }
                                                                    else
                                                {
                                                        readimagefile("6.jpg",25,51,49,75);
                                                                    }
                                        display_Board();

                                        flagR2=1;
                                                                        }
                                                                        else
                                                                        {

        posR2=posR2+dice;


        if(posR2<58)
                                                                    {
                                                                            R2X
= Red_X[posR2];
                                                R2Y = Red_Y[posR2];

                                                if((R2X==89 && R2Y==219) || (R2X==219 && R2Y==115)
||(R2X==271 && R2Y==89) ||(R2X==375 && R2Y==219) ||(R2X==401 && R2Y==271) ||(R2X==271 && R2Y==375)
||(R2X==219 && R2Y==401) ||(R2X==115 && R2Y==271))
                                                {

                                                                                                    }
                                                                                                    else
if((R2X==G1X && R2Y==G1Y))
                                                                                                    {

        G1X=323;

        G1Y=89;

        green1OutAccess=0;
```

```
        flagG1=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R2X==G2X && R2Y==G2Y))
                                                                    {
        G2X=401;
        G2Y=89;
        green2OutAccess=0;
        flagG2=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R2X==G3X && R2Y==G3Y))
                                                                    {
        G3X=401;
        G3Y=167;
        green3OutAccess=0;
        flagG3=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R2X==G4X && R2Y==G4Y))
                                                                    {
        G4X=323;
        G4Y=167;
        green4OutAccess=0;
        flagG4=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R2X==B1X && R2Y==B1Y))
                                                                    {
        B1X=167;
        B1Y=401;
```

```
        blue1OutAccess=0;
        flagB1=0;
        redEatFlag=1;
                                                                                }
                                                                                else
if((R2X==B2X && R2Y==B2Y))
                                                                                {
        B2X=89;
        B2Y=401;
        blue2OutAccess=0;
        flagB2=0;
        redEatFlag=1;
                                                                                }
                                                                                else
if((R2X==B3X && R2Y==B3Y))
                                                                                {
        B3X=89;
        B3Y=323;
        blue3OutAccess=0;
        flagB3=0;
        redEatFlag=1;
                                                                                }
                                                                                else
if((R2X==B4X && R2Y==B4Y))
                                                                                {
        B4X=167;
        B4Y=323;
        blue4OutAccess=0;
        flagB4=0;
        redEatFlag=1;
                                                                                }
                                                                                else
if((R2X==Y1X && R2Y==Y1Y))
                                                                                {
        Y1X=401;
```

```
        Y1Y=323;
        yellow1OutAccess=0;
        flagY1=0;
        redEatFlag=1;
                                                                                    }
                                                                                    else
if((R2X==Y2X && R2Y==Y2Y))
                                                                                    {
        Y2X=401;
        Y2Y=401;
        yellow2OutAccess=0;
        flagY2=0;
        redEatFlag=1;
                                                                                    }
                                                                                    else
if((R2X==Y3X && R2Y==Y3Y))
                                                                                    {
        Y3X=323;
        Y3Y=401;
        yellow3OutAccess=0;
        flagY3=0;
        redEatFlag=1;
                                                                                    }
                                                                                    else
if((R2X==Y4X && R2Y==Y4Y))
                                                                                    {
        Y4X=323;
        Y4Y=323;
        yellow4OutAccess=0;
        flagY4=0;
        redEatFlag=1;
                                                                                    }
                                                        setbkcolor(0);
        cleardevice();
```

```
        if(dice==1)
                                                                {
                                                                        readimagefile("1.jpg",25,51,49,75);
                                                                }
                                                                else
if(dice==2)
                                                                {
                                                                        readimagefile("2.jpg",25,51,49,75);
                                                                }
                                                                else
if(dice==3)
                                                                {
                                                                        readimagefile("3.jpg",25,51,49,75);
                                                                }
                                                                else
if(dice==4)
                                                                {
                                                                        readimagefile("4.jpg",25,51,49,75);
                                                                }
                                                                else
if(dice==5)
                                                                {
                                                                        readimagefile("5.jpg",25,51,49,75);
                                                                }
                                                                else
                                                                {
                                                                        readimagefile("6.jpg",25,51,49,75);
                                                                }

                                                        display_Board();

                                                        if(posR2==57)
                                                        {
                                                                redWinFlag=1;
                                                                                                        }
                                                                                                }
                                                                                                else
                                                                                                {

        posR2=posR2-dice;


        if(dice==6 || red1OutAccess==6 || red3OutAccess==6 || red4OutAccess==6)
                                                                                                {

        printf("\n\t YOU CAN'T MOVE PIECE NO 2..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                                }
                                                                                                else
                                                                                                {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
```

```
                                                                                }
                                                                        }

                                                                }

                                                        }
                                                        else
                                                        {
                                                                printf("\n\t YOU
CAN'T MOVE PIECE NO 2..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                continue;
                                                        }

                                                break;

                                                case 3 :
                                                        if(dice==6 ||
red3OutAccess==6)
                                        {
                                                red3OutAccess=6;

                                                if(flagR3==0)
                                                {
                                                        posR3=1;
                                                R3X = Red_X[posR3];
                                                R3Y = Red_Y[posR3];

                                                setbkcolor(0);

        cleardevice();

                                                                                if(dice==1)
                                                                {
                                                                        readimagefile("1.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==2)
                                                                {
                                                                        readimagefile("2.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==3)
                                                                {
                                                                        readimagefile("3.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==4)
                                                                {
                                                                        readimagefile("4.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==5)
                                                                {
                                                                        readimagefile("5.jpg",25,51,49,75);
                                                                                }
```

```
                                                                    else
                                                {
                                                        readimagefile("6.jpg",25,51,49,75);
                                                                    }
                                        display_Board();

                                        flagR3=1;
                                                                }
                                                                else
                                                                {

        posR3=posR3+dice;


        if(posR3<58)
                                                                    {
                                                                        R3X
= Red_X[posR3];
                                                R3Y = Red_Y[posR3];

                                                if((R3X==89 && R3Y==219) || (R3X==219 && R3Y==115)
||(R3X==271 && R3Y==89) ||(R3X==375 && R3Y==219) ||(R3X==401 && R3Y==271) ||(R3X==271 && R3Y==375)
||(R3X==219 && R3Y==401) ||(R3X==115 && R3Y==271))
                                                {

                                                                    }
                                                                    else
if((R3X==G1X && R3Y==G1Y))
                                                                    {

        G1X=323;

        G1Y=89;

        green1OutAccess=0;

        flagG1=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R3X==G2X && R3Y==G2Y))
                                                                    {

        G2X=401;

        G2Y=89;

        green2OutAccess=0;

        flagG2=0;

        redEatFlag=1;
                                                                    }
```

```
                                                                    else
if((R3X==G3X && R3Y==G3Y))
                                                                    {

        G3X=401;

        G3Y=167;

        green3OutAccess=0;

        flagG3=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R3X==G4X && R3Y==G4Y))
                                                                    {

        G4X=323;

        G4Y=167;

        green4OutAccess=0;

        flagG4=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R3X==B1X && R3Y==B1Y))
                                                                    {

        B1X=167;

        B1Y=401;

        blue1OutAccess=0;

        flagB1=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R3X==B2X && R3Y==B2Y))
                                                                    {

        B2X=89;

        B2Y=401;

        blue2OutAccess=0;

        flagB2=0;

        redEatFlag=1;
```

```
                                                                    }
                                                                    else
if((R3X==B3X && R3Y==B3Y))
                                                                    {

        B3X=89;

        B3Y=323;

        blue3OutAccess=0;

        flagB3=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R3X==B4X && R3Y==B4Y))
                                                                    {

        B4X=167;

        B4Y=323;

        blue4OutAccess=0;

        flagB4=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R3X==Y1X && R3Y==Y1Y))
                                                                    {

        Y1X=401;

        Y1Y=323;

        yellow1OutAccess=0;

        flagY1=0;

        redEatFlag=1;
                                                                    }
                                                                    else
if((R3X==Y2X && R3Y==Y2Y))
                                                                    {

        Y2X=401;

        Y2Y=401;

        yellow2OutAccess=0;

        flagY2=0;
```

```
        redEatFlag=1;
                                                                                }
                                                                                else
if((R3X==Y3X && R3Y==Y3Y))
                                                                                {

        Y3X=323;

        Y3Y=401;

        yellow3OutAccess=0;

        flagY3=0;

        redEatFlag=1;
                                                                                }
                                                                                else
if((R3X==Y4X && R3Y==Y4Y))
                                                                                {

        Y4X=323;

        Y4Y=323;

        yellow4OutAccess=0;

        flagY4=0;

        redEatFlag=1;
                                                                                }

                                                        setbkcolor(0);

        cleardevice();


        if(dice==1)
                                                                {
                                                                        readimagefile("1.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==2)
                                                                {
                                                                        readimagefile("2.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==3)
                                                                {
                                                                        readimagefile("3.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==4)
                                                                {
                                                                        readimagefile("4.jpg",25,51,49,75);
```

```
                                                                                }
                                                                                else
if(dice==5)
                                                        {
                                                                readimagefile("5.jpg",25,51,49,75);
                                                                                }
                                                                                else
                                                        {
                                                                readimagefile("6.jpg",25,51,49,75);
                                                                                }
                                                display_Board();

                                                if(posR3==57)
                                                {
                                                        redWinFlag=1;
                                                                                }
                                                                        }
                                                                        else
                                                                        {

        posR3=posR3-dice;


        if(dice==6 || red1OutAccess==6 || red2OutAccess==6 || red4OutAccess==6)
                                                                                {

        printf("\n\t YOU CAN'T MOVE PIECE NO 3..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                }
                                                                                else
                                                                                {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                }
                                                                        }

                                                                }

                                                        }
                                                        else
                                                        {
                                                                printf("\n\t YOU
CAN'T MOVE PIECE NO 3..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                continue;
                                                        }

                                                break;

                                                case 4 :
                                                        if(dice==6 ||
red4OutAccess==6)
                                        {
                                                red4OutAccess=6;
```

```
                                        if(flagR4==0)
                                        {
                                                posR4=1;
                                        R4X = Red_X[posR4];
                                        R4Y = Red_Y[posR4];

                                        setbkcolor(0);

        cleardevice();

                                                                                        if(dice==1)
                                                        {
                                                                readimagefile("1.jpg",25,51,49,75);
                                                                                        }
                                                                                        else
if(dice==2)
                                                        {
                                                                readimagefile("2.jpg",25,51,49,75);
                                                                                        }
                                                                                        else
if(dice==3)
                                                        {
                                                                readimagefile("3.jpg",25,51,49,75);
                                                                                        }
                                                                                        else
if(dice==4)
                                                        {
                                                                readimagefile("4.jpg",25,51,49,75);
                                                                                        }
                                                                                        else
if(dice==5)
                                                        {
                                                                readimagefile("5.jpg",25,51,49,75);
                                                                                        }
                                                                                        else
                                                        {
                                                                readimagefile("6.jpg",25,51,49,75);
                                                                                        }
                                        display_Board();

                                                                                                flagR4=1;
                                                                                }
                                                                                else
                                                                                {

        posR4=posR4+dice;


        if(posR4<58)
                                                                                                {
                                                                                                        R4X
= Red_X[posR4];
                                                        R4Y = Red_Y[posR4];
```

```
                                                    if((R4X==89 && R4Y==219) || (R4X==219 && R4Y==115)
||(R4X==271 && R4Y==89) ||(R4X==375 && R4Y==219) ||(R4X==401 && R4Y==271) ||(R4X==271 && R4Y==375)
||(R4X==219 && R4Y==401) ||(R4X==115 && R4Y==271))
                                                    {

                                                                                                    }
                                                                                                    else
if((R4X==G1X && R4Y==G1Y))
                                                                                                    {

        G1X=323;

        G1Y=89;

        green1OutAccess=0;

        flagG1=0;

        redEatFlag=1;
                                                                                                    }
                                                                                                    else
if((R4X==G2X && R4Y==G2Y))
                                                                                                    {

        G2X=401;

        G2Y=89;

        green2OutAccess=0;

        flagG2=0;

        redEatFlag=1;
                                                                                                    }
                                                                                                    else
if((R4X==G3X && R4Y==G3Y))
                                                                                                    {

        G3X=401;

        G3Y=167;

        green3OutAccess=0;

        flagG3=0;

        redEatFlag=1;
                                                                                                    }
                                                                                                    else
if((R4X==G4X && R4Y==G4Y))
                                                                                                    {

        G4X=323;

        G4Y=167;
```

```
        green4OutAccess=0;
        flagG4=0;
        redEatFlag=1;
                                                                                }
                                                                                else
if((R4X==B1X && R4Y==B1Y))
                                                                                {
        B1X=167;
        B1Y=401;
        blue1OutAccess=0;
        flagB1=0;
        redEatFlag=1;
                                                                                }
                                                                                else
if((R4X==B2X && R4Y==B2Y))
                                                                                {
        B2X=89;
        B2Y=401;
        blue2OutAccess=0;
        flagB2=0;
        redEatFlag=1;
                                                                                }
                                                                                else
if((R4X==B3X && R4Y==B3Y))
                                                                                {
        B3X=89;
        B3Y=323;
        blue3OutAccess=0;
        flagB3=0;
        redEatFlag=1;
                                                                                }
                                                                                else
if((R4X==B4X && R4Y==B4Y))
                                                                                {
        B4X=167;
```

```
        B4Y=323;
        blue4OutAccess=0;
        flagB4=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R4X==Y1X && R4Y==Y1Y))
                                                                    {
        Y1X=401;
        Y1Y=323;
        yellow1OutAccess=0;
        flagY1=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R4X==Y2X && R4Y==Y2Y))
                                                                    {
        Y2X=401;
        Y2Y=401;
        yellow2OutAccess=0;
        flagY2=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R4X==Y3X && R4Y==Y3Y))
                                                                    {
        Y3X=323;
        Y3Y=401;
        yellow3OutAccess=0;
        flagY3=0;
        redEatFlag=1;
                                                                    }
                                                                    else
if((R4X==Y4X && R4Y==Y4Y))
                                                                    {
```

```
        Y4X=323;
        Y4Y=323;
        yellow4OutAccess=0;
        flagY4=0;
        redEatFlag=1;
                                                                                }
                                                setbkcolor(0);
        cleardevice();
        if(dice==1)
                                                        {
                                                                readimagefile("1.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==2)
                                                        {
                                                                readimagefile("2.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==3)
                                                        {
                                                                readimagefile("3.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==4)
                                                        {
                                                                readimagefile("4.jpg",25,51,49,75);
                                                                                }
                                                                                else
if(dice==5)
                                                        {
                                                                readimagefile("5.jpg",25,51,49,75);
                                                                                }
                                                                                else
                                                        {
                                                                readimagefile("6.jpg",25,51,49,75);
                                                                                }
                                                display_Board();
                                                if(posR4==57)
                                                {
                                                        redWinFlag=1;
                                                                                }
                                                                        }
                                                                        else
                                                                        {
```

```
posR4=posR4-dice;

if(dice==6 || red1OutAccess==6 || red2OutAccess==6 || red3OutAccess==6)
                                                                                {
printf("\n\t YOU CAN'T MOVE PIECE NO 4..PLEASE ENTER PIECE NO AS PER THE RULE...");
continue;
                                                                                }
                                                                                else
                                                                                {

printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                }
                                                                        }
                                                                }
                                                                else
                                                                {
                                                                        printf("\n\t YOU CAN'T MOVE PIECE NO 4..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                        continue;
                                                                }
                                                        break;

                                                        default :
                                                                printf("\n\t PLEASE ENTER THE PIECE NUMBER OF RANGE 1 TO 4 ... ");
                                                                continue;
                                }

                                if(redEatFlag==1 || redWinFlag==1)
                                {
                                        redEatFlag=0;
                                                                        redWinFlag=0;
                                                                }
                                                                else if(dice==6)
                                                                {
                                                                        count=count+1;
                                                                        if(count==3)
                                                                        {
                                                                                printf("\n\t YOU LOST YOUR TURN BECAUSE OF THREE CONJECUTIVE DICE 6...");
                                                                                break;
                                                                        }
                                                                }
                                                                else
                                                                {
                                                                        if(player_no==4 || player_no==3)
                                                                        p1++;
                                                                        else
```

```
                                                        p1=p1+2;

                                                        count=0;
                                                }

                        break;
                                                }
                                                if(dice==6 || red1OutAccess==6 ||
red2OutAccess==6 || red3OutAccess==6 || red4OutAccess==6)
                                                {

                                                }
                                                else
                                                {
                                                        if(player_no==4 || player_no==3)
                                                        p1++;
                                                        else
                                                        p1=p1+2;

                                                        setbkcolor(0);
                                                        cleardevice();

                                                        if(dice==1)
                        {
                                readimagefile("1.jpg",25,51,49,75);
                                                        }
                                                        else if(dice==2)
                        {
                                readimagefile("2.jpg",25,51,49,75);
                                                        }
                                                        else if(dice==3)
                        {
                                readimagefile("3.jpg",25,51,49,75);
                                                        }
                                                        else if(dice==4)
                        {
                                readimagefile("4.jpg",25,51,49,75);
                                                        }
                                                        else if(dice==5)
                        {
                                readimagefile("5.jpg",25,51,49,75);
                                                        }
                                                        else
                        {
                                readimagefile("6.jpg",25,51,49,75);
                                                        }

                        display_Board();
                                                }
           break;

           default :
              printf("\n\t YOU ENTERED WRONG INPUT. PLEASE ENETR 1...");
        }
        getchar();
```

```
                break;

                case 2 :
                   printf("\n\t %s TURNS ENETR 1 FOR PLAY : ",player2);
                   scanf("%d",&play_choice);

                   switch(play_choice)
                   {
                      case 1 :
                         dice=rd();
                         printf("\n\t\t DICE : %d",dice);

                         while(dice==6 || green1OutAccess==6 || green2OutAccess==6 || green3OutAccess==6 ||
green4OutAccess==6)
                         {
                                 if(dice==1)
                                                {
                                                   readimagefile("1.jpg",441,51,465,75);
                                                                }
                                                                else if(dice==2)
                                                {
                                                   readimagefile("2.jpg",441,51,465,75);
                                                                }
                                                                else if(dice==3)
                                                {
                                                   readimagefile("3.jpg",441,51,465,75);
                                                                }
                                                                else if(dice==4)
                                       {
                                                   readimagefile("4.jpg",441,51,465,75);
                                                                }
                                                                else if(dice==5)
                                 {
                                                   readimagefile("5.jpg",441,51,465,75);
                                                                }
                                                                else
                                       {
                                                   readimagefile("6.jpg",441,51,465,75);
                                                                }

                                 printf("\n\n\t %s. ENETR THE PIECE NUMBER WHICH PIECE YOU WANT TO MOVE :
",player2);
                                 scanf("%d",&piece_No);

                                 switch(piece_No)
                                 {
                                    case 1 :
                                          if(dice==6 || green1OutAccess==6)
                                          {
                                                   green1OutAccess=6;

                                                   if(flagG1==0)
                                                   {
                                                            posG1=1;
                                                   G1X = Green_X[posG1];
```

```
                                        G1Y = Green_Y[posG1];

                                        setbkcolor(0);

        cleardevice();

                                                                                    if(dice==1)
                                                {
                                                        readimagefile("1.jpg",441,51,465,75);
                                                                                    }
                                                                                    else
if(dice==2)
                                                {
                                                        readimagefile("2.jpg",441,51,465,75);
                                                                                    }
                                                                                    else
if(dice==3)
                                                {
                                                        readimagefile("3.jpg",441,51,465,75);
                                                                                    }
                                                                                    else
if(dice==4)
                                                {
                                                        readimagefile("4.jpg",441,51,465,75);
                                                                                    }
                                                                                    else
if(dice==5)
                                                {
                                                        readimagefile("5.jpg",441,51,465,75);
                                                                                    }
                                                                                    else
                                                {
                                                        readimagefile("6.jpg",441,51,465,75);
                                                                                    }

                                        display_Board();

                                                                                    flagG1=1;
                                                                            }
                                                                            else
                                                                            {

        posG1=posG1+dice;


        if(posG1<58)
                                                                                    {
                                                                                            G1X
= Green_X[posG1];
                                                        G1Y = Green_Y[posG1];

                                                        if((G1X==89 && G1Y==219) || (G1X==219 && G1Y==115)
||(G1X==271 && G1Y==89) ||(G1X==375 && G1Y==219) ||(G1X==401 && G1Y==271) ||(G1X==271 && G1Y==375)
||(G1X==219 && G1Y==401) ||(G1X==115 && G1Y==271))
                                                        {
```

```
                                                                                }
                                                                                else
if((G1X==R1X && G1Y==R1Y))
                                                                                {

        R1X=89;

        R1Y=167;

        red1OutAccess=0;

        flagR1=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G1X==R2X && G1Y==R2Y))
                                                                                {

        R2X=89;

        R2Y=89;

        red2OutAccess=0;

        flagR2=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G1X==R3X && G1Y==R3Y))
                                                                                {

        R3X=167;

        R3Y=89;

        red3OutAccess=0;

        flagR3=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G1X==R4X && G1Y==R4Y))
                                                                                {

        R4X=167;

        R4Y=167;

        red4OutAccess=0;

        flagR4=0;
```

```
        greenEatFlag=1;
                                                                                }
                                                                                else
if((G1X==B1X && G1Y==B1Y))
                                                                                {

        B1X=167;

        B1Y=401;

        blue1OutAccess=0;

        flagB1=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G1X==B2X && G1Y==B2Y))
                                                                                {

        B2X=89;

        B2Y=401;

        blue2OutAccess=0;

        flagB2=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G1X==B3X && G1Y==B3Y))
                                                                                {

        B3X=89;

        B3Y=323;

        blue3OutAccess=0;

        flagB3=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G1X==B4X && G1Y==B4Y))
                                                                                {

        B4X=167;

        B4Y=323;

        blue4OutAccess=0;
```

```
        flagB4=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G1X==Y1X && G1Y==Y1Y))
                                                                    {
        Y1X=401;
        Y1Y=323;
        yellow1OutAccess=0;
        flagY1=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G1X==Y2X && G1Y==Y2Y))
                                                                    {
        Y2X=401;
        Y2Y=401;
        yellow2OutAccess=0;
        flagY2=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G1X==Y3X && G1Y==Y3Y))
                                                                    {
        Y3X=323;
        Y3Y=401;
        yellow3OutAccess=0;
        flagY3=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G1X==Y4X && G1Y==Y4Y))
                                                                    {
        Y4X=323;
        Y4Y=323;
```

```
        yellow4OutAccess=0;
        flagY4=0;
        greenEatFlag=1;
                                                                                }
                                                setbkcolor(0);
        cleardevice();

        if(dice==1)
                                                        {
                                                                readimagefile("1.jpg",441,51,465,75);
                                                                                }
                                                                                else
if(dice==2)
                                                        {
                                                                readimagefile("2.jpg",441,51,465,75);
                                                                                }
                                                                                else
if(dice==3)
                                                        {
                                                                readimagefile("3.jpg",441,51,465,75);
                                                                                }
                                                                                else
if(dice==4)
                                                        {
                                                                readimagefile("4.jpg",441,51,465,75);
                                                                                }
                                                                                else
if(dice==5)
                                                        {
                                                                readimagefile("5.jpg",441,51,465,75);
                                                                                }
                                                                                else
                                                        {
                                                                readimagefile("6.jpg",441,51,465,75);
                                                                                }

                                                display_Board();

                                                if(posG1==57)
                                                {
                                                        greenWinFlag=1;
                                                                                }
                                                                        }
                                                                        else
                                                                        {

        posG1=posG1-dice;
```

```
        if(dice==6 || green2OutAccess==6 || green3OutAccess==6 || green4OutAccess==6)
                                                                                                {

        printf("\n\t YOU CAN'T MOVE PIECE NO 1..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                                }
                                                                                                else
                                                                                                {

        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                                }
                                                                                        }
                                                                                }
                                                                                else
                                                                                {
                                                                                        printf("\n\t YOU
CAN'T MOVE PIECE NO 1..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                                        continue;
                                                                                }

                                                                        break;

                                                                        case 2 :
                                                                                if(dice==6 ||
green2OutAccess==6)
                                                {
                                                        green2OutAccess=6;

                                                        if(flagG2==0)
                                                        {
                                                                posG2=1;
                                                        G2X = Green_X[posG2];
                                                        G2Y = Green_Y[posG2];

                                                        setbkcolor(0);

        cleardevice();

                                                                                                if(dice==1)
                                                                {
                                                                        readimagefile("1.jpg",441,51,465,75);
                                                                                                }
                                                                                                else
if(dice==2)
                                                                {
                                                                        readimagefile("2.jpg",441,51,465,75);
                                                                                                }
                                                                                                else
if(dice==3)
                                                                {
                                                                        readimagefile("3.jpg",441,51,465,75);
```

```
                                                                        }
                                                                        else
if(dice==4)
                                                        {
                                                                readimagefile("4.jpg",441,51,465,75);
                                                                        }
                                                                        else
if(dice==5)
                                                        {
                                                                readimagefile("5.jpg",441,51,465,75);
                                                                        }
                                                                        else
                                                        {
                                                                readimagefile("6.jpg",441,51,465,75);
                                                                        }

                                                display_Board();

                                                                        flagG2=1;
                                                                }
                                                                else
                                                                {

        posG2=posG2+dice;


        if(posG2<58)
                                                                        {
                                                                                G2X
= Green_X[posG2];
                                                        G2Y = Green_Y[posG2];

                                                        if((G2X==89 && G2Y==219) || (G2X==219 && G2Y==115)
||(G2X==271 && G2Y==89) ||(G2X==375 && G2Y==219) ||(G2X==401 && G2Y==271) ||(G2X==271 && G2Y==375)
||(G2X==219 && G2Y==401) ||(G2X==115 && G2Y==271))
                                                        {

                                                                                }
                                                                                else
if((G2X==R1X && G2Y==R1Y))
                                                                                {

        R1X=89;

        R1Y=167;

        red1OutAccess=0;

        flagR1=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G2X==R2X && G2Y==R2Y))
                                                                                {
```

```
        R2X=89;
        R2Y=89;
        red2OutAccess=0;
        flagR2=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G2X==R3X && G2Y==R3Y))
                                                                    {
        R3X=167;
        R3Y=89;
        red3OutAccess=0;
        flagR3=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G2X==R4X && G2Y==R4Y))
                                                                    {
        R4X=167;
        R4Y=167;
        red4OutAccess=0;
        flagR4=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G2X==B1X && G2Y==B1Y))
                                                                    {
        B1X=167;
        B1Y=401;
        blue1OutAccess=0;
        flagB1=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G2X==B2X && G2Y==B2Y))
```

```
                                                                                {

        B2X=89;

        B2Y=401;

        blue2OutAccess=0;

        flagB2=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G2X==B3X && G2Y==B3Y))
                                                                                {

        B3X=89;

        B3Y=323;

        blue3OutAccess=0;

        flagB3=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G2X==B4X && G2Y==B4Y))
                                                                                {

        B4X=167;

        B4Y=323;

        blue4OutAccess=0;

        flagB4=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G2X==Y1X && G2Y==Y1Y))
                                                                                {

        Y1X=401;

        Y1Y=323;

        yellow1OutAccess=0;

        flagY1=0;

        greenEatFlag=1;
                                                                                }
```

```
                                                                                    else
if((G2X==Y2X && G2Y==Y2Y))
                                                                                    {

        Y2X=401;

        Y2Y=401;

        yellow2OutAccess=0;

        flagY2=0;

        greenEatFlag=1;
                                                                                    }
                                                                                    else
if((G2X==Y3X && G2Y==Y3Y))
                                                                                    {

        Y3X=323;

        Y3Y=401;

        yellow3OutAccess=0;

        flagY3=0;

        greenEatFlag=1;
                                                                                    }
                                                                                    else
if((G2X==Y4X && G2Y==Y4Y))
                                                                                    {

        Y4X=323;

        Y4Y=323;

        yellow4OutAccess=0;

        flagY4=0;

        greenEatFlag=1;
                                                                                    }

                                                        setbkcolor(0);

        cleardevice();


        if(dice==1)
                                                                {
                                                                        readimagefile("1.jpg",441,51,465,75);
                                                                                    }
                                                                                    else
if(dice==2)
                                                                {
```

```
                                                readimagefile("2.jpg",441,51,465,75);
                                                }
                                                else
if(dice==3)
                                        {
                                                readimagefile("3.jpg",441,51,465,75);
                                                }
                                                else
if(dice==4)
                                        {
                                                readimagefile("4.jpg",441,51,465,75);
                                                }
                                                else
if(dice==5)
                                        {
                                                readimagefile("5.jpg",441,51,465,75);
                                                }
                                                else
                                        {
                                                readimagefile("6.jpg",441,51,465,75);
                                                }

                                display_Board();

                                if(posG2==57)
                                {
                                        greenWinFlag=1;
                                                }
                                        }
                                        else
                                        {

        posG2=posG2-dice;


        if(dice==6 || green1OutAccess==6 || green3OutAccess==6 || green4OutAccess==6)
                                                {

        printf("\n\t YOU CAN'T MOVE PIECE NO 2..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                }
                                                else
                                                {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                }
                                        }
                                }

                        }
                        else
                        {
                                printf("\n\t YOU
CAN'T MOVE PIECE NO 2..PLEASE ENTER PIECE NO AS PER THE RULE...");
```

```
                                                                continue;
                                                        }

                                                                break;

                                                                case 3 :
                                                                        if(dice==6 ||
green3OutAccess==6)
                                        {
                                                green3OutAccess=6;

                                                if(flagG3==0)
                                                {
                                                        posG3=1;
                                                G3X = Green_X[posG3];
                                                G3Y = Green_Y[posG3];

                                                setbkcolor(0);

        cleardevice();

                                                                                        if(dice==1)
                                                        {
                                                                readimagefile("1.jpg",441,51,465,75);
                                                                                        }
                                                                                        else
if(dice==2)
                                                        {
                                                                readimagefile("2.jpg",441,51,465,75);
                                                                                        }
                                                                                        else
if(dice==3)
                                                        {
                                                                readimagefile("3.jpg",441,51,465,75);
                                                                                        }
                                                                                        else
if(dice==4)
                                                        {
                                                                readimagefile("4.jpg",441,51,465,75);
                                                                                        }
                                                                                        else
if(dice==5)
                                                        {
                                                                readimagefile("5.jpg",441,51,465,75);
                                                                                        }
                                                                                        else
                                                        {
                                                                readimagefile("6.jpg",441,51,465,75);
                                                                                        }

                                                display_Board();

                                                                                        flagG3=1;
                                                                                }
                                                                                else
```

```
                                                                {

        posG3=posG3+dice;


        if(posG3<58)
                                                                        {
                                                        G3X = Green_X[posG3];
                                                        G3Y = Green_Y[posG3];

                                                        if((G3X==89 && G3Y==219) || (G3X==219 && G3Y==115)
||(G3X==271 && G3Y==89) ||(G3X==375 && G3Y==219) ||(G3X==401 && G3Y==271) ||(G3X==271 && G3Y==375)
||(G3X==219 && G3Y==401) ||(G3X==115 && G3Y==271))
                                                        {

                                                                                                        }
                                                                                                        else
if((G3X==R1X && G3Y==R1Y))
                                                                                                        {

        R1X=89;

        R1Y=167;

        red1OutAccess=0;

        flagR1=0;

        greenEatFlag=1;
                                                                                                        }
                                                                                                        else
if((G3X==R2X && G3Y==R2Y))
                                                                                                        {

        R2X=89;

        R2Y=89;

        red2OutAccess=0;

        flagR2=0;

        greenEatFlag=1;
                                                                                                        }
                                                                                                        else
if((G3X==R3X && G3Y==R3Y))
                                                                                                        {

        R3X=167;

        R3Y=89;

        red3OutAccess=0;

        flagR3=0;
```

```
        greenEatFlag=1;
                                                                                }
                                                                                else
if((G3X==R4X && G3Y==R4Y))
                                                                                {

        R4X=167;

        R4Y=167;

        red4OutAccess=0;

        flagR4=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G3X==B1X && G3Y==B1Y))
                                                                                {

        B1X=167;

        B1Y=401;

        blue1OutAccess=0;

        flagB1=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G3X==B2X && G3Y==B2Y))
                                                                                {

        B2X=89;

        B2Y=401;

        blue2OutAccess=0;

        flagB2=0;

        greenEatFlag=1;
                                                                                }
                                                                                else
if((G3X==B3X && G3Y==B3Y))
                                                                                {

        B3X=89;

        B3Y=323;

        blue3OutAccess=0;
```

```
        flagB3=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G3X==B4X && G3Y==B4Y))
                                                                    {
        B4X=167;
        B4Y=323;
        blue4OutAccess=0;
        flagB4=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G3X==Y1X && G3Y==Y1Y))
                                                                    {
        Y1X=401;
        Y1Y=323;
        yellow1OutAccess=0;
        flagY1=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G3X==Y2X && G3Y==Y2Y))
                                                                    {
        Y2X=401;
        Y2Y=401;
        yellow2OutAccess=0;
        flagY2=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G3X==Y3X && G3Y==Y3Y))
                                                                    {
        Y3X=323;
        Y3Y=401;
```

```
        yellow3OutAccess=0;
        flagY3=0;
        greenEatFlag=1;
                                                                                }
                                                                                else
if((G3X==Y4X && G3Y==Y4Y))
                                                                                {
        Y4X=323;
        Y4Y=323;
        yellow4OutAccess=0;
        flagY4=0;
        greenEatFlag=1;
                                                                                }
                                                setbkcolor(0);
        cleardevice();

        if(dice==1)
                                                                {
                                                                        readimagefile("1.jpg",441,51,465,75);
                                                                                }
                                                                                else
if(dice==2)
                                                                {
                                                                        readimagefile("2.jpg",441,51,465,75);
                                                                                }
                                                                                else
if(dice==3)
                                                                {
                                                                        readimagefile("3.jpg",441,51,465,75);
                                                                                }
                                                                                else
if(dice==4)
                                                                {
                                                                        readimagefile("4.jpg",441,51,465,75);
                                                                                }
                                                                                else
if(dice==5)
                                                                {
                                                                        readimagefile("5.jpg",441,51,465,75);
                                                                                }
                                                                                else
                                                                {
                                                                        readimagefile("6.jpg",441,51,465,75);
                                                                                }
```

```
                                        display_Board();

                                        if(posG3==57)
                                        {
                                                greenWinFlag=1;
                                                                                        }
                                                                                }
                                                                                else
                                                                                {

        posG3=posG3-dice;


        if(dice==6 || green1OutAccess==6 || green2OutAccess==6 || green4OutAccess==6)
                                                                                        {

        printf("\n\t YOU CAN'T MOVE PIECE NO 3..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                        }
                                                                                        else
                                                                                        {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                        }
                                                                                }
                                                                        }
                                                                        else
                                                                        {
                                                                                printf("\n\t YOU
CAN'T MOVE PIECE NO 3..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                                continue;
                                                                        }

                                                                break;

                                                                case 4 :
                                                                        if(dice==6 ||
green4OutAccess==6)
                                                {
                                                        green4OutAccess=6;

                                                        if(flagG4==0)
                                                        {
                                                                posG4=1;
                                                        G4X = Green_X[posG4];
                                                        G4Y = Green_Y[posG4];

                                                        setbkcolor(0);

        cleardevice();
```

```
                                                                        if(dice==1)
                                                {
                                                        readimagefile("1.jpg",441,51,465,75);
                                                                        }
                                                                        else
if(dice==2)
                                                {
                                                        readimagefile("2.jpg",441,51,465,75);
                                                                        }
                                                                        else
if(dice==3)
                                                {
                                                        readimagefile("3.jpg",441,51,465,75);
                                                                        }
                                                                        else
if(dice==4)
                                                {
                                                        readimagefile("4.jpg",441,51,465,75);
                                                                        }
                                                                        else
if(dice==5)
                                                {
                                                        readimagefile("5.jpg",441,51,465,75);
                                                                        }
                                                                        else
                                                {
                                                        readimagefile("6.jpg",441,51,465,75);
                                                                        }

                                        display_Board();

                                                                                flagG4=1;
                                                                        }
                                                                        else
                                                                        {

        posG4=posG4+dice;


        if(posG4<58)
                                                                        {
                                                G4X = Green_X[posG4];
                                                G4Y = Green_Y[posG4];

                                                if((G4X==89 && G4Y==219) || (G4X==219 && G4Y==115)
||(G4X==271 && G4Y==89) ||(G4X==375 && G4Y==219) ||(G4X==401 && G4Y==271) ||(G4X==271 &&
G4Y==375) ||(G4X==219 && G4Y==401) ||(G4X==115 && G4Y==271))
                                                {

                                                                                        }
                                                                                        else
if((G4X==R1X && G4Y==R1Y))
                                                                                        {

        R1X=89;
```

```
        R1Y=167;
        red1OutAccess=0;
        flagR1=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G4X==R2X && G4Y==R2Y))
                                                                    {
        R2X=89;
        R2Y=89;
        red2OutAccess=0;
        flagR2=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G4X==R3X && G4Y==R3Y))
                                                                    {
        R3X=167;
        R3Y=89;
        red3OutAccess=0;
        flagR3=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G4X==R4X && G4Y==R4Y))
                                                                    {
        R4X=167;
        R4Y=167;
        red4OutAccess=0;
        flagR4=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G4X==B1X && G4Y==B1Y))
                                                                    {
```

```
        B1X=167;
        B1Y=401;
        blue1OutAccess=0;
        flagB1=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G4X==B2X && G4Y==B2Y))
                                                                    {
        B2X=89;
        B2Y=401;
        blue2OutAccess=0;
        flagB2=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G4X==B3X && G4Y==B3Y))
                                                                    {
        B3X=89;
        B3Y=323;
        blue3OutAccess=0;
        flagB3=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G4X==B4X && G4Y==B4Y))
                                                                    {
        B4X=167;
        B4Y=323;
        blue4OutAccess=0;
        flagB4=0;
        greenEatFlag=1;
                                                                    }
                                                                    else
if((G4X==Y1X && G4Y==Y1Y))
```

```
                                                                {

        Y1X=401;

        Y1Y=323;

        yellow1OutAccess=0;

        flagY1=0;

        greenEatFlag=1;
                                                                }
                                                                else
if((G4X==Y2X && G4Y==Y2Y))
                                                                {

        Y2X=401;

        Y2Y=401;

        yellow2OutAccess=0;

        flagY2=0;

        greenEatFlag=1;
                                                                }
                                                                else
if((G4X==Y3X && G4Y==Y3Y))
                                                                {

        Y3X=323;

        Y3Y=401;

        yellow3OutAccess=0;

        flagY3=0;

        greenEatFlag=1;
                                                                }
                                                                else
if((G4X==Y4X && G4Y==Y4Y))
                                                                {

        Y4X=323;

        Y4Y=323;

        yellow4OutAccess=0;

        flagY4=0;

        greenEatFlag=1;
                                                                }
```

```
                                                setbkcolor(0);

        cleardevice();



        if(dice==1)
                                                        {
                                                                readimagefile("1.jpg",441,51,465,75);
                                                                                                }
                                                                                                else
if(dice==2)
                                                        {
                                                                readimagefile("2.jpg",441,51,465,75);
                                                                                                }
                                                                                                else
if(dice==3)
                                                        {
                                                                readimagefile("3.jpg",441,51,465,75);
                                                                                                }
                                                                                                else
if(dice==4)
                                                        {
                                                                readimagefile("4.jpg",441,51,465,75);
                                                                                                }
                                                                                                else
if(dice==5)
                                                        {
                                                                readimagefile("5.jpg",441,51,465,75);
                                                                                                }
                                                                                                else
                                                        {
                                                                readimagefile("6.jpg",441,51,465,75);
                                                                                                }

                                                display_Board();

                                                if(posG4==57)
                                                {
                                                        greenWinFlag=1;
                                                                                                }
                                                                                        }
                                                                                        else
                                                                                        {

        posG4=posG4-dice;


        if(dice==6 || green1OutAccess==6 || green2OutAccess==6 || green3OutAccess==6)
                                                                                                {

        printf("\n\t YOU CAN'T MOVE PIECE NO 4..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                                }
```

```
                                                                                    else
                                                                                    {

        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                    }
                                                                                }
                                                                            }
                                                                        }
                                                                        else
                                                                        {
                                                                            printf("\n\t YOU
CAN'T MOVE PIECE NO 4..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                            continue;
                                                                        }

                                                                    break;

                                                                    default :
                                                                        printf("\n\t PLEASE ENTER
THE PIECE NUMBER OF RANGE 1 TO 4 ... ");
                                                                        continue;
                                    }

                                    if(greenEatFlag==1 || greenWinFlag==1)
                                    {
                                        greenEatFlag=0;
                                        greenWinFlag=0;
                                                                }
                                                                else if(dice==6)
                                                                {
                                                                    count=count+1;
                                                                    if(count==3)
                                                                    {
                                                                        printf("\n\t YOU LOST
YOUR TURN BECAUSE OF THREE CONJECUTIVE DICE 6...");
                                                                        break;
                                                                    }
                                                                }
                                                                else
                                                                {
                                                                    if(player_no==4 || player_no==3)
                                                                    p1++;

                                                                    count=0;
                                                                }

                                                            break;

                                                            }

                                                            if(dice==6 || green1OutAccess==6 ||
green2OutAccess==6 || green3OutAccess==6 || green4OutAccess==6)
                                                            {
```

```
                                                }
                                                else
                                                {
                                                        if(player_no==4 || player_no==3)
                                                        p1++;

                                                        setbkcolor(0);
                                                        cleardevice();

                                                        if(dice==1)
                                        {
                                           readimagefile("1.jpg",441,51,465,75);
                                                        }
                                                        else if(dice==2)
                                        {
                                           readimagefile("2.jpg",441,51,465,75);
                                                        }
                                                        else if(dice==3)
                                        {
                                           readimagefile("3.jpg",441,51,465,75);
                                                        }
                                                        else if(dice==4)
                                {
                                                        readimagefile("4.jpg",441,51,465,75);
                                                        }
                                                        else if(dice==5)
                                {
                                                        readimagefile("5.jpg",441,51,465,75);
                                                        }
                                                        else
                                {
                                                        readimagefile("6.jpg",441,51,465,75);
                                                        }

                        display_Board();
                                                }

        break;

        default :
           printf("\n\t YOU ENTERED WRONG INPUT. PLEASE ENETR 1...");
    }

    getchar();
break;

case 3 :
    printf("\n\t %s TURNS ENETR 1 FOR PLAY : ",player3);
    scanf("%d",&play_choice);

    switch(play_choice)
    {
        case 1 :
           dice=rd();
           printf("\n\t\t DICE : %d",dice);
```

```
                while(dice==6 || yellow1OutAccess==6 || yellow2OutAccess==6 || yellow3OutAccess==6 ||
yellow4OutAccess==6)
                {
                        if(dice==1)
                                        {
                                           readimagefile("1.jpg",441,285,465,309);
                                                        }
                                                        else if(dice==2)
                                        {
                                           readimagefile("2.jpg",441,285,465,309);
                                                        }
                                                        else if(dice==3)
                                        {
                                           readimagefile("3.jpg",441,285,465,309);
                                                        }
                                                        else if(dice==4)
                                {
                                           readimagefile("4.jpg",441,285,465,309);
                                                        }
                                                        else if(dice==5)
                                {
                                           readimagefile("5.jpg",441,285,465,309);
                                                        }
                                                        else
                                {
                                           readimagefile("6.jpg",441,285,465,309);
                                                        }

                                printf("\n\n\t %s. ENETR THE PIECE NUMBER WHICH PIECE YOU WANT TO MOVE :
",player3);
                                scanf("%d",&piece_No);

                                switch(piece_No)
                                {
                                   case 1 :
                                        if(dice==6 || yellow1OutAccess==6)
                                        {
                                                yellow1OutAccess=6;

                                                if(flagY1==0)
                                                {
                                                        posY1=1;
                                                Y1X = Yellow_X[posY1];
                                                Y1Y = Yellow_Y[posY1];

                                                setbkcolor(0);

        cleardevice();

                                                                                        if(dice==1)
                                                                                {

        readimagefile("1.jpg",441,285,465,309);
                                                                                        }
```

```
                                                                    else
if(dice==2)
                                                                {

        readimagefile("2.jpg",441,285,465,309);
                                                                    }
                                                                    else
if(dice==3)
                                                                {

        readimagefile("3.jpg",441,285,465,309);
                                                                    }
                                                                    else
if(dice==4)
                                                            {

readimagefile("4.jpg",441,285,465,309);
                                                                    }
                                                                    else
if(dice==5)
                                                        {

readimagefile("5.jpg",441,285,465,309);
                                                                    }
                                                                    else
                                                            {

readimagefile("6.jpg",441,285,465,309);
                                                                    }

                                                    display_Board();

                                                                    flagY1=1;
                                                                }
                                                                else
                                                                {

        posY1=posY1+dice;

                                                                    if(posY1<58)
                                                                    {
                                                        Y1X = Yellow_X[posY1];
                                                        Y1Y = Yellow_Y[posY1];

                                                        if((Y1X==89 && Y1Y==219) || (Y1X==219 && Y1Y==115)
||(Y1X==271 && Y1Y==89) ||(Y1X==375 && Y1Y==219) ||(Y1X==401 && Y1Y==271) ||(Y1X==271 && Y1Y==375)
||(Y1X==219 && Y1Y==401) ||(Y1X==115 && Y1Y==271))
                                                        {

                                                                        }
                                                                        else
if((Y1X==R1X && Y1Y==R1Y))
                                                                        {

        R1X=89;
```

```
        R1Y=167;
        red1OutAccess=0;
        flagR1=0;
        yellowEatFlag=1;
                                                                                }
                                                                                else
if((Y1X==R2X && Y1Y==R2Y))
                                                                                {
        R2X=89;
        R2Y=89;
        red2OutAccess=0;
        flagR2=0;
        yellowEatFlag=1;
                                                                                }
                                                                                else
if((Y1X==R3X && Y1Y==R3Y))
                                                                                {
        R3X=167;
        R3Y=89;
        red3OutAccess=0;
        flagR3=0;
        yellowEatFlag=1;
                                                                                }
                                                                                else
if((Y1X==R4X && Y1Y==R4Y))
                                                                                {
        R4X=167;
        R4Y=167;
        red4OutAccess=0;
        flagR4=0;
        yellowEatFlag=1;
                                                                                }
                                                                                else
if((Y1X==B1X && Y1Y==B1Y))
                                                                                {
```

```
        B1X=167;
        B1Y=401;
        blue1OutAccess=0;
        flagB1=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y1X==B2X && Y1Y==B2Y))
                                                                    {
        B2X=89;
        B2Y=401;
        blue2OutAccess=0;
        flagB2=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y1X==B3X && Y1Y==B3Y))
                                                                    {
        B3X=89;
        B3Y=323;
        blue3OutAccess=0;
        flagB3=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y1X==B4X && Y1Y==B4Y))
                                                                    {
        B4X=167;
        B4Y=323;
        blue4OutAccess=0;
        flagB4=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y1X==G1X && Y1Y==G1Y))
```

```
                                                                {

        G1X=323;

        G1Y=89;

        green1OutAccess=0;

        flagG1=0;

        yellowEatFlag=1;
                                                                }
                                                                else
if((Y1X==G2X && Y1Y==G2Y))
                                                                {

        G2X=401;

        G2Y=89;

        green2OutAccess=0;

        flagG2=0;

        yellowEatFlag=1;
                                                                }
                                                                else
if((Y1X==G3X && Y1Y==G3Y))
                                                                {

        G3X=401;

        G3Y=167;

        green3OutAccess=0;

        flagG3=0;

        yellowEatFlag=1;
                                                                }
                                                                else
if((Y1X==G4X && Y1Y==G4Y))
                                                                {

        G4X=323;

        G4Y=167;

        green4OutAccess=0;

        flagG4=0;

        yellowEatFlag=1;
                                                                }
```

```
                                        setbkcolor(0);

        cleardevice();

        if(dice==1)
                                                {

        readimagefile("1.jpg",441,285,465,309);
                                                }
                                                else
if(dice==2)
                                                {

        readimagefile("2.jpg",441,285,465,309);
                                                }
                                                else
if(dice==3)
                                                {

        readimagefile("3.jpg",441,285,465,309);
                                                }
                                                else
if(dice==4)
                                                {

readimagefile("4.jpg",441,285,465,309);
                                                }
                                                else
if(dice==5)
                                                {

readimagefile("5.jpg",441,285,465,309);
                                                }
                                                else
                                                {

readimagefile("6.jpg",441,285,465,309);
                                                }
                                        display_Board();

                                        if(posY1==57)
                                        {
                                                yellowWinFlag=1;
                                                }
                                                }
                                                else
                                                {

        posY1=posY1-dice;

        if(dice==6 || yellow2OutAccess==6 || yellow3OutAccess==6 || yellow4OutAccess==6)
                                                {
```

```
        printf("\n\t YOU CAN'T MOVE PIECE NO 1..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                }
                                                                                else
                                                                                {

        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                }
                                                                        }
                                                                }

                                                                }
                                                                else
                                                                {
                                                                        printf("\n\t YOU
CAN'T MOVE PIECE NO 1..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                        continue;
                                                                }

                                                        break;

                                                        case 2 :
                                                                if(dice==6 ||
yellow2OutAccess==6)
                                        {
                                                yellow2OutAccess=6;

                                                if(flagY2==0)
                                                {
                                                        posY2=1;
                                                Y2X = Yellow_X[posY2];
                                                Y2Y = Yellow_Y[posY2];

                                                setbkcolor(0);

        cleardevice();
                                                                                if(dice==1)
                                                                {

        readimagefile("1.jpg",441,285,465,309);
                                                                                }
                                                                                else
if(dice==2)
                                                                {

        readimagefile("2.jpg",441,285,465,309);
                                                                                }
                                                                                else
if(dice==3)
                                                                {

        readimagefile("3.jpg",441,285,465,309);
```

```
                                                                    }
                                                                    else
if(dice==4)
                                                                {

readimagefile("4.jpg",441,285,465,309);
                                                                    }
                                                                    else
if(dice==5)
                                                                {

readimagefile("5.jpg",441,285,465,309);
                                                                    }
                                                                    else
                                                                {

readimagefile("6.jpg",441,285,465,309);
                                                                    }

                                                        display_Board();

                                                                    flagY2=1;
                                                                }
                                                                else
                                                                {

        posY2=posY2+dice;


        if(posY2<58)
                                                                    {
                                                            Y2X = Yellow_X[posY2];
                                                            Y2Y = Yellow_Y[posY2];

                                                            if((Y2X==89 && Y2Y==219) || (Y2X==219 && Y2Y==115)
||(Y2X==271 && Y2Y==89) ||(Y2X==375 && Y2Y==219) ||(Y2X==401 && Y2Y==271) ||(Y2X==271 && Y2Y==375)
||(Y2X==219 && Y2Y==401) ||(Y2X==115 && Y2Y==271))
                                                            {

                                                                    }
                                                                    else
if((Y2X==R1X && Y2Y==R1Y))
                                                                    {

        R1X=89;

        R1Y=167;

        red1OutAccess=0;

        flagR1=0;

        yellowEatFlag=1;
                                                                    }
```

```
                                                                    else
if((Y2X==R2X && Y2Y==R2Y))
                                                                    {
        R2X=89;
        R2Y=89;
        red2OutAccess=0;
        flagR2=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y2X==R3X && Y2Y==R3Y))
                                                                    {
        R3X=167;
        R3Y=89;
        red3OutAccess=0;
        flagR3=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y2X==R4X && Y2Y==R4Y))
                                                                    {
        R4X=167;
        R4Y=167;
        red4OutAccess=0;
        flagR4=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y2X==B1X && Y2Y==B1Y))
                                                                    {
        B1X=167;
        B1Y=401;
        blue1OutAccess=0;
        flagB1=0;
        yellowEatFlag=1;
```

```
                                                                    }
                                                                    else
if((Y2X==B2X && Y2Y==B2Y))
                                                                    {

        B2X=89;

        B2Y=401;

        blue2OutAccess=0;

        flagB2=0;

        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y2X==B3X && Y2Y==B3Y))
                                                                    {

        B3X=89;

        B3Y=323;

        blue3OutAccess=0;

        flagB3=0;

        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y2X==B4X && Y2Y==B4Y))
                                                                    {

        B4X=167;

        B4Y=323;

        blue4OutAccess=0;

        flagB4=0;

        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y2X==G1X && Y2Y==G1Y))
                                                                    {

        G1X=323;

        G1Y=89;

        green1OutAccess=0;

        flagG1=0;
```

```
        yellowEatFlag=1;
                                                                                    }
                                                                                    else
if((Y2X==G2X && Y2Y==G2Y))
                                                                                    {

        G2X=401;

        G2Y=89;

        green2OutAccess=0;

        flagG2=0;

        yellowEatFlag=1;
                                                                                    }
                                                                                    else
if((Y2X==G3X && Y2Y==G3Y))
                                                                                    {

        G3X=401;

        G3Y=167;

        green3OutAccess=0;

        flagG3=0;

        yellowEatFlag=1;
                                                                                    }
                                                                                    else
if((Y2X==G4X && Y2Y==G4Y))
                                                                                    {

        G4X=323;

        G4Y=167;

        green4OutAccess=0;

        flagG4=0;

        yellowEatFlag=1;
                                                                                    }

                                                    setbkcolor(0);

        cleardevice();


        if(dice==1)
                                                                                {

        readimagefile("1.jpg",441,285,465,309);
```

```
                                                                                }
                                                                                else
if(dice==2)
                                                                                {
        readimagefile("2.jpg",441,285,465,309);
                                                                                }
                                                                                else
if(dice==3)
                                                                                {
        readimagefile("3.jpg",441,285,465,309);
                                                                                }
                                                                                else
if(dice==4)
                                                                                {
readimagefile("4.jpg",441,285,465,309);
                                                                                }
                                                                                else
if(dice==5)
                                                                                {
readimagefile("5.jpg",441,285,465,309);
                                                                                }
                                                                                else
                                                                                {
readimagefile("6.jpg",441,285,465,309);
                                                                                }
                                                        display_Board();

                                                        if(posY2==57)
                                                        {
                                                                yellowWinFlag=1;
                                                                                }
                                                                        }
                                                                        else
                                                                        {
        posY2=posY2-dice;

        if(dice==6 || yellow1OutAccess==6 || yellow3OutAccess==6 || yellow4OutAccess==6)
                                                                                {
        printf("\n\t YOU CAN'T MOVE PIECE NO 2..PLEASE ENTER PIECE NO AS PER THE RULE...");
        continue;
                                                                                }
                                                                                else
                                                                                {
        printf("\n\t YOU CAN'T MOVE ANY PIECE");
```

```
                                                                                }
                                                                        }
                                                                }

                                                        }
                                                        else
                                                        {
                                                                printf("\n\t YOU
CAN'T MOVE PIECE NO 2..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                continue;
                                                        }

                                                break;

                                                case 3 :
                                                        if(dice==6 ||
yellow3OutAccess==6)
                                        {
                                                yellow3OutAccess=6;

                                                if(flagY3==0)
                                                {
                                                        posY3=1;
                                                Y3X = Yellow_X[posY3];
                                                Y3Y = Yellow_Y[posY3];

                                                setbkcolor(0);

        cleardevice();

                                                                        if(dice==1)
                                                                {

        readimagefile("1.jpg",441,285,465,309);
                                                                        }
                                                                        else
if(dice==2)
                                                                {

        readimagefile("2.jpg",441,285,465,309);
                                                                        }
                                                                        else
if(dice==3)
                                                                {

        readimagefile("3.jpg",441,285,465,309);
                                                                        }
                                                                        else
if(dice==4)
                                                                {

readimagefile("4.jpg",441,285,465,309);
                                                                        }
                                                                        else
if(dice==5)
```

```
                                                    {
readimagefile("5.jpg",441,285,465,309);
                                                                                    }
                                                                                    else
                                                        {
readimagefile("6.jpg",441,285,465,309);
                                                                                    }
                                                display_Board();
                                                                                    flagY3=1;
                                                                                }
                                                                                else
                                                                                {
        posY3=posY3+dice;

        if(posY3<58)
                                                                                    {
                                                        Y3X = Yellow_X[posY3];
                                                        Y3Y = Yellow_Y[posY3];

                                                        if((Y3X==89 && Y3Y==219) || (Y3X==219 && Y3Y==115)
||(Y3X==271 && Y3Y==89) ||(Y3X==375 && Y3Y==219) ||(Y3X==401 && Y3Y==271) ||(Y3X==271 && Y3Y==375)
||(Y3X==219 && Y3Y==401) ||(Y3X==115 && Y3Y==271))
                                                        {
                                                                                                    }
                                                                                                    else
if((Y3X==R1X && Y3Y==R1Y))
                                                                                                    {
        R1X=89;
        R1Y=167;
        red1OutAccess=0;
        flagR1=0;
        yellowEatFlag=1;
                                                                                                    }
                                                                                                    else
if((Y3X==R2X && Y3Y==R2Y))
                                                                                                    {
        R2X=89;
        R2Y=89;
        red2OutAccess=0;
```

```
        flagR2=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y3X==R3X && Y3Y==R3Y))
                                                                    {
        R3X=167;
        R3Y=89;
        red3OutAccess=0;
        flagR3=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y3X==R4X && Y3Y==R4Y))
                                                                    {
        R4X=167;
        R4Y=167;
        red4OutAccess=0;
        flagR4=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y3X==B1X && Y3Y==B1Y))
                                                                    {
        B1X=167;
        B1Y=401;
        blue1OutAccess=0;
        flagB1=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y3X==B2X && Y3Y==B2Y))
                                                                    {
        B2X=89;
        B2Y=401;
```

```
        blue2OutAccess=0;
        flagB2=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y3X==B3X && Y3Y==B3Y))
                                                                    {
        B3X=89;
        B3Y=323;
        blue3OutAccess=0;
        flagB3=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y3X==B4X && Y3Y==B4Y))
                                                                    {
        B4X=167;
        B4Y=323;
        blue4OutAccess=0;
        flagB4=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y3X==G1X && Y3Y==G1Y))
                                                                    {
        G1X=323;
        G1Y=89;
        green1OutAccess=0;
        flagG1=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y3X==G2X && Y3Y==G2Y))
                                                                    {
        G2X=401;
```

```
        G2Y=89;
        green2OutAccess=0;
        flagG2=0;
        yellowEatFlag=1;
                                                                                }
                                                                                else
if((Y3X==G3X && Y3Y==G3Y))
                                                                                {
        G3X=401;
        G3Y=167;
        green3OutAccess=0;
        flagG3=0;
        yellowEatFlag=1;
                                                                                }
                                                                                else
if((Y3X==G4X && Y3Y==G4Y))
                                                                                {
        G4X=323;
        G4Y=167;
        green4OutAccess=0;
        flagG4=0;
        yellowEatFlag=1;
                                                                                }
                                                setbkcolor(0);
        cleardevice();

        if(dice==1)
                                                                        {
        readimagefile("1.jpg",441,285,465,309);
                                                                                }
                                                                                else
if(dice==2)
                                                                        {
        readimagefile("2.jpg",441,285,465,309);
                                                                                }
```

```
                                                                                    else
if(dice==3)
                                                                        {

        readimagefile("3.jpg",441,285,465,309);
                                                                                    }
                                                                                    else
if(dice==4)
                                                                {

readimagefile("4.jpg",441,285,465,309);
                                                                                    }
                                                                                    else
if(dice==5)
                                                            {

readimagefile("5.jpg",441,285,465,309);
                                                                                    }
                                                                                    else
                                                                {

readimagefile("6.jpg",441,285,465,309);
                                                                                    }

                                                        display_Board();

                                                        if(posY3==57)
                                                        {
                                                                yellowWinFlag=1;
                                                                                    }
                                                                            }
                                                                            else
                                                                            {

        posY3=posY3-dice;


        if(dice==6 || yellow1OutAccess==6 || yellow2OutAccess==6 || yellow4OutAccess==6)
                                                                                    {

        printf("\n\t YOU CAN'T MOVE PIECE NO 3..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                    }
                                                                                    else
                                                                                    {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                    }
                                                                            }
                                                                    }

                                                                }
                                                                else
                                                                {
```

```
                                                                printf("\n\t YOU
CAN'T MOVE PIECE NO 3..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                continue;
                                                        }

                                                break;

                                                case 4 :
                                                        if(dice==6 ||
yellow4OutAccess==6)
                                        {
                                                yellow4OutAccess=6;

                                                if(flagY4==0)
                                                {
                                                        posY4=posY4+dice;
                                                Y4X = Yellow_X[posY4];
                                                Y4Y = Yellow_Y[posY4];

                                                setbkcolor(0);

        cleardevice();

                                                                        if(dice==1)
                                                                {

        readimagefile("1.jpg",441,285,465,309);
                                                                        }
                                                                        else
if(dice==2)
                                                                {

        readimagefile("2.jpg",441,285,465,309);
                                                                        }
                                                                        else
if(dice==3)
                                                                {

        readimagefile("3.jpg",441,285,465,309);
                                                                        }
                                                                        else
if(dice==4)
                                                                {

readimagefile("4.jpg",441,285,465,309);
                                                                        }
                                                                        else
if(dice==5)
                                                                {

readimagefile("5.jpg",441,285,465,309);
                                                                        }
                                                                        else
                                                                {
```

```
readimagefile("6.jpg",441,285,465,309);
                                                                                }

                                                display_Board();

                                                                                flagY4=1;
                                                                        }
                                                                        else
                                                                        {

        posY4=posY4+dice;


        if(posY4<58)
                                                                                {
                                                        Y4X = Yellow_X[posY4];
                                                        Y4Y = Yellow_Y[posY4];

                                                        if((Y4X==89 && Y4Y==219) || (Y4X==219 && Y4Y==115)
||(Y4X==271 && Y4Y==89) ||(Y4X==375 && Y4Y==219) ||(Y4X==401 && Y4Y==271) ||(Y4X==271 && Y4Y==375)
||(Y4X==219 && Y4Y==401) ||(Y4X==115 && Y4Y==271))
                                                        {

                                                                                }
                                                                                else
if((Y4X==R1X && Y4Y==R1Y))
                                                                                {

        R1X=89;

        R1Y=167;

        red1OutAccess=0;

        flagR1=0;

        yellowEatFlag=1;
                                                                                }
                                                                                else
if((Y4X==R2X && Y4Y==R2Y))
                                                                                {

        R2X=89;

        R2Y=89;

        red2OutAccess=0;

        flagR2=0;

        yellowEatFlag=1;
                                                                                }
                                                                                else
if((Y4X==R3X && Y4Y==R3Y))
```

```
                                                                {
        R3X=167;
        R3Y=89;
        red3OutAccess=0;
        flagR3=0;
        yellowEatFlag=1;
                                                                }
                                                                else
if((Y4X==R4X && 4==R4Y))
                                                                {
        R4X=167;
        R4Y=167;
        red4OutAccess=0;
        flagR4=0;
        yellowEatFlag=1;
                                                                }
                                                                else
if((Y4X==B1X && Y4Y==B1Y))
                                                                {
        B1X=167;
        B1Y=401;
        blue1OutAccess=0;
        flagB1=0;
        yellowEatFlag=1;
                                                                }
                                                                else
if((Y4X==B2X && Y4Y==B2Y))
                                                                {
        B2X=89;
        B2Y=401;
        blue2OutAccess=0;
        flagB2=0;
        yellowEatFlag=1;
                                                                }
```

```
                                                                    else
if((Y4X==B3X && Y4Y==B3Y))
                                                                    {
        B3X=89;
        B3Y=323;
        blue3OutAccess=0;
        flagB3=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y4X==B4X && Y4Y==B4Y))
                                                                    {
        B4X=167;
        B4Y=323;
        blue4OutAccess=0;
        flagB4=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y4X==G1X && Y4Y==G1Y))
                                                                    {
        G1X=323;
        G1Y=89;
        green1OutAccess=0;
        flagG1=0;
        yellowEatFlag=1;
                                                                    }
                                                                    else
if((Y4X==G2X && Y4Y==G2Y))
                                                                    {
        G2X=401;
        G2Y=89;
        green2OutAccess=0;
        flagG2=0;
        yellowEatFlag=1;
```

```
                                                                                }
                                                                                else
if((Y4X==G3X && Y4Y==G3Y))
                                                                                {

        G3X=401;

        G3Y=167;

        green3OutAccess=0;

        flagG3=0;

        yellowEatFlag=1;
                                                                                }
                                                                                else
if((Y4X==G4X && Y4Y==G4Y))
                                                                                {

        G4X=323;

        G4Y=167;

        green4OutAccess=0;

        flagG4=0;

        yellowEatFlag=1;
                                                                                }

                                                        setbkcolor(0);

        cleardevice();


        if(dice==1)
                                                                        {

        readimagefile("1.jpg",441,285,465,309);
                                                                                }
                                                                                else
if(dice==2)
                                                                        {

        readimagefile("2.jpg",441,285,465,309);
                                                                                }
                                                                                else
if(dice==3)
                                                                        {

        readimagefile("3.jpg",441,285,465,309);
                                                                                }
                                                                                else
if(dice==4)
                                                                {
```

```
readimagefile("4.jpg",441,285,465,309);
                                                                                                    }
                                                                                                    else
if(dice==5)
                                                                {

readimagefile("5.jpg",441,285,465,309);
                                                                                                    }
                                                                                                    else
                                                                    {

readimagefile("6.jpg",441,285,465,309);
                                                                                                    }

                                                            display_Board();

                                                            if(posY4==57)
                                                            {
                                                                    yellowWinFlag=1;
                                                                                                    }
                                                                                            }
                                                                                            else
                                                                                            {

        posY4=posY4-dice;


        if(dice==6 || yellow1OutAccess==6 || yellow2OutAccess==6 || yellow3OutAccess==6)
                                                                                                    {

        printf("\n\t YOU CAN'T MOVE PIECE NO 4..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                                    }
                                                                                                    else
                                                                                                    {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                                    }
                                                                                            }
                                                                                    }

                                                                            }
                                                                            else
                                                                            {
                                                                                    printf("\n\t YOU
CAN'T MOVE PIECE NO 4..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                                    continue;
                                                                            }

                                                                    break;

                                                                    default :
```

```
                                                printf("\n\t PLEASE ENTER
THE PIECE NUMBER OF RANGE 1 TO 4 ... ");
                                                continue;
                        }

                        if(yellowEatFlag==1 || yellowWinFlag==1)
                        {
                                yellowEatFlag=0;
                                yellowWinFlag=0;
                                                        }
                                                        else if(dice==6)
                                                        {
                                                                count=count+1;
                                                                if(count==3)
                                                                {
                                                                        printf("\n\t YOU LOST
YOUR TURN BECAUSE OF THREE CONJECUTIVE DICE 6...");
                                                                        break;
                                                                }
                                                        }
                                                        else
                                                        {
                                                                if(player_no==4)
                                                                p1++;
                                                                else if(player_no==3)
                                                                p1=p1-2;
                                                                else
                                                                p1=p1-2;

                                                                count=0;
                                                        }

                                                break;

                                                }

                                                if(dice==6 || yellow1OutAccess==6 ||
yellow2OutAccess==6 || yellow3OutAccess==6 || yellow4OutAccess==6)
                                                {

                                                }
                                                else
                                                {
                                                        if(player_no==4)
                                                        p1++;
                                                        else if(player_no==3)
                                                        p1=p1-2;
                                                        else
                                                        p1=p1-2;

                                                        setbkcolor(0);
                                                        cleardevice();

                                                        if(dice==1)
                                                  {
```

```
                                                readimagefile("1.jpg",441,285,465,309);
                                                }
                                                else if(dice==2)
                                        {
                                                readimagefile("2.jpg",441,285,465,309);
                                                }
                                                else if(dice==3)
                                            {
                                                readimagefile("3.jpg",441,285,465,309);
                                                }
                                                else if(dice==4)
                                            {

readimagefile("4.jpg",441,285,465,309);
                                                }
                                                else if(dice==5)
                                        {
                                                readimagefile("5.jpg",441,285,465,309);
                                                }
                                                else
                                        {
                                                readimagefile("6.jpg",441,285,465,309);
                                                }

                            display_Board();
                                                        }
                        break;

                        default :
                            printf("\n\t YOU ENTERED WRONG INPUT. PLEASE ENETR 1...");
                    }
                    getchar();
                    break;

                case 4 :
                    printf("\n\t %s TURNS ENETR 1 FOR PLAY : ",player4);
                    scanf("%d",&play_choice);
                    switch(play_choice)
                    {
                        case 1 :
                            dice=rd();
                            printf("\n\t\t DICE : %d",dice);

                            while(dice==6 || blue1OutAccess==6 || blue2OutAccess==6 || blue3OutAccess==6 ||
blue4OutAccess==6)
                            {
                                    if(dice==1)
                                        {
                                    readimagefile("1.jpg",25,285,49,309);
                                                }
                                                else if(dice==2)
                                        {
                                    readimagefile("2.jpg",25,285,49,309);
                                                }
                                                else if(dice==3)
```

```
                                        {
                                            readimagefile("3.jpg",25,285,49,309);
                                                                        }
                                                                        else if(dice==4)
                                    {
                                                                        readimagefile("4.jpg",25,285,49,309);
                                                                        }
                                                                        else if(dice==5)
                                {
                                                                        readimagefile("5.jpg",25,285,49,309);
                                                                        }
                                                                        else
                                    {
                                                                        readimagefile("6.jpg",25,285,49,309);
                                                                        }

                                printf("\n\n\t %s. ENETR THE PIECE NUMBER WHICH PIECE YOU WANT TO MOVE :
",player4);
                                scanf("%d",&piece_No);

                                switch(piece_No)
                                {
                                   case 1 :
                                        if(dice==6 || blue1OutAccess==6)
                                        {
                                                blue1OutAccess=6;

                                                if(flagB1==0)
                                                {
                                                        posB1=1;
                                                B1X = Blue_X[posB1];
                                                B1Y = Blue_Y[posB1];

                                                setbkcolor(0);

        cleardevice();

                                                                                                        if(dice==1)
                                                                                                {

        readimagefile("1.jpg",25,285,49,309);
                                                                                                        }
                                                                                                        else
if(dice==2)
                                                                                                {

readimagefile("2.jpg",25,285,49,309);
                                                                                                        }
                                                                                                        else
if(dice==3)
                                                                                                {

        readimagefile("3.jpg",25,285,49,309);
                                                                                                        }
```

```
                                                                    else
if(dice==4)
                                                                {

readimagefile("4.jpg",25,285,49,309);
                                                                    }
                                                                    else
if(dice==5)
                                                                {

readimagefile("5.jpg",25,285,49,309);
                                                                    }
                                                                    else
                                                                {

readimagefile("6.jpg",25,285,49,309);
                                                                    }

                                                display_Board();

                                                                    flagB1=1;
                                                                }
                                                                else
                                                                {

        posB1=posB1+dice;

                                                                    if(posB1<58)
                                                                    {
                                                        B1X = Blue_X[posB1];
                                                        B1Y = Blue_Y[posB1];

                                                        if((B1X==89 && B1Y==219) || (B1X==219 && B1Y==115)
||(B1X==271 && B1Y==89) ||(B1X==375 && B1Y==219) ||(B1X==401 && B1Y==271) ||(B1X==271 && B1Y==375)
||(B1X==219 && B1Y==401) ||(B1X==115 && B1Y==271))
                                                        {

                                                                        }
                                                                        else
if((B1X==R1X && B1Y==R1Y))
                                                                        {

        R1X=89;

        R1Y=167;

        red1OutAccess=0;

        flagR1=0;

        blueEatFlag=1;
                                                                        }
                                                                        else
if((B1X==R2X && B1Y==R2Y))
                                                                        {
```

```
        R2X=89;
        R2Y=89;
        red2OutAccess=0;
        flagR2=0;
        blueEatFlag=1;
                                                                                    }
                                                                                    else
if((B1X==R3X && B1Y==R3Y))
                                                                                    {
        R3X=167;
        R3Y=89;
        red3OutAccess=0;
        flagR3=0;
        blueEatFlag=1;
                                                                                    }
                                                                                    else
if((B1X==R4X && B1Y==R4Y))
                                                                                    {
        R4X=167;
        R4Y=167;
        red4OutAccess=0;
        flagR4=0;
        blueEatFlag=1;
                                                                                    }
                                                                                    else
if((B1X==G1X && B1Y==G1Y))
                                                                                    {
        G1X=323;
        G1Y=89;
        green1OutAccess=0;
        flagG1=0;
        blueEatFlag=1;
                                                                                    }
                                                                                    else
if((B1X==G2X && B1Y==G2Y))
```

```
                                                                                {

        G2X=401;

        G2Y=89;

        green2OutAccess=0;

        flagG2=0;

        blueEatFlag=1;
                                                                                }
                                                                                else
if((B1X==G3X && B1Y==G3Y))
                                                                                {

        G3X=401;

        G3Y=167;

        green3OutAccess=0;

        flagG3=0;

        blueEatFlag=1;
                                                                                }
                                                                                else
if((B1X==G4X && B1Y==G4Y))
                                                                                {

        G4X=323;

        G4Y=167;

        green4OutAccess=0;

        flagG4=0;

        blueEatFlag=1;
                                                                                }
                                                                                else
if((B1X==Y1X && B1Y==Y1Y))
                                                                                {

        Y1X=401;

        Y1Y=323;

        yellow1OutAccess=0;

        flagY1=0;

        blueEatFlag=1;
                                                                                }
```

```
                                                                    else
if((B1X==Y2X && B1Y==Y2Y))
                                                                    {
        Y2X=401;
        Y2Y=401;
        yellow2OutAccess=0;
        flagY2=0;
        blueEatFlag=1;
                                                                    }
                                                                    else
if((B1X==Y3X && B1Y==Y3Y))
                                                                    {
        Y3X=323;
        Y3Y=401;
        yellow3OutAccess=0;
        flagY3=0;
        blueEatFlag=1;
                                                                    }
                                                                    else
if((B1X==Y4X && B1Y==Y4Y))
                                                                    {
        Y4X=323;
        Y4Y=323;
        yellow4OutAccess=0;
        flagY4=0;
        blueEatFlag=1;
                                                                    }
                                                setbkcolor(0);
        cleardevice();

        if(dice==1)
                                                                {
        readimagefile("1.jpg",25,285,49,309);
                                                                    }
                                                                    else
if(dice==2)
```

```
                                                                {
readimagefile("2.jpg",25,285,49,309);
                                                                }
                                                                else
if(dice==3)
                                                                {
        readimagefile("3.jpg",25,285,49,309);
                                                                }
                                                                else
if(dice==4)
                                                                {
readimagefile("4.jpg",25,285,49,309);
                                                                }
                                                                else
if(dice==5)
                                                                {
readimagefile("5.jpg",25,285,49,309);
                                                                }
                                                                else
                                                                {
readimagefile("6.jpg",25,285,49,309);
                                                                }
                                                        display_Board();

                                                        if(posB1==57)
                                                        {
                                                                blueWinFlag=1;
                                                                }
                                                        }
                                                        else
                                                        {
        posB1=posB1-dice;

        if(dice==6 || blue2OutAccess==6 || blue3OutAccess==6 || blue4OutAccess==6)
                                                                {
        printf("\n\t YOU CAN'T MOVE PIECE NO 1..PLEASE ENTER PIECE NO AS PER THE RULE...");
        continue;
                                                                }
                                                                else
                                                                {
        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                }
                                                        }
                                                }
```

```
}
else
{
        printf("\n\t YOU
CAN'T MOVE PIECE NO 1..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
}

break;

case 2 :
        if(dice==6 ||
blue2OutAccess==6)
        {
                blue2OutAccess=6;

                if(flagB2==0)
                {
                        posB2=1;
                B2X = Blue_X[posB2];
                B2Y = Blue_Y[posB2];

                setbkcolor(0);

        cleardevice();

                                if(dice==1)
                                {

        readimagefile("1.jpg",25,285,49,309);

                                }
                                else
if(dice==2)
                                {

readimagefile("2.jpg",25,285,49,309);

                                }
                                else
if(dice==3)
                                {

        readimagefile("3.jpg",25,285,49,309);

                                }
                                else
if(dice==4)
                                {

readimagefile("4.jpg",25,285,49,309);

                                }
                                else
if(dice==5)
                                {

readimagefile("5.jpg",25,285,49,309);
```

```
                                                                    }
                                                                    else
                                                        {

readimagefile("6.jpg",25,285,49,309);
                                                                    }

                                                display_Board();

                                                                    flagB2=1;
                                                            }
                                                            else
                                                            {

        posB2=posB2+dice;


        if(posB2<58)
                                                                    {
                                                            B2X = Blue_X[posB2];
                                                            B2Y = Blue_Y[posB2];

                                                            if((B2X==89 && B2Y==219) || (B2X==219 && B2Y==115)
||(B2X==271 && B2Y==89) ||(B2X==375 && B2Y==219) ||(B2X==401 && B2Y==271) ||(B2X==271 && B2Y==375)
||(B2X==219 && B2Y==401) ||(B2X==115 && B2Y==271))
                                                            {

                                                                        }
                                                                        else
if((B2X==R1X && B2Y==R1Y))
                                                                        {

        R1X=89;

        R1Y=167;

        red1OutAccess=0;

        flagR1=0;

        blueEatFlag=1;
                                                                        }
                                                                        else
if((B2X==R2X && B2Y==R2Y))
                                                                        {

        R2X=89;

        R2Y=89;

        red2OutAccess=0;

        flagR2=0;

        blueEatFlag=1;
```

```
                                                                    }
                                                                    else
if((B2X==R3X && B2Y==R3Y))
                                                                    {

        R3X=167;

        R3Y=89;

        red3OutAccess=0;

        flagR3=0;

        blueEatFlag=1;
                                                                    }
                                                                    else
if((B2X==R4X && B2Y==R4Y))
                                                                    {

        R4X=167;

        R4Y=167;

        red4OutAccess=0;

        flagR4=0;

        blueEatFlag=1;
                                                                    }
                                                                    else
if((B2X==G1X && B2Y==G1Y))
                                                                    {

        G1X=323;

        G1Y=89;

        green1OutAccess=0;

        flagG1=0;

        blueEatFlag=1;
                                                                    }
                                                                    else
if((B2X==G2X && B2Y==G2Y))
                                                                    {

        G2X=401;

        G2Y=89;

        green2OutAccess=0;

        flagG2=0;
```

```
        blueEatFlag=1;
                                                                                }
                                                                                else
if((B2X==G3X && B2Y==G3Y))
                                                                                {

        G3X=401;

        G3Y=167;

        green3OutAccess=0;

        flagG3=0;

        blueEatFlag=1;
                                                                                }
                                                                                else
if((B2X==G4X && B2Y==G4Y))
                                                                                {

        G4X=323;

        G4Y=167;

        green4OutAccess=0;

        flagG4=0;

        blueEatFlag=1;
                                                                                }
                                                                                else
if((B2X==Y1X && B2Y==Y1Y))
                                                                                {

        Y1X=401;

        Y1Y=323;

        yellow1OutAccess=0;

        flagY1=0;

        blueEatFlag=1;
                                                                                }
                                                                                else
if((B2X==Y2X && B2Y==Y2Y))
                                                                                {

        Y2X=401;

        Y2Y=401;

        yellow2OutAccess=0;
```

```
        flagY2=0;
        blueEatFlag=1;
                                                                                }
                                                                                else
if((B2X==Y3X && B2Y==Y3Y))
                                                                                {
        Y3X=323;
        Y3Y=401;
        yellow3OutAccess=0;
        flagY3=0;
        blueEatFlag=1;
                                                                                }
                                                                                else
if((B2X==Y4X && B2Y==Y4Y))
                                                                                {
        Y4X=323;
        Y4Y=323;
        yellow4OutAccess=0;
        flagY4=0;
        blueEatFlag=1;
                                                                                }
                                                setbkcolor(0);
        cleardevice();

        if(dice==1)
                                                                            {
        readimagefile("1.jpg",25,285,49,309);
                                                                                }
                                                                                else
if(dice==2)
                                                                    {
readimagefile("2.jpg",25,285,49,309);
                                                                                }
                                                                                else
if(dice==3)
                                                                        {
        readimagefile("3.jpg",25,285,49,309);
```

```
                                                                    }
                                                                    else
if(dice==4)
                                                                        {

readimagefile("4.jpg",25,285,49,309);
                                                                    }
                                                                    else
if(dice==5)
                                                                {

readimagefile("5.jpg",25,285,49,309);
                                                                    }
                                                                    else
                                                                {

readimagefile("6.jpg",25,285,49,309);
                                                                    }

                                                        display_Board();

                                                        if(posB2==57)
                                                        {
                                                                blueWinFlag=1;
                                                                    }
                                                                }
                                                                else
                                                                {

        posB2=posB2-dice;


        if(dice==6 || blue1OutAccess==6 || blue3OutAccess==6 || blue4OutAccess==6)
                                                                    {

        printf("\n\t YOU CAN'T MOVE PIECE NO 2..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                    }
                                                                    else
                                                                    {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                    }
                                                                }
                                                            }

                                                        }
                                                        else
                                                        {
                                                                printf("\n\t YOU
CAN'T MOVE PIECE NO 2..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                continue;
                                                        }
```

```
                                                                        break;

                                                                        case 3 :
                                                                                if(dice==6 ||
blue3OutAccess==6)
                                        {
                                                blue3OutAccess=6;

                                                if(flagB3==0)
                                                {
                                                        posB3=1;
                                                B3X = Blue_X[posB3];
                                                B3Y = Blue_Y[posB3];

                                                setbkcolor(0);

        cleardevice();

                                                                                        if(dice==1)
                                                                                {

        readimagefile("1.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
if(dice==2)
                                                                        {

readimagefile("2.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
if(dice==3)
                                                                                {

        readimagefile("3.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
if(dice==4)
                                                                                {

readimagefile("4.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
if(dice==5)
                                                                                {

readimagefile("5.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
                                                                                {

readimagefile("6.jpg",25,285,49,309);
                                                                                        }

                                                display_Board();
```

```
                                                                    flagB3=1;
                                                                }
                                                                else
                                                                {

        posB3=posB3+dice;


        if(posB3<58)
                                                                    {
                                                        B3X = Blue_X[posB3];
                                                        B3Y = Blue_Y[posB3];

                                                        if((B3X==89 && B3Y==219) || (B3X==219 && B3Y==115)
||(B3X==271 && B3Y==89) ||(B3X==375 && B3Y==219) ||(B3X==401 && B3Y==271) ||(B3X==271 && B3Y==375)
||(B3X==219 && B3Y==401) ||(B3X==115 && B3Y==271))
                                                        {

                                                                    }
                                                                    else
if((B3X==R1X && B3Y==R1Y))
                                                                    {

        R1X=89;

        R1Y=167;

        red1OutAccess=0;

        flagR1=0;

        blueEatFlag=1;
                                                                    }
                                                                    else
if((B3X==R2X && B3Y==R2Y))
                                                                    {

        R2X=89;

        R2Y=89;

        red2OutAccess=0;

        flagR2=0;

        blueEatFlag=1;
                                                                    }
                                                                    else
if((B3X==R3X && B3Y==R3Y))
                                                                    {

        R3X=167;

        R3Y=89;
```

```
        red3OutAccess=0;
        flagR3=0;
        blueEatFlag=1;
                                                                                }
                                                                                else
if((B3X==R4X && B3Y==R4Y))
                                                                                {
        R4X=167;
        R4Y=167;
        red4OutAccess=0;
        flagR4=0;
        blueEatFlag=1;
                                                                                }
                                                                                else
if((B3X==G1X && B3Y==G1Y))
                                                                                {
        G1X=323;
        G1Y=89;
        green1OutAccess=0;
        flagG1=0;
        blueEatFlag=1;
                                                                                }
                                                                                else
if((B3X==G2X && B3Y==G2Y))
                                                                                {
        G2X=401;
        G2Y=89;
        green2OutAccess=0;
        flagG2=0;
        blueEatFlag=1;
                                                                                }
                                                                                else
if((B3X==G3X && B3Y==G3Y))
                                                                                {
        G3X=401;
```

```
        G3Y=167;
        green3OutAccess=0;
        flagG3=0;
        blueEatFlag=1;
                                                                    }
                                                                    else
if((B3X==G4X && B3Y==G4Y))
                                                                    {
        G4X=323;
        G4Y=167;
        green4OutAccess=0;
        flagG4=0;
        blueEatFlag=1;
                                                                    }
                                                                    else
if((B3X==Y1X && B3Y==Y1Y))
                                                                    {
        Y1X=401;
        Y1Y=323;
        yellow1OutAccess=0;
        flagY1=0;
        blueEatFlag=1;
                                                                    }
                                                                    else
if((B3X==Y2X && B3Y==Y2Y))
                                                                    {
        Y2X=401;
        Y2Y=401;
        yellow2OutAccess=0;
        flagY2=0;
        blueEatFlag=1;
                                                                    }
                                                                    else
if((B3X==Y3X && B3Y==Y3Y))
                                                                    {
```

```
        Y3X=323;
        Y3Y=401;
        yellow3OutAccess=0;
        flagY3=0;
        blueEatFlag=1;
                                                                                    }
                                                                                    else
if((B3X==Y4X && B3Y==Y4Y))
                                                                                    {
        Y4X=323;
        Y4Y=323;
        yellow4OutAccess=0;
        flagY4=0;
        blueEatFlag=1;
                                                                                    }
                                                    setbkcolor(0);
        cleardevice();

        if(dice==1)
                                                                                {
        readimagefile("1.jpg",25,285,49,309);
                                                                                    }
                                                                                    else
if(dice==2)
                                                                            {
readimagefile("2.jpg",25,285,49,309);
                                                                                    }
                                                                                    else
if(dice==3)
                                                                                {
        readimagefile("3.jpg",25,285,49,309);
                                                                                    }
                                                                                    else
if(dice==4)
                                                                                {
readimagefile("4.jpg",25,285,49,309);
                                                                                    }
```

```
                                                                                    else
if(dice==5)
                                                                {

readimagefile("5.jpg",25,285,49,309);
                                                                                    }
                                                                                    else
                                                                {

readimagefile("6.jpg",25,285,49,309);
                                                                                    }

                                                        display_Board();

                                                        if(posB3==57)
                                                        {
                                                                blueWinFlag=1;
                                                                                    }
                                                                            }
                                                                            else
                                                                            {

        posB3=posB3-dice;


        if(dice==6 || blue1OutAccess==6 || blue2OutAccess==6 || blue4OutAccess==6)
                                                                                    {

        printf("\n\t YOU CAN'T MOVE PIECE NO 3..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                    }
                                                                                    else
                                                                                    {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                    }
                                                                            }
                                                                    }

                                                                }
                                                                else
                                                                {
                                                                        printf("\n\t YOU
CAN'T MOVE PIECE NO 3..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                        continue;
                                                                }

                                                        break;

                                                        case 4 :
                                                                if(dice==6 ||
blue4OutAccess==6)
                                                {
                                                        blue4OutAccess=6;
```

```
                                        if(flagB4==0)
                                        {
                                                posB4=1;
                                        B4X = Blue_X[posB4];
                                        B4Y = Blue_Y[posB4];

                                        setbkcolor(0);

        cleardevice();

                                                                                        if(dice==1)
                                                                                {

        readimagefile("1.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
if(dice==2)
                                                                        {

readimagefile("2.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
if(dice==3)
                                                                                {

        readimagefile("3.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
if(dice==4)
                                                                                {

readimagefile("4.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
if(dice==5)
                                                                                {

readimagefile("5.jpg",25,285,49,309);
                                                                                        }
                                                                                        else
                                                                                {

readimagefile("6.jpg",25,285,49,309);
                                                                                        }

                                        display_Board();

                                                                                        flagB4=1;
                                                                                }
                                                                                else
                                                                                {

        posB4=posB4+dice;
```

```
        if(posB4<58)
                                                                                {
                                                        B4X = Blue_X[posB4];
                                                        B4Y = Blue_Y[posB4];

                                                        if((B4X==89 && B4Y==219) || (B4X==219 && B4Y==115)
||(B4X==271 && B4Y==89) ||(B4X==375 && B4Y==219) ||(B4X==401 && B4Y==271) ||(B4X==271 && B4Y==375)
||(B4X==219 && B4Y==401) ||(B4X==115 && B4Y==271))
                                                        {

                                                                                }
                                                                                else
if((B4X==R1X && B4Y==R1Y))
                                                                                {

        R1X=89;

        R1Y=167;

        red1OutAccess=0;

        flagR1=0;

        blueEatFlag=1;
                                                                                }
                                                                                else
if((B4X==R2X && B4Y==R2Y))
                                                                                {

        R2X=89;

        R2Y=89;

        red2OutAccess=0;

        flagR2=0;

        blueEatFlag=1;
                                                                                }
                                                                                else
if((B4X==R3X && B4Y==R3Y))
                                                                                {

        R3X=167;

        R3Y=89;

        red3OutAccess=0;

        flagR3=0;

        blueEatFlag=1;
                                                                                }
```

```
                                                                    else
if((B4X==R4X && B4Y==R4Y))
                                                                    {
        R4X=167;
        R4Y=167;
        red4OutAccess=0;
        flagR4=0;
        blueEatFlag=1;
                                                                    }
                                                                    else
if((B4X==G1X && B4Y==G1Y))
                                                                    {
        G1X=323;
        G1Y=89;
        green1OutAccess=0;
        flagG1=0;
        blueEatFlag=1;
                                                                    }
                                                                    else
if((B4X==G2X && B4Y==G2Y))
                                                                    {
        G2X=401;
        G2Y=89;
        green2OutAccess=0;
        flagG2=0;
        blueEatFlag=1;
                                                                    }
                                                                    else
if((B4X==G3X && B4Y==G3Y))
                                                                    {
        G3X=401;
        G3Y=167;
        green3OutAccess=0;
        flagG3=0;
        blueEatFlag=1;
```

```
                                                                    }
                                                                    else
if((B4X==G4X && B4Y==G4Y))
                                                                    {

        G4X=323;

        G4Y=167;

        green4OutAccess=0;

        flagG4=0;

        blueEatFlag=1;
                                                                    }
                                                                    else
if((B4X==Y1X && B4Y==Y1Y))
                                                                    {

        Y1X=401;

        Y1Y=323;

        yellow1OutAccess=0;

        flagY1=0;

        blueEatFlag=1;
                                                                    }
                                                                    else
if((B4X==Y2X && B4Y==Y2Y))
                                                                    {

        Y2X=401;

        Y2Y=401;

        yellow2OutAccess=0;

        flagY2=0;

        blueEatFlag=1;
                                                                    }
                                                                    else
if((B4X==Y3X && B4Y==Y3Y))
                                                                    {

        Y3X=323;

        Y3Y=401;

        yellow3OutAccess=0;

        flagY3=0;
```

```
        blueEatFlag=1;
                                                                                }
                                                                                else
if((B4X==Y4X && B4Y==Y4Y))
                                                                                {

        Y4X=323;

        Y4Y=323;

        yellow4OutAccess=0;

        flagY4=0;

        blueEatFlag=1;
                                                                                }

                                                setbkcolor(0);

        cleardevice();


        if(dice==1)
                                                                            {

        readimagefile("1.jpg",25,285,49,309);
                                                                                }
                                                                                else
if(dice==2)
                                                                    {

readimagefile("2.jpg",25,285,49,309);
                                                                                }
                                                                                else
if(dice==3)
                                                                        {

        readimagefile("3.jpg",25,285,49,309);
                                                                                }
                                                                                else
if(dice==4)
                                                                        {

readimagefile("4.jpg",25,285,49,309);
                                                                                }
                                                                                else
if(dice==5)
                                                                {

readimagefile("5.jpg",25,285,49,309);
                                                                                }
                                                                                else
                                                                {
```

```
readimagefile("6.jpg",25,285,49,309);
                                                                                }
                                                display_Board();

                                                if(posB4==57)
                                                {
                                                        blueWinFlag=1;
                                                                                }
                                                                        }
                                                                        else
                                                                        {

        posB4=posB4-dice;


        if(dice==6 || blue1OutAccess==6 || blue2OutAccess==6 || blue3OutAccess==6)
                                                                                {

        printf("\n\t YOU CAN'T MOVE PIECE NO 4..PLEASE ENTER PIECE NO AS PER THE RULE...");

        continue;
                                                                                }
                                                                                else
                                                                                {


        printf("\n\t YOU CAN'T MOVE ANY PIECE");
                                                                                }
                                                                        }
                                                                }

                                                                else
                                                                {
                                                                        printf("\n\t YOU
CAN'T MOVE PIECE NO 4..PLEASE ENTER PIECE NO AS PER THE RULE...");
                                                                        continue;
                                                                }

                                                        break;

                                                        default :
                                                                printf("\n\t PLEASE ENTER
THE PIECE NUMBER OF RANGE 1 TO 4 ... ");
                                                                continue;
                                }

                                if(blueEatFlag==1 || blueWinFlag==1)
                                {
                                        blueEatFlag=0;
                                        blueWinFlag=0;
                                                                        }
                                                                        else if(dice==6)
                                                                        {
                                                                                count=count+1;
```

```
                                                                        if(count==3)
                                                                        {
                                                                                printf("\n\t YOU LOST
YOUR TURN BECAUSE OF THREE CONJECUTIVE DICE 6...");
                                                                                break;
                                                                        }
                                                                }
                                                                else
                                                                {
                                                                        p1=p1-3;
                                                                        count=0;
                                                                }

                                                        break;

                                                        }

                        if(dice==6 || blue1OutAccess==6 || blue2OutAccess==6 || blue3OutAccess==6 ||
blue4OutAccess==6)
                        {

                                                                }
                                                                else
                                                                {
                                                                        p1=p1-3;
                                                                        setbkcolor(0);
                                                                        cleardevice();

                                                                        if(dice==1)
                                                {
                                                   readimagefile("1.jpg",25,285,49,309);
                                                                        }
                                                                        else if(dice==2)
                                                {
                                                   readimagefile("2.jpg",25,285,49,309);
                                                                        }
                                                                        else if(dice==3)
                                                {
                                                   readimagefile("3.jpg",25,285,49,309);
                                                                        }
                                                                        else if(dice==4)
                                        {
                                                   readimagefile("4.jpg",25,285,49,309);
                                                                        }
                                                                        else if(dice==5)
                                                {
                                                   readimagefile("5.jpg",25,285,49,309);
                                                                        }
                                                                        else
                                        {
                                                   readimagefile("6.jpg",25,285,49,309);
                                                                        }

                          display_Board();
                                                                }
```

```
                    break;

                    default :
                        printf("\n\t YOU ENTERED WRONG INPUT. PLEASE ENETR 1...");
                }

                getchar();
                break;
            }


                                    if(posR1==57 && posR2==57 && posR3==57 && posR4==57)
                                    {
                                        printf("\n\n\n\t\t\t CONGRATULATIONS %s. YOU WIN THE
GAME.....",player1);
                                        getchar();
                                        exit(0);
                                    }
                                    else if(posG1==57 && posG2==57 && posG3==57 && posG4==57)
                                    {
                                        printf("\n\n\n\t\t\t CONGRATULATIONS %s. YOU WIN THE
GAME.....",player2);
                                        getchar();
                                        exit(0);
                                    }
                                    else if(posY1==57 && posY2==57 && posY3==57 && posY4==57)
                                    {
                                        printf("\n\n\n\t\t\t CONGRATULATIONS %s. YOU WIN THE
GAME.....",player3);
                                        getchar();
                                        exit(0);
                                    }
                                    else if(posB1==57 && posB2==57 && posB3==57 && posB4==57)
                                    {
                                        printf("\n\n\n\t\t\t CONGRATULATIONS %s. YOU WIN THE
GAME.....",player4);
                                        getchar();
                                        exit(0);
                                    }

            }
            break;
        case 2 :
                printf("\n\t YOU EXIT SUCCESSFULLY....");
                exit(0);
                break;

        default :
                getchar();
                printf("\n\t YOU ENTERED WRONG CHOICE. PLEASE ENTER 1 FOR PLAY OR 2 FOR EXIT.....\n\t
PRESS ENTER KEY TO CONTUNUE.....");
                getchar();
                continue;

    }
```

```
    }

        closegraph();
        return 0;
}
```