**mini-project**

TOPIC : LUDO

Language : c programming & c graphics.

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#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=401,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[]={-1,89,115,141,167,193,219,219,219,219,219,219,245,271,271,271,271,271,271,297,323,349,375,401,427,427,427,401,375,349,323,297,271,271,271,271,271,271,245,219,219,219,219,219,219,193,167,141,115,89,63,63,89,115,141,167,193,219};

int Red\_Y[]={-1,219,219,219,219,219,193,167,141,115,89,63,63,63,89,115,141,167,193,219,219,219,219,219,219,245,271,271,271,271,271,271,297,323,349,375,401,427,427,427,401,375,349,323,297,271,271,271,271,271,271,245,245,245,245,245,245,245};

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[]={-1,89,115,141,167,193,219,219,219,219,219,219,245,271,271,271,271,271,271,297,323,349,375,401,427,427,427,401,375,349,323,297,271,271,271,271,271,271,245,219,219,219,219,219,219,193,167,141,115,89,63,63,89,115,141,167,193,219};

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[]={-1,219,219,219,219,219,193,167,141,115,89,63,63,63,89,115,141,167,193,219,219,219,219,219,219,245,271,271,271,271,271,271,297,323,349,375,401,427,427,427,401,375,349,323,297,271,271,271,271,271,271,245,245,245,245,245,245,245};

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,yellow4OutAccess=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;

}