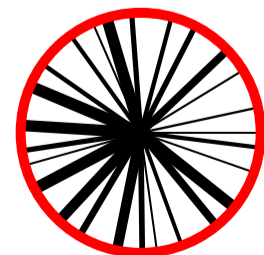


1000	ff,01,01,13	add sp,sp,-16	int main(void) {
1004	00,01,26,23	sw zero,12(sp)	int dice = 0;
1008	00,70,07,93	li a5,0	
1012	00,f1,26,23	sw a5,12(sp)	start:
1016	00,c1,27,03	lw a4,12(sp)	dice = 0;
1020	00,60,07,93	li a5,6	
1024	00,f7,04,63	beq a4,a5,1032 # +8	if (dice != 6) {
1028	fe,df,f0,6f	j 1008 # -20	goto start;
1032	00,00,00,13	nop	}
1036	00,70,07,93	li a5,0	mountain:
1040	00,f1,26,23	sw a5,12(sp)	dice = 0;
1044	00,c1,27,03	lw a4,12(sp)	if (dice < 3) {
1048	00,20,07,93	li a5,2	asm("nop");
1052	00,e7,ca,63	blt a5,a4,1072 # +20	asm("nop");
1056	00,00,00,13	nop	asm("nop");
1060	00,00,00,13	nop	} else {
1064	00,00,00,13	nop	asm("nop");
1068	00,80,00,6f	j 1076 # +8	}
1072	00,00,00,13	nop	lake:
1076	00,70,07,93	li a5,0	dice = 0;
1080	00,f1,26,23	sw a5,12(sp)	if (dice == 4) {
1084	00,c1,27,03	lw a4,12(sp)	goto start;
1088	00,40,07,93	li a5,4	}
1092	00,f7,14,63	bne a4,a5,1100 # +8	castle:
1096	fa,9f,f0,6f	j 1008 # -88	dice = 0;
1100	00,00,00,13	nop	if (dice == 5) {
1104	00,70,07,93	li a5,0	goto start;
1108	00,f1,26,23	sw a5,12(sp)	} else if (dice == 2) {
1112	00,c1,27,03	lw a4,12(sp)	dice = 0;
1116	00,50,07,93	li a5,5	} else {
1120	00,f7,14,63	bne a4,a5,1128 # +8	goto castle;
1124	f8,df,f0,6f	j 1008 # -116	}
1128	00,c1,27,03	lw a4,12(sp)	return 0;
1132	00,20,07,93	li a5,2	}
1136	fe,f7,10,e3	bne a4,a5,1104 # -32	
1140	00,70,07,93	li a5,0	
1144	00,f1,26,23	sw a5,12(sp)	
1148	00,00,07,93	li a5,0	
1152	00,07,85,13	mv a0,a5	
1156	01,01,01,13	add sp,sp,16	
1160	00,00,00,67	ret	
1164	00,00,00,00		
1168	00,00,00,00		
1172	00,00,00,00		
1176	00,00,00,00		
1180	00,00,00,00		
1184	00,00,00,00		
1188	00,00,00,00		



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