­­­ МИНИСТЕРСТВО ОБРАЗОВАНИЯ И НАУКИ РОССИЙСКОЙ ФЕДЕРАЦИИ

ФГБОУ ВО АЛТАЙСКИЙ ГОСУДАРСТВЕННЫЙ УНИВЕРСИТЕТ

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Лабораторная работа № 3

**Ограниченная диффузией агрегация и другие клеточные модели.**

Выполнил студент 595 гр.

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Лабораторная работа защищена

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Оценка \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Барнаул 2021

**Цель работы:** Реализовать модель в программной форме, провести серию численных экспериментов для изучения свойств полученной модели.

**Задание.**

Создать игру с графическим интерфейсом с реализацией заданного функционала.

**Решение.**

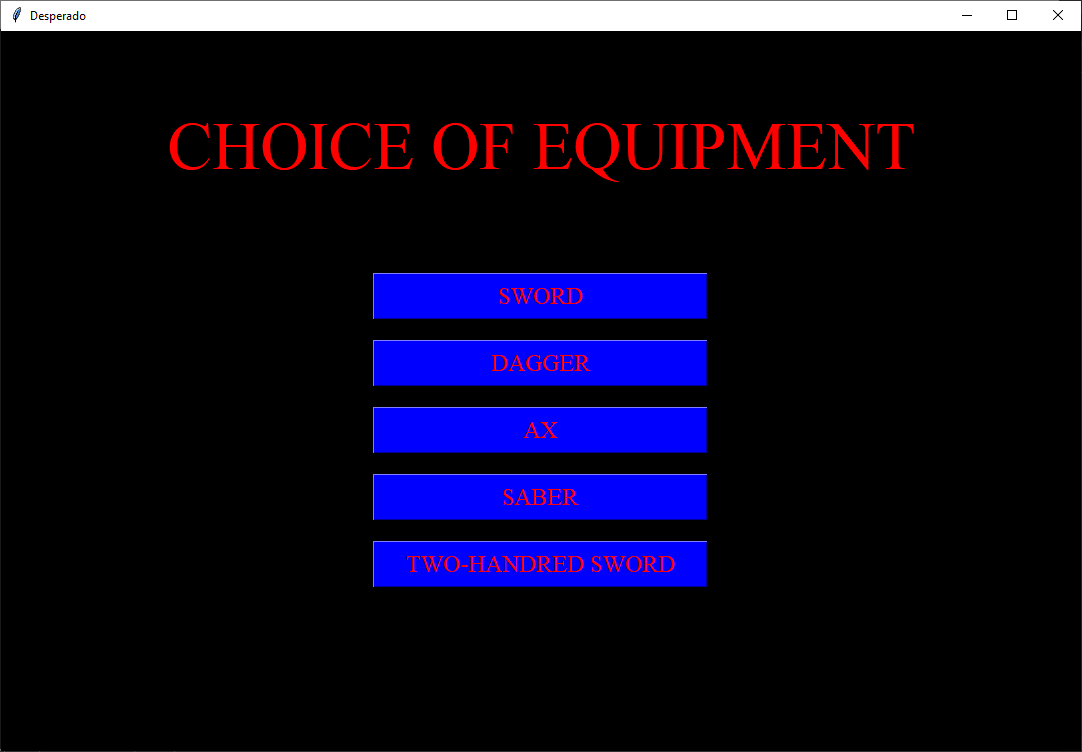
Для создания игры с графическим интерфейсом был выбран ЯП Python и графическая библиотека Tkinter.

Суть игры заключается в следующем: Игровой персонаж (в игре обозначен «@») попадает в пещеру, состоящую из трёх комнат (между каждой из которых располагается дверь), в каждой из которых есть определённое количество условных монстров (обозначены «m»). Герой должен пройти по всем комнатам, при необходимости вступая в бой с одним или несколькими (в зависимости от ситуации) монстрами и, выйдя из последней комнаты, стать победителем в игре (Рис. 12), либо же проигравшим в случае, если во время битвы он был убит каким-либо монстром.

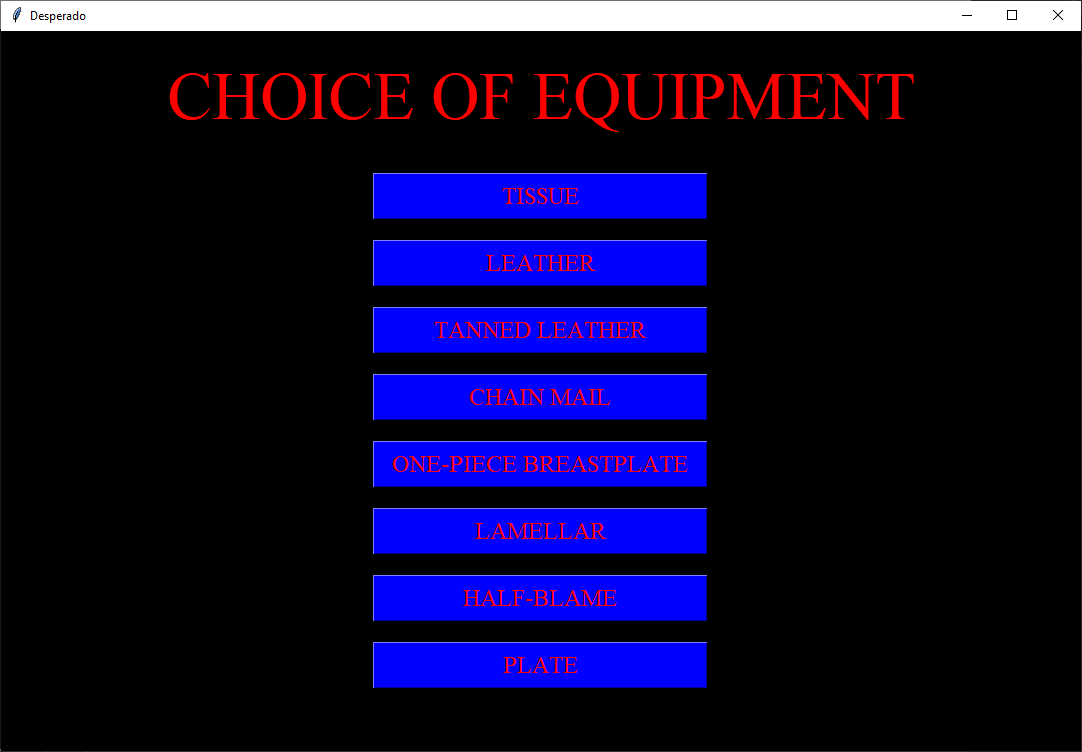
Интерфейс игры представляет собой три окна (в главном окне происходит непосредственно игровой процесс, после нажатия стрелки вправо, а в дополнительных есть возможность выбрать различные варианты снаряжения, после нажатия клавиши «Escape»). Окна представлены на Рис. 1 и Рис. 2, Рис. 3, Рис. 4. Изначально в главном окне указана краткая информация о базовых характеристиках персонажей и клавишах для перехода в меню выбора снаряжения и, непосредственно, на игровое поле.



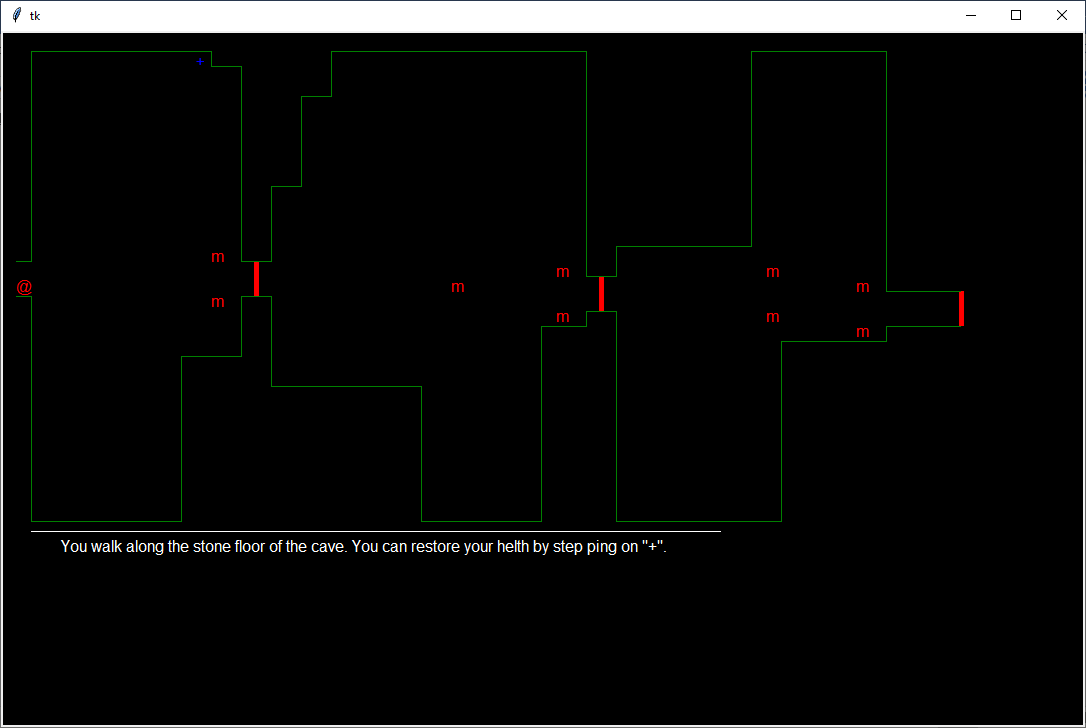
*Рис.1. Главный экран.*



*Рис. 2. Первое окно с выбором снаряжения (вооружение).*



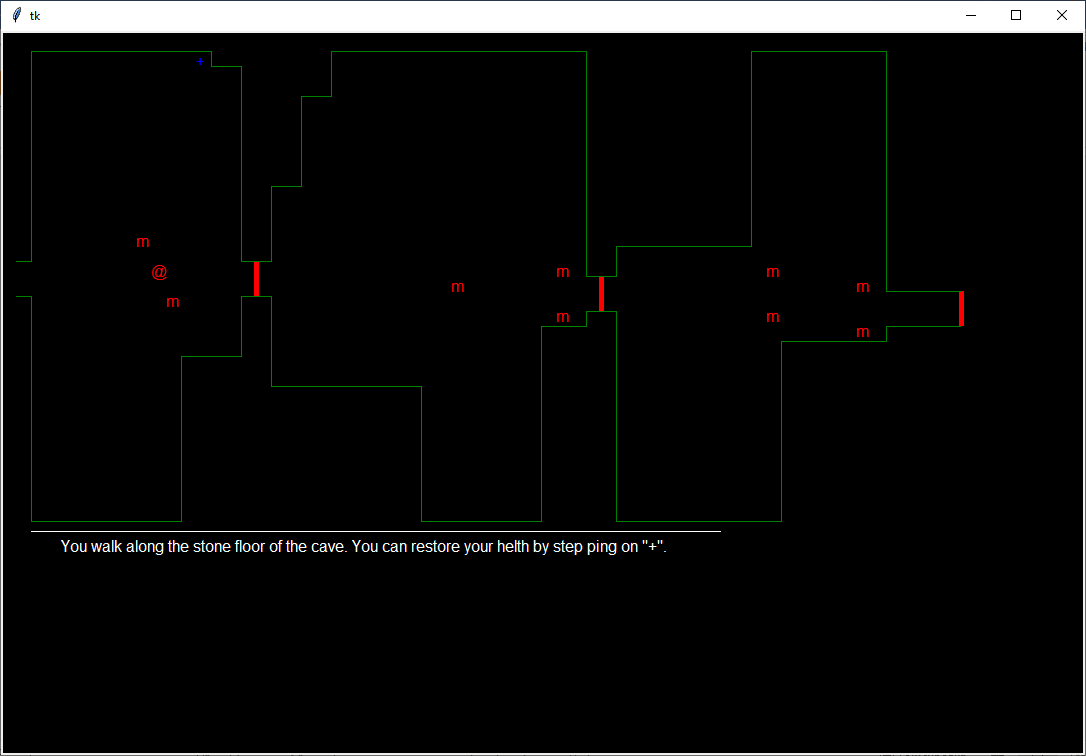
*Рис. 3. Второе окно с выбором снаряжения (броня).*



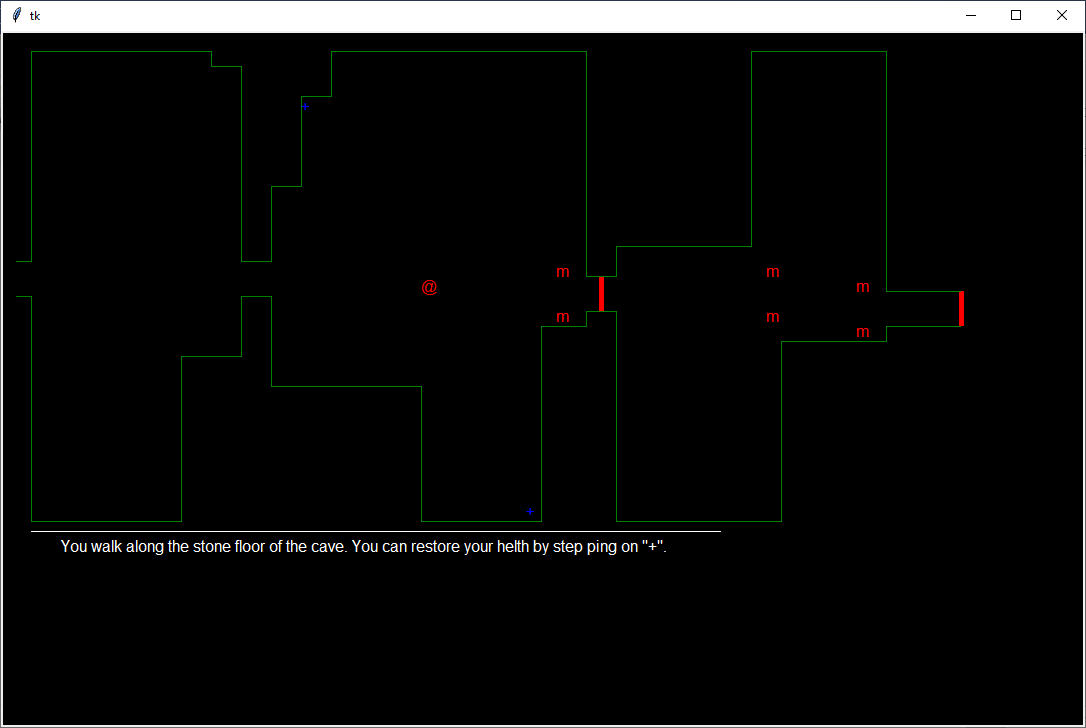
*Рис. 4. Игровое поле.*

Для каждого из персонажей игры есть начальный набор характеристик. Для монстров он остаётся неизменным в течение всего периода игры (меняться может только уровень здоровья). Для героя же набор характеристик должен меняться исходя из того, какое снаряжение было выбрано в начале игры (для снаряжения должна быть возможность менять его во время игрового процесса).

Главный персонаж управляется игроком, при помощи стрелок навигации (вправо, влево, вверх, вниз). Каждый из монстров стоит неподвижно до тех пор, пока герой не подойдёт к нему на расстояние, с которого монстр может его учуять (в моём варианте игры эта величина составляет 4 шага), после чего монстр должен начать преследовать героя для того, чтобы как можно быстрее вступить с ним в бой (Рис. 5). Как только герой попадёт в другую комнату и вступит в схватку с первым попавшимся монстром из другой комнаты, каждый монстр из предыдущей комнаты, который вдруг не умер понесёт смертельное наказание за то, что не смог задержать героя в своей игровой зоне (комнате) (Рис. 6) (такого исхода мне не удалось добиться ни разу, но его всё же не стоит исключать).

**

*Рис. 5. Преследование монстрами игрока.*



*Рис. 6. Смерть монстров из предыдущей комнаты после схватки героя с монстром из второй комнаты.*

При столкновении героя и монстра (-ов) происходит схватка, в результате которой одна из сторон одерживает победу. Если победу одержал герой (т.е. здоровье монстра стало ≤ 0), то монстр, с которым он бился исчезает с карты навсегда и герой может двигаться дальше, при этом будет осуществлён перерасчёт здоровья самого героя (т.к. монстр также нанёс ему какое-либо количество повреждений) (Рис. 6 – смерть одного из монстров из второй комнаты). Если же победу одержал монстр, то игра тут же прекращается и на экран выводится сообщение о поражении героя (Рис. 7).



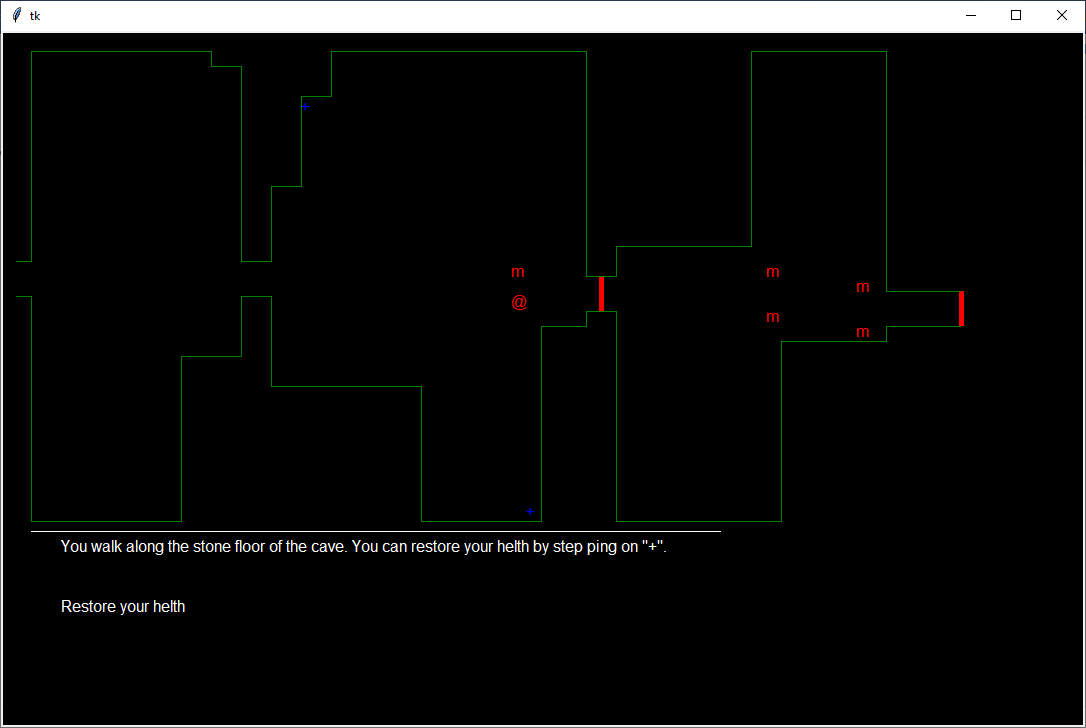
*Рис. 7. Поражение героя.*

Проносимые во время поединка повреждения рассчитываются по специальным формулам, которые включают в себя как базовые возможности персонажей, так и те возможности, которые они получают в результате различных модификаций (снаряжение героя и постоянное дополнение к модификации для героя и монстров). Сначала проверяется тот факт, попал ли кто-либо из персонажей в другого персонажа, для этого считаем атаку героя и монстра.

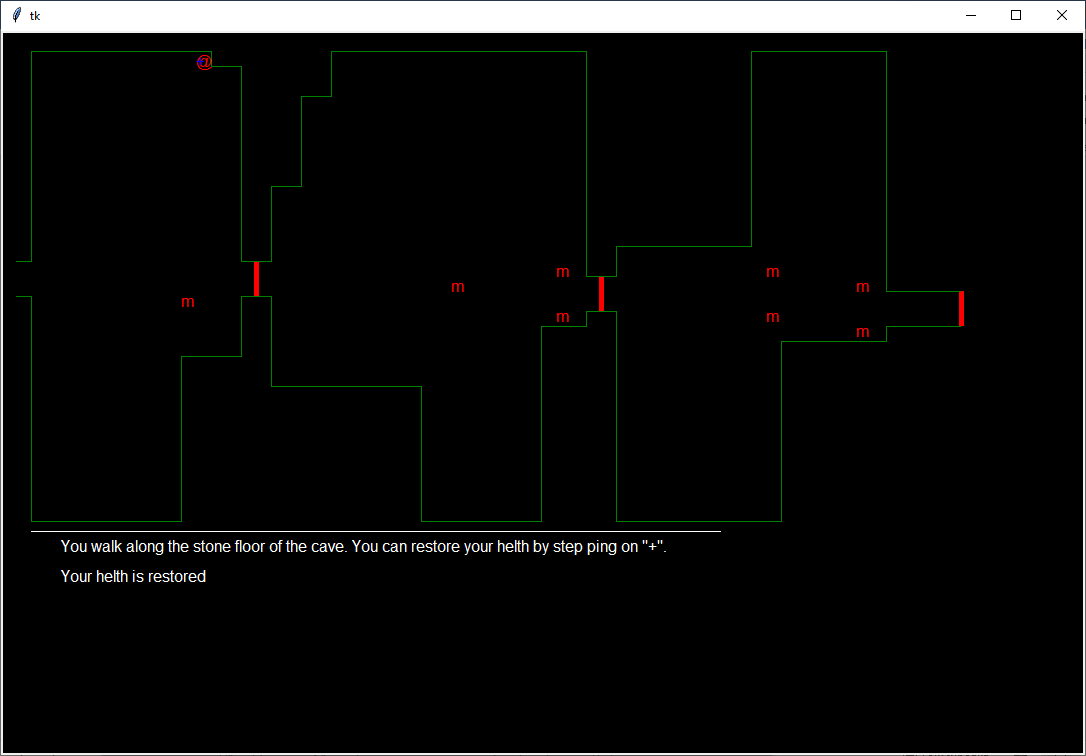
Здоровье каждого монстра равно 15 и его броня даёт ему ещё 1 к здоровью (постоянное значение модификации брони монстра равно 1), т.е. в итоге получаем 16. Атака героя вычисляется по формуле: *Aa = Ainitiative +Aa−base +Aa−mod*, где *Aa−base* – базовая атака игрока без снаряжения, *Aa−mod* – постоянное значение модификации оружия героя (равно 2), *Ainitiative* – случайно сгенерированное значение от 1 до 20 (симуляция броска двадцатигранного кубика). Если атака ≥ 16 (максимальное здоровье монстра), то значит герой попал по монстру, иначе герой промахнулся. Если герой попал по монстру, то далее рассчитывается урон монстру. Урон должен зависеть от оружия, которое использует герой (выбирается из вариантов снаряжения). Допустим, что герой был вооружён кинжалом, тогда урон будет рассчитываться по формуле: *Dmg = 1d4 + Aa−mod*, *1d4*  - характеристика кинжала (случайно сгенерированное целое значение от 1 до 4), это в случае, если на виртуальном двадцатиграннике выпало значение меньшее 19. Это значение и будет отниматься от здоровья монстра, которое он имел к началу действующего хода. Если же было выброшено значение 19 или 20, то итоговый урон будет рассчитан следующим образом: *Dmg = 1d4\*2 + Aa−mod*, т.е. урон от кинжала становится двойным (т.к. исходя из характеристик кинжала был получен критический урон).

Здоровье героя равно 20 и в зависимости от его брони (также выбирается из снаряжения) он может получить дополнительно от 1 до 8 здоровья. Если герой промахнулся своим ударом, то монстр автоматически попал (это сделано для компенсации разницы в здоровье перед началом боя). Урон монстра рассчитывается так: *Dmg = 1d6* (симуляция броска игральной кости, исходя из характеристики атаки монстра). Это случайное целое значение отнимается от здоровья героя.

В случае, если здоровье героя опустилось ниже критической отметки (в моём случае это 5) или стало равно ей будет выведено сообщение о том, что герою надо восстановить здоровье (Рис. 8). Для этих целей предусмотрены места на карте (обозначены «+»), наступив на которые, герой может восполнить своё здоровье до начальной отметки (Рис. 9), при этом в новой комнате они появятся, только если герой дрался с монстром в прошлой комнате, либо уже успел подраться с монстром из новой комнаты. Переходить в эти места можно сколь угодно раз (при переходе в новую комнату они гаснут, но, если игрок захочет вернуться обратно они снова появятся).

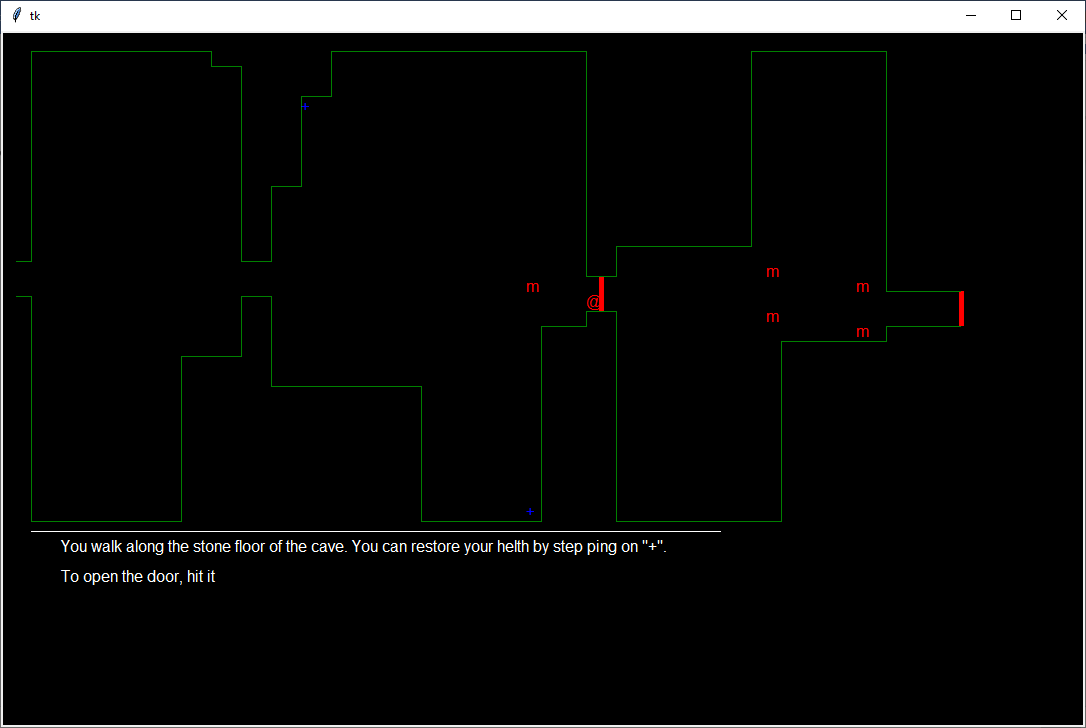


*Рис. 8. Требование восстановить здоровье героя.*

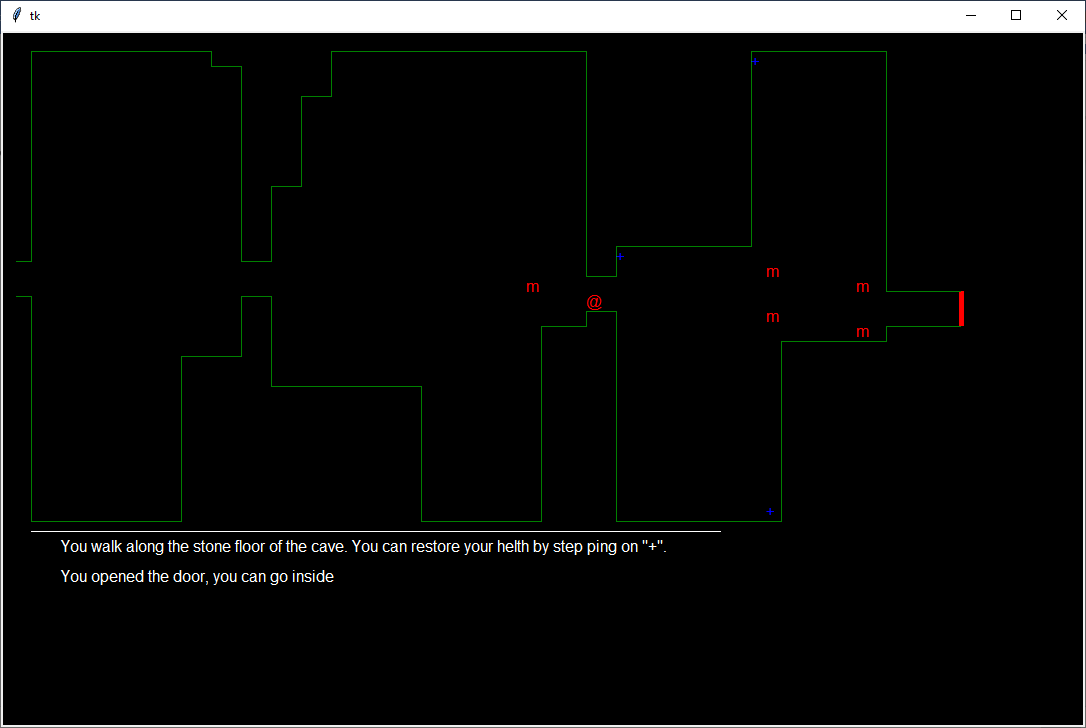


*Рис. 9. Восстановление здоровья героя.*

Как написано ранее, комнаты между собой соединены дверями, и чтобы пройти в них ему необходимо сначала их открыть. Чтобы это сделать герой должен подойти к двери и один раз стукнуться об неё, после этого дверь откроется и следующим перемещением вправо герой пройдёт через открывшийся проход в другую комнату. Все эти действия сопровождаются соответствующими подсказками, которые будут появляться под игровой картой, кроме этого, при любом перемещении персонажа, будет появляться запись о том, что герой движется по пещере и как можно восстановить здоровье героя (Рис. 10, Рис. 11).



*Рис. 10. Подсказка о том, как открыть дверь, когда герой к ней подошёл.*

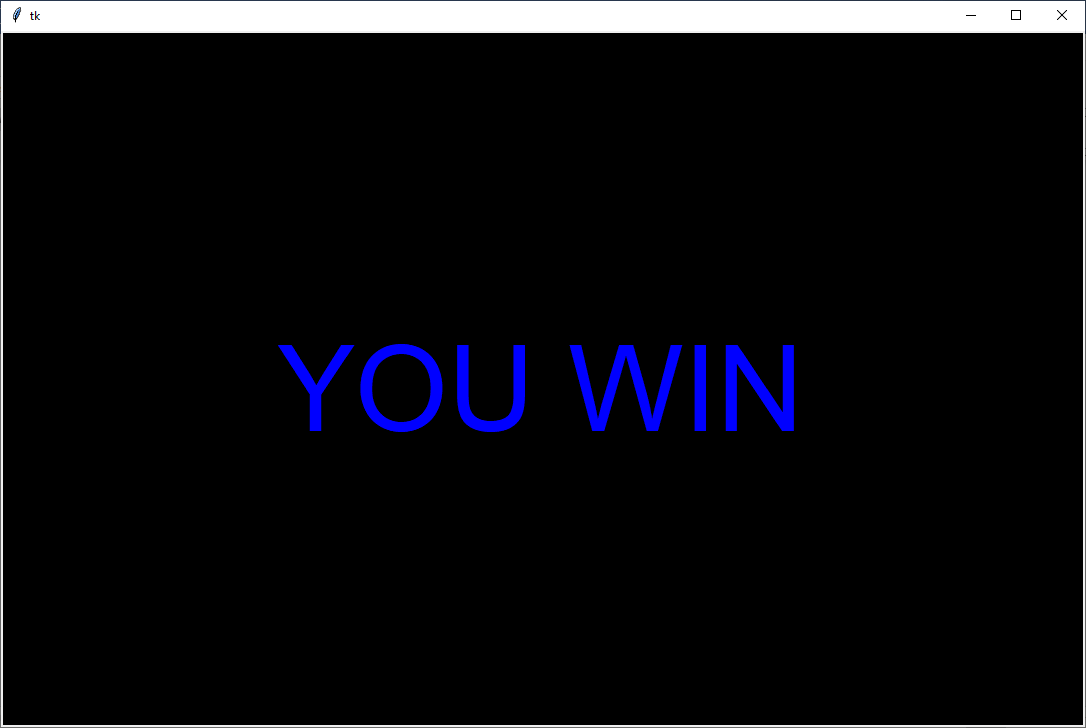


*Рис. 11. Герой открыл дверь, стукнувшись об неё.*

Характеристики снаряжения, героя и монстров:

Герой: оружие: меч (1d8, 19-20x2), кинжал (1d4, 19-20x2), топор (1d8, 20x3), сабля (1d6, 18-20x2), двуручный меч (2d6, 20x4), кроме оружия у персонажа есть броня: тканевая +1, кожаная +2, дублёная кожа +3, кольчуга +4, цельная кираса +5, пластинчатый +6, полулатный +7, латный +8.

Монстр: оружие: когти и зубы (1d6), броня: панцирь +1.



*Рис. 12. Победа героя.*

**Вывод:** из всего вышеописанного в моём варианте игры было реализовано всё. Остался лишь ряд недоработок, связанных с попаданием двух и более монстров в одну координату, а также возможность прохождения монстров сквозь стены комнат (при определённом раскладе событий).

**Приложение:**

from tkinter import \*

from tkinter.ttk import Combobox

from random import randint

import time

r = 15

R = 60

x = -15

y = 240

xm1 = 210

ym1 = 225

xm2 = 210

ym2 = 270

xm3 = 555

ym3 = 240

xm4 = 555

ym4 = 285

xm5 = 450

ym5 = 255

xm6 = 855

ym6 = 255

xm7 = 855

ym7 = 300

xm8 = 765

ym8 = 240

xm9 = 765

ym9 = 285

x\_new = 0

y\_new = 0

text\_x = 60

text\_y = 515

k = 0

Hm1 = 15

Hm2 = 15

Hm3 = 15

Hm4 = 15

Hm5 = 15

Hm6 = 15

Hm7 = 15

Hm8 = 15

Hm9 = 15

Ha = 20

Ha\_new = 20

Am = 0

Aa = 0

Mac = 1

Aac1 = 1

Aac2 = 2

Aac3 = 3

Aac4 = 4

Aac5 = 5

Aac6 = 6

Aac7 = 7

Aac8 = 8

Aa\_base = 5

Aa\_mod = 2

Hm1 = Hm1 + Mac

Hm2 = Hm2 + Mac

Hm3 = Hm3 + Mac

Hm4 = Hm4 + Mac

Hm5 = Hm5 + Mac

Hm6 = Hm6 + Mac

Hm7 = Hm7 + Mac

Hm8 = Hm8 + Mac

Hm9 = Hm9 + Mac

def choice():

root = Tk()

root.title('Desperado')

root.geometry('1080x720')

root['bg'] = 'black'

lbl = Label(root, text = 'CHOICE OF EQUIPMENT', font = ('Times New Roman', 50), fg = 'red', bg = 'black')

lbl.pack(pady = 75)

def armor1(self):

root.destroy()

root1 = Tk()

root1.title('Desperado')

root1.geometry('1080x720')

root1['bg'] = 'black'

lbl = Label(root1, text = 'CHOICE OF EQUIPMENT', font = ('Times New Roman', 50), fg = 'red', bg = 'black')

lbl.pack(pady = 25)

war1()

def play1(self):

global Ha

global Ha\_new

global Aac1

root1.destroy()

Ha\_new = Ha + Aac1

war1()

war2()

war3()

war4()

war5()

def play2(self):

global Ha

global Ha\_new

global Aac2

root1.destroy()

Ha\_new = Ha + Aac2

war1()

war2()

war3()

war4()

war5()

def play3(self):

global Ha

global Ha\_new

global Aac3

root1.destroy()

Ha\_new = Ha + Aac3

war1()

war2()

war3()

war4()

war5()

def play4(self):

global Ha

global Ha\_new

global Aac4

root1.destroy()

Ha\_new = Ha + Aac4

war1()

war2()

war3()

war4()

war5()

def play5(self):

global Ha

global Ha\_new

global Aac5

root1.destroy()

Ha\_new = Ha + Aac5

war1()

war2()

war3()

war4()

war5()

def play6(self):

global Ha

global Ha\_new

global Aac6

root1.destroy()

Ha\_new = Ha + Aac6

war1()

war2()

war3()

war4()

war5()

def play7(self):

global Ha

global Ha\_new

global Aac7

root1.destroy()

Ha\_new = Ha + Aac7

war1()

war2()

war3()

war4()

war5()

def play8(self):

global Ha

global Ha\_new

global Aac8

root1.destroy()

Ha\_new = Ha + Aac8

war1()

war2()

war3()

war4()

war5()

tissue = Button(root1, text = 'TISSUE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tissue.pack(pady = 10)

tissue.bind("<Button-1>", play1)

leather = Button(root1, text = 'LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

leather.pack(pady = 10)

leather.bind("<Button-1>", play2)

tl = Button(root1, text = 'TANNED LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tl.pack(pady = 10)

tl.bind("<Button-1>", play3)

cm = Button(root1, text = 'CHAIN MAIL', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

cm.pack(pady = 10)

cm.bind("<Button-1>", play4)

op = Button(root1, text = 'ONE-PIECE BREASTPLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

op.pack(pady = 10)

op.bind("<Button-1>", play5)

lamellar = Button(root1, text = 'LAMELLAR', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

lamellar.pack(pady = 10)

lamellar.bind("<Button-1>", play6)

hb = Button(root1, text = 'HALF-BLAME', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

hb.pack(pady = 10)

hb.bind("<Button-1>", play7)

plate = Button(root1, text = 'PLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

plate.pack(pady = 10)

plate.bind("<Button-1>", play8)

def armor2(self):

root.destroy()

root1 = Tk()

root1.title('Desperado')

root1.geometry('1080x720')

root1['bg'] = 'black'

lbl = Label(root1, text = 'CHOICE OF EQUIPMENT', font = ('Times New Roman', 50), fg = 'red', bg = 'black')

lbl.pack(pady = 25)

war2()

def play1(self):

global Ha

global Ha\_new

global Aac1

root1.destroy()

Ha\_new = Ha + Aac1

war1()

war2()

war3()

war4()

war5()

def play2(self):

global Ha

global Ha\_new

global Aac2

root1.destroy()

Ha\_new = Ha + Aac2

war1()

war2()

war3()

war4()

war5()

def play3(self):

global Ha

global Ha\_new

global Aac3

root1.destroy()

Ha\_new = Ha + Aac3

war1()

war2()

war3()

war4()

war5()

def play4(self):

global Ha

global Ha\_new

global Aac4

root1.destroy()

Ha\_new = Ha + Aac4

war1()

war2()

war3()

war4()

war5()

def play5(self):

global Ha

global Ha\_new

global Aac5

root1.destroy()

Ha\_new = Ha + Aac5

war1()

war2()

war3()

war4()

war5()

def play6(self):

global Ha

global Ha\_new

global Aac6

root1.destroy()

Ha\_new = Ha + Aac6

war1()

war2()

war3()

war4()

war5()

def play7(self):

global Ha

global Ha\_new

global Aac7

root1.destroy()

Ha\_new = Ha + Aac7

war1()

war2()

war3()

war4()

war5()

def play8(self):

global Ha

global Ha\_new

global Aac8

root1.destroy()

Ha\_new = Ha + Aac8

war1()

war2()

war3()

war4()

war5()

tissue = Button(root1, text = 'TISSUE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tissue.pack(pady = 10)

tissue.bind("<Button-1>", play1)

leather = Button(root1, text = 'LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

leather.pack(pady = 10)

leather.bind("<Button-1>", play2)

tl = Button(root1, text = 'TANNED LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tl.pack(pady = 10)

tl.bind("<Button-1>", play3)

cm = Button(root1, text = 'CHAIN MAIL', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

cm.pack(pady = 10)

cm.bind("<Button-1>", play4)

op = Button(root1, text = 'ONE-PIECE BREASTPLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

op.pack(pady = 10)

op.bind("<Button-1>", play5)

lamellar = Button(root1, text = 'LAMELLAR', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

lamellar.pack(pady = 10)

lamellar.bind("<Button-1>", play6)

hb = Button(root1, text = 'HALF-BLAME', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

hb.pack(pady = 10)

hb.bind("<Button-1>", play7)

plate = Button(root1, text = 'PLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

plate.pack(pady = 10)

plate.bind("<Button-1>", play8)

def armor3(self):

root.destroy()

root1 = Tk()

root1.title('Desperado')

root1.geometry('1080x720')

root1['bg'] = 'black'

lbl = Label(root1, text = 'CHOICE OF EQUIPMENT', font = ('Times New Roman', 50), fg = 'red', bg = 'black')

lbl.pack(pady = 25)

war3()

def play1(self):

global Ha

global Ha\_new

global Aac1

root1.destroy()

Ha\_new = Ha + Aac1

war1()

war2()

war3()

war4()

war5()

def play2(self):

global Ha

global Ha\_new

global Aac2

root1.destroy()

Ha\_new = Ha + Aac2

war1()

war2()

war3()

war4()

war5()

def play3(self):

global Ha

global Ha\_new

global Aac3

root1.destroy()

Ha\_new = Ha + Aac3

war1()

war2()

war3()

war4()

war5()

def play4(self):

global Ha

global Ha\_new

global Aac4

root1.destroy()

Ha\_new = Ha + Aac4

war1()

war2()

war3()

war4()

war5()

def play5(self):

global Ha

global Ha\_new

global Aac5

root1.destroy()

Ha\_new = Ha + Aac5

war1()

war2()

war3()

war4()

war5()

def play6(self):

global Ha

global Ha\_new

global Aac6

root1.destroy()

Ha\_new = Ha + Aac6

war1()

war2()

war3()

war4()

war5()

def play7(self):

global Ha

global Ha\_new

global Aac7

root1.destroy()

Ha\_new = Ha + Aac7

war1()

war2()

war3()

war4()

war5()

def play8(self):

global Ha

global Ha\_new

global Aac8

root1.destroy()

Ha\_new = Ha + Aac8

war1()

war2()

war3()

war4()

war5()

tissue = Button(root1, text = 'TISSUE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tissue.pack(pady = 10)

tissue.bind("<Button-1>", play1)

leather = Button(root1, text = 'LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

leather.pack(pady = 10)

leather.bind("<Button-1>", play2)

tl = Button(root1, text = 'TANNED LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tl.pack(pady = 10)

tl.bind("<Button-1>", play3)

cm = Button(root1, text = 'CHAIN MAIL', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

cm.pack(pady = 10)

cm.bind("<Button-1>", play4)

op = Button(root1, text = 'ONE-PIECE BREASTPLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

op.pack(pady = 10)

op.bind("<Button-1>", play5)

lamellar = Button(root1, text = 'LAMELLAR', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

lamellar.pack(pady = 10)

lamellar.bind("<Button-1>", play6)

hb = Button(root1, text = 'HALF-BLAME', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

hb.pack(pady = 10)

hb.bind("<Button-1>", play7)

plate = Button(root1, text = 'PLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

plate.pack(pady = 10)

plate.bind("<Button-1>", play8)

def armor4(self):

root.destroy()

root1 = Tk()

root1.title('Desperado')

root1.geometry('1080x720')

root1['bg'] = 'black'

lbl = Label(root1, text = 'CHOICE OF EQUIPMENT', font = ('Times New Roman', 50), fg = 'red', bg = 'black')

lbl.pack(pady = 25)

war4()

def play1(self):

global Ha

global Ha\_new

global Aac1

root1.destroy()

Ha\_new = Ha + Aac1

war1()

war2()

war3()

war4()

war5()

def play2(self):

global Ha

global Ha\_new

global Aac2

root1.destroy()

Ha\_new = Ha + Aac2

war1()

war2()

war3()

war4()

war5()

def play3(self):

global Ha

global Ha\_new

global Aac3

root1.destroy()

Ha\_new = Ha + Aac3

war1()

war2()

war3()

war4()

war5()

def play4(self):

global Ha

global Ha\_new

global Aac4

root1.destroy()

Ha\_new = Ha + Aac4

war1()

war2()

war3()

war4()

war5()

def play5(self):

global Ha

global Ha\_new

global Aac5

root1.destroy()

Ha\_new = Ha + Aac5

war1()

war2()

war3()

war4()

war5()

def play6(self):

global Ha

global Ha\_new

global Aac6

root1.destroy()

Ha\_new = Ha + Aac6

war1()

war2()

war3()

war4()

war5()

def play7(self):

global Ha

global Ha\_new

global Aac7

root1.destroy()

Ha\_new = Ha + Aac7

war1()

war2()

war3()

war4()

war5()

def play8(self):

global Ha

global Ha\_new

global Aac8

root1.destroy()

Ha\_new = Ha + Aac8

war1()

war2()

war3()

war4()

war5()

tissue = Button(root1, text = 'TISSUE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tissue.pack(pady = 10)

tissue.bind("<Button-1>", play1)

leather = Button(root1, text = 'LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

leather.pack(pady = 10)

leather.bind("<Button-1>", play2)

tl = Button(root1, text = 'TANNED LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tl.pack(pady = 10)

tl.bind("<Button-1>", play3)

cm = Button(root1, text = 'CHAIN MAIL', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

cm.pack(pady = 10)

cm.bind("<Button-1>", play4)

op = Button(root1, text = 'ONE-PIECE BREASTPLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

op.pack(pady = 10)

op.bind("<Button-1>", play5)

lamellar = Button(root1, text = 'LAMELLAR', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

lamellar.pack(pady = 10)

lamellar.bind("<Button-1>", play6)

hb = Button(root1, text = 'HALF-BLAME', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

hb.pack(pady = 10)

hb.bind("<Button-1>", play7)

plate = Button(root1, text = 'PLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

plate.pack(pady = 10)

plate.bind("<Button-1>", play8)

def armor5(self):

root.destroy()

root1 = Tk()

root1.title('Desperado')

root1.geometry('1080x720')

root1['bg'] = 'black'

lbl = Label(root1, text = 'CHOICE OF EQUIPMENT', font = ('Times New Roman', 50), fg = 'red', bg = 'black')

lbl.pack(pady = 25)

war5()

def play1(self):

global Ha

global Ha\_new

global Aac1

root1.destroy()

Ha\_new = Ha + Aac1

war1()

war2()

war3()

war4()

war5()

def play2(self):

global Ha

global Ha\_new

global Aac2

root1.destroy()

Ha\_new = Ha + Aac2

war1()

war2()

war3()

war4()

war5()

def play3(self):

global Ha

global Ha\_new

global Aac3

root1.destroy()

Ha\_new = Ha + Aac3

war1()

war2()

war3()

war4()

war5()

def play4(self):

global Ha

global Ha\_new

global Aac4

root1.destroy()

Ha\_new = Ha + Aac4

war1()

war2()

war3()

war4()

war5()

def play5(self):

global Ha

global Ha\_new

global Aac5

root1.destroy()

Ha\_new = Ha + Aac5

war1()

war2()

war3()

war4()

war5()

def play6(self):

global Ha

global Ha\_new

global Aac6

root1.destroy()

Ha\_new = Ha + Aac6

war1()

war2()

war3()

war4()

war5()

def play7(self):

global Ha

global Ha\_new

global Aac7

root1.destroy()

Ha\_new = Ha + Aac7

war1()

war2()

war3()

war4()

war5()

def play8(self):

global Ha

global Ha\_new

global Aac8

root1.destroy()

Ha\_new = Ha + Aac8

war1()

war2()

war3()

war4()

war5()

tissue = Button(root1, text = 'TISSUE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tissue.pack(pady = 10)

tissue.bind("<Button-1>", play1)

leather = Button(root1, text = 'LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

leather.pack(pady = 10)

leather.bind("<Button-1>", play2)

tl = Button(root1, text = 'TANNED LEATHER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

tl.pack(pady = 10)

tl.bind("<Button-1>", play3)

cm = Button(root1, text = 'CHAIN MAIL', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

cm.pack(pady = 10)

cm.bind("<Button-1>", play4)

op = Button(root1, text = 'ONE-PIECE BREASTPLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

op.pack(pady = 10)

op.bind("<Button-1>", play5)

lamellar = Button(root1, text = 'LAMELLAR', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

lamellar.pack(pady = 10)

lamellar.bind("<Button-1>", play6)

hb = Button(root1, text = 'HALF-BLAME', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

hb.pack(pady = 10)

hb.bind("<Button-1>", play7)

plate = Button(root1, text = 'PLATE', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

plate.pack(pady = 10)

plate.bind("<Button-1>", play8)

sword = Button(root, text = 'SWORD', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

sword.pack(pady = 10)

sword.bind("<Button-1>", armor2)

dagger = Button(root, text = 'DAGGER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

dagger.pack(pady = 10)

dagger.bind("<Button-1>", armor1)

ax = Button(root, text = 'AX', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

ax.pack(pady = 10)

ax.bind("<Button-1>", armor2)

saber = Button(root, text = 'SABER', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

saber.pack(pady = 10)

saber.bind("<Button-1>", armor4)

th = Button(root, text = 'TWO-HANDRED SWORD', width = 25, font = ('Times New Roman', 18), fg = 'red', bg = 'blue')

th.pack(pady = 10)

th.bind("<Button-1>", armor5)

canvas = Canvas(width = 1080, height = 720, bg = 'black')

canvas.pack()

canvas.create\_text(540, 360, font = ('TimesNewRoman', 12), text = 'Press select "escape" key to select equipment. Press the right arrow key to start the game.\nInitially you have 20 lives and the base attack value is 5 without equipment. Each of your op-\nponents has 16 lives, taking into account modifications, and there is no base attack.', fill = 'white', justify = CENTER)

canvas.create\_text(540, 120, font = ('TimesNewRoman', 80), text = 'DESPERADO', fill = 'red', justify = CENTER)

def escape(self):

choice()

canvas.bind\_all('<Escape>', escape)

def right(self):

global x

global y

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global Ha

global Am

global Aa

global Aa\_base

global Aa\_mod

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

global text\_x

global text\_y

global x\_new

x\_new = x

x += 15

if (((x >= 195) and (x <= 195) and (y >= 0) and (y < 30)) or ((x >= 225) and (x <= 225) and (y >= 15) and (y < 215)) or ((x >= 570) and (x <= 570) and (y >= 0) and (y < 230)) or ((x >= 870) and (x <= 870) and (y >= 0) and (y < 245)) or ((x >= 165) and (x <= 165) and (y >= 310) and (y < 480)) or ((x >= 225) and (x <= 225) and (y >= 250) and (y < 340)) or ((x >= 525) and (x <= 525) and (y >= 280) and (y < 480)) or ((x >= 570) and (x <= 570) and (y >= 265) and (y < 570)) or ((x >= 765) and (x <= 765) and (y >= 300) and (y < 480)) or ((x >= 870) and (x <= 870) and (y >= 280) and (y < 870))):

x -= 15

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

death()

war1()

war2()

war3()

war4()

war5()

open\_door()

chase()

if (Ha <= 0):

lose()

def left(self):

global x

global y

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global Ha

global Am

global Aa

global Aa\_base

global Aa\_mod

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

global text\_x

global text\_y

global x\_new

x\_new = x

x -= 15

if (((x <= 0) and (x >= 0) and (y >= 0) and (y < 215)) or ((x <= 240) and (x >= 240) and (y >= 135) and (y < 215)) or ((x <= 270) and (x >= 270) and (y >= 45) and (y < 150)) or ((x <= 300) and (x >= 300) and (y >= 0) and (y < 60)) or ((x <= 585) and (x >= 585) and (y >= 195) and (y < 230)) or ((x <= 720) and (x >= 720) and (y >= 0) and (y < 210)) or ((x <= 0) and (x >= 0) and (y >= 255) and (y < 480)) or ((x <= 240) and (x >= 240) and (y >= 255) and (y < 340)) or ((x <= 390) and (x >= 390) and (y >= 340) and (y < 480)) or ((x <= 585) and (x >= 585) and (y >= 265) and (y < 480))):

x += 15

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

death()

war1()

war2()

war3()

war4()

war5()

open\_door()

chase()

if (Ha <= 0):

lose()

def down(self):

global x

global y

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global Ha

global Am

global Aa

global Aa\_base

global Aa\_mod

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

global text\_x

global text\_y

global y\_new

y\_new = y

y += 15

if (((y >= 250) and (x >= 0) and (x < 15)) or ((y >= 480) and (x >= 15) and (x < 165)) or ((y >= 315) and (x >= 165) and (x < 225)) or ((y >= 250) and (x >= 225) and (x < 255)) or ((y >= 345) and (x >= 255) and (x < 405)) or ((y >= 480) and (x >= 405) and (x < 535)) or ((y >= 285) and (x >= 525) and (x < 570)) or ((y >= 265) and (x >= 570) and (x < 600)) or ((y >= 480) and (x >= 600) and (x < 765)) or ((y >= 300) and (x >= 765) and (x < 870)) or ((y >= 280) and (x >= 870) and (x < 945))):

y -= 15

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

death()

war1()

war2()

war3()

war4()

war5()

open\_door()

chase()

if (Ha <= 0 ):

lose()

def up(self):

global x

global y

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global Ha

global Am

global Aa

global Aa\_base

global Aa\_mod

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

global text\_x

global text\_y

global y\_new

y\_new = y

y -= 15

if (((y <= 220) and (x >= 0) and (x < 15)) or ((y <= 0) and (x >= 15) and (x < 195)) or ((y <= 15) and (x >= 195) and (x < 225)) or ((y <= 215) and (x >= 225) and (x < 255)) or ((y <= 135) and (x >= 255) and (x < 285)) or ((y <= 45) and (x >= 285) and (x < 315)) or ((y <= 0) and (x >= 315) and (x < 570)) or ((y <= 230) and (x >= 570) and (x < 600)) or ((y <= 195) and (x >= 600) and (x < 735)) or ((y <= 0) and (x >= 735) and (x < 870)) or ((y <= 245) and (x >= 870) and (x < 945))):

y += 15

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

death()

war1()

war2()

war3()

war4()

war5()

open\_door()

chase()

if (Ha <= 0):

lose()

def main():

global x

global y

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

canvas.delete('all')

canvas.create\_line(15, 230, 30, 230, 30, 20, 210, 20, 210, 35, 240, 35, 240, 230, 270, 230, 270, 155, 300, 155, 300, 65, 330, 65, 330, 20, 585, 20, 585, 245, 615, 245, 615, 215, 750, 215, 750, 20, 885, 20, 885, 260, 960, 260, fill = 'green')

canvas.create\_line(15, 265, 30, 265, 30, 490, 180, 490, 180, 325, 240, 325, 240, 265, 270, 265, 270, 355, 420, 355, 420, 490, 540, 490, 540, 295, 585, 295, 585, 280, 615, 280, 615, 490, 780, 490, 780, 310, 885, 310, 885, 295, 960, 295, fill = 'green')

canvas.create\_text(x+15, y+15, anchor = W, font = ('TimesNewRoman', 12), text = '@', fill = 'red')

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_line(30, 500, 720, 500, fill = 'white')

canvas.create\_text(text\_x, text\_y, anchor = W, font = ('TimesNewRoman', 12), text = 'You walk along the stone floor of the cave. You can restore your helth by step ping on "+".', fill = 'white')

def rooms1():

global x

global y

global Ha

global Ha\_new

canvas.delete('all')

canvas.create\_line(255, 230, 255, 265, fill = 'red', width = 5)

canvas.create\_line(600, 245, 600, 280, fill = 'red', width = 5)

canvas.create\_line(960, 260, 960, 295, fill = 'red', width = 5)

canvas.create\_line(15, 230, 30, 230, 30, 20, 210, 20, 210, 35, 240, 35, 240, 230, 270, 230, 270, 155, 300, 155, 300, 65, 330, 65, 330, 20, 585, 20, 585, 245, 615, 245, 615, 215, 750, 215, 750, 20, 885, 20, 885, 260, 960, 260, fill = 'green')

canvas.create\_line(15, 265, 30, 265, 30, 490, 180, 490, 180, 325, 240, 325, 240, 265, 270, 265, 270, 355, 420, 355, 420, 490, 540, 490, 540, 295, 585, 295, 585, 280, 615, 280, 615, 490, 780, 490, 780, 310, 885, 310, 885, 295, 960, 295, fill = 'green')

canvas.create\_text(x+15, y+15, anchor = W, font = ('TimesNewRoman', 12), text = '@', fill = 'red')

canvas.create\_line(30, 500, 720, 500, fill = 'white')

canvas.create\_text(text\_x, text\_y, anchor = W, font = ('TimesNewRoman', 12), text = 'You walk along the stone floor of the cave. You can restore your helth by step ping on "+".', fill = 'white')

canvas.create\_text(195, 30, anchor = W, font = ('TimesNewRoman', 12), text = '+', fill = 'blue')

if ((x == 0) and (y == 240)):

Ha = Ha\_new

if ((x == 180) and (y == 15)):

canvas.create\_text(text\_x, text\_y + 30, anchor = W, font = ('TimesNewRoman', 12), text = 'Your helth is restored', fill = 'white')

Ha = Ha\_new

if Ha <= 5:

canvas.create\_text(text\_x, text\_y + 60, anchor = W, font = ('TimesNewRoman', 12), text = 'Restore your helth', fill = 'white')

if (x == 225):

canvas.create\_text(text\_x, text\_y + 30, anchor = W, font = ('TimesNewRoman', 12), text = 'To open the door, hit it', fill = 'white')

def rooms2():

global x

global y

global Ha

global Ha\_new

canvas.delete('all')

canvas.create\_line(600, 245, 600, 280, fill = 'red', width = 5)

canvas.create\_line(960, 260, 960, 295, fill = 'red', width = 5)

canvas.create\_line(15, 230, 30, 230, 30, 20, 210, 20, 210, 35, 240, 35, 240, 230, 270, 230, 270, 155, 300, 155, 300, 65, 330, 65, 330, 20, 585, 20, 585, 245, 615, 245, 615, 215, 750, 215, 750, 20, 885, 20, 885, 260, 960, 260, fill = 'green')

canvas.create\_line(15, 265, 30, 265, 30, 490, 180, 490, 180, 325, 240, 325, 240, 265, 270, 265, 270, 355, 420, 355, 420, 490, 540, 490, 540, 295, 585, 295, 585, 280, 615, 280, 615, 490, 780, 490, 780, 310, 885, 310, 885, 295, 960, 295, fill = 'green')

canvas.create\_text(x+15, y+15, anchor = W, font = ('TimesNewRoman', 12), text = '@', fill = 'red')

canvas.create\_line(30, 500, 720, 500, fill = 'white')

canvas.create\_text(text\_x, text\_y, anchor = W, font = ('TimesNewRoman', 12), text = 'You walk along the stone floor of the cave. You can restore your helth by step ping on "+".', fill = 'white')

canvas.create\_text(300, 75, anchor = W, font = ('TimesNewRoman', 12), text = '+', fill = 'blue')

canvas.create\_text(525, 480, anchor = W, font = ('TimesNewRoman', 12), text = '+', fill = 'blue')

if ((x == 285) and (y == 60)) or ((x == 510) and (y == 465)):

canvas.create\_text(text\_x, text\_y + 30, anchor = W, font = ('TimesNewRoman', 12), text = 'Your helth is restored', fill = 'white')

Ha = Ha\_new

if Ha <= 5:

canvas.create\_text(text\_x, text\_y + 60, anchor = W, font = ('TimesNewRoman', 12), text = 'Restore your helth', fill = 'white')

if (x == 225):

canvas.create\_text(text\_x, text\_y + 30, anchor = W, font = ('TimesNewRoman', 12), text = 'You opened the door, you can go inside', fill = 'white')

if (x == 570):

canvas.create\_text(text\_x, text\_y + 30, anchor = W, font = ('TimesNewRoman', 12), text = 'To open the door, hit it', fill = 'white')

def rooms3():

global x

global y

global Ha

global Ha\_new

canvas.delete('all')

canvas.create\_line(960, 260, 960, 295, fill = 'red', width = 5)

canvas.create\_line(15, 230, 30, 230, 30, 20, 210, 20, 210, 35, 240, 35, 240, 230, 270, 230, 270, 155, 300, 155, 300, 65, 330, 65, 330, 20, 585, 20, 585, 245, 615, 245, 615, 215, 750, 215, 750, 20, 885, 20, 885, 260, 960, 260, fill = 'green')

canvas.create\_line(15, 265, 30, 265, 30, 490, 180, 490, 180, 325, 240, 325, 240, 265, 270, 265, 270, 355, 420, 355, 420, 490, 540, 490, 540, 295, 585, 295, 585, 280, 615, 280, 615, 490, 780, 490, 780, 310, 885, 310, 885, 295, 960, 295, fill = 'green')

canvas.create\_text(x+15, y+15, anchor = W, font = ('TimesNewRoman', 12), text = '@', fill = 'red')

canvas.create\_line(30, 500, 720, 500, fill = 'white')

canvas.create\_text(text\_x, text\_y, anchor = W, font = ('TimesNewRoman', 12), text = 'You walk along the stone floor of the cave. You can restore your helth by step ping on "+".', fill = 'white')

canvas.create\_text(765, 480, anchor = W, font = ('TimesNewRoman', 12), text = '+', fill = 'blue')

canvas.create\_text(615, 225, anchor = W, font = ('TimesNewRoman', 12), text = '+', fill = 'blue')

canvas.create\_text(750, 30, anchor = W, font = ('TimesNewRoman', 12), text = '+', fill = 'blue')

if ((x == 750) and (y == 465)) or ((x == 600) and (y == 210)) or ((x == 735) and (y == 15)):

canvas.create\_text(text\_x, text\_y + 30, anchor = W, font = ('TimesNewRoman', 12), text = 'Your helth is restored', fill = 'white')

Ha = Ha\_new

if Ha <= 5:

canvas.create\_text(text\_x, text\_y + 60, anchor = W, font = ('TimesNewRoman', 12), text = 'Restore your helth', fill = 'white')

if (x == 570):

canvas.create\_text(text\_x, text\_y + 30, anchor = W, font = ('TimesNewRoman', 12), text = 'You opened the door, you can go inside', fill = 'white')

if (x == 930):

canvas.create\_text(text\_x, text\_y + 30, anchor = W, font = ('TimesNewRoman', 12), text = 'To open the door, hit it', fill = 'white')

def rooms4():

global x

global y

canvas.delete('all')

canvas.create\_line(15, 230, 30, 230, 30, 20, 210, 20, 210, 35, 240, 35, 240, 230, 270, 230, 270, 155, 300, 155, 300, 65, 330, 65, 330, 20, 585, 20, 585, 245, 615, 245, 615, 215, 750, 215, 750, 20, 885, 20, 885, 260, 960, 260, fill = 'green')

canvas.create\_line(15, 265, 30, 265, 30, 490, 180, 490, 180, 325, 240, 325, 240, 265, 270, 265, 270, 355, 420, 355, 420, 490, 540, 490, 540, 295, 585, 295, 585, 280, 615, 280, 615, 490, 780, 490, 780, 310, 885, 310, 885, 295, 960, 295, fill = 'green')

canvas.create\_text(x+15, y+15, anchor = W, font = ('TimesNewRoman', 12), text = '@', fill = 'red')

canvas.create\_line(30, 500, 720, 500, fill = 'white')

canvas.create\_text(text\_x, text\_y, anchor = W, font = ('TimesNewRoman', 12), text = 'You walk along the stone floor of the cave. You can restore your helth by step ping on "+".', fill = 'white')

def chase():

global x

global y

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

global R

global r

global x\_new

global y\_new

if (xm1 - x <= R + r) and (xm1 - x >= 2 \* r) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym1 <= R) and (y - ym1 >= -R):

xm1 -= r

elif (x - xm1 <= R - r) and (x - xm1 >= 0) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym1 <= R) and (y - ym1 >= -R):

xm1 += r

elif (x - xm1 <= 0) and (x - xm1 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (ym1 - y <= R + r) and (ym1 - y >= 2 \* r):

ym1 -= r

elif (x - xm1 <= 0) and (x - xm1 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym1 <= R - r) and (y - ym1 >= 0):

ym1 += r

if (xm2 - x <= R + r) and (xm2 - x >= 2 \* r) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym2 <= R) and (y - ym2 >= -R):

xm2 -= r

elif (x - xm2 <= R - r) and (x - xm2 >= 0) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym2 <= R) and (y - ym2 >= -R):

xm2 += r

elif (x - xm2 <= 0) and (x - xm2 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (ym2 - y <= R + r) and (ym2 - y >= 2 \* r):

ym2 -= r

elif (x - xm2 <= 0) and (x - xm2 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym2 <= R - r) and (y - ym2 >= 0):

ym2 += r

if (xm3 - x <= R + r) and (xm3 - x >= 2 \* r) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym3 <= R) and (y - ym3 >= -R):

xm3 -= r

elif (x - xm3 <= R - r) and (x - xm3 >= 0) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym3 <= R) and (y - ym3 >= -R):

xm3 += r

elif (x - xm3 <= 0) and (x - xm3 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (ym3 - y <= R + r) and (ym3 - y >= 2 \* r):

ym3 -= r

elif (x - xm3 <= 0) and (x - xm3 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym3 <= R - r) and (y - ym3 >= 0):

ym3 += r

if (xm4 - x <= R + r) and (xm4 - x >= 2 \* r) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym4 <= R) and (y - ym4 >= -R):

xm4 -= r

elif (x - xm4 <= R - r) and (x - xm4 >= 0) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym4 <= R) and (y - ym4 >= -R):

xm4 += r

elif (x - xm4 <= 0) and (x - xm4 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (ym4 - y <= R + r) and (ym4 - y >= 2 \* r):

ym4 -= r

elif (x - xm4 <= 0) and (x - xm4 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym4 <= R - r) and (y - ym4 >= 0):

ym4 += r

if (xm5 - x <= R + r) and (xm5 - x >= 2 \* r) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym5 <= R) and (y - ym5 >= -R):

xm5 -= r

elif (x - xm5 <= R - r) and (x - xm5 >= 0) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym5 <= R) and (y - ym5 >= -R):

xm5 += r

elif (x - xm5 <= 0) and (x - xm5 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (ym5 - y <= R + r) and (ym5 - y >= 2 \* r):

ym5 -= r

elif (x - xm5 <= 0) and (x - xm5 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym5 <= R - r) and (y - ym5 >= 0):

ym5 += r

if (xm6 - x <= R + r) and (xm6 - x >= 2 \* r) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym6 <= R) and (y - ym6 >= -R):

xm6 -= r

elif (x - xm6 <= R - r) and (x - xm6 >= 0) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym6 <= R) and (y - ym6 >= -R):

xm6 += r

elif (x - xm6 <= 0) and (x - xm6 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (ym6 - y <= R + r) and (ym6 - y >= 2 \* r):

ym6 -= r

elif (x - xm6 <= 0) and (x - xm6 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym6 <= R - r) and (y - ym6 >= 0):

ym6 += r

if (xm7 - x <= R + r) and (xm7 - x >= 2 \* r) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym7 <= R) and (y - ym7 >= -R):

xm7 -= r

elif (x - xm7 <= R - r) and (x - xm7 >= 0) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym7 <= R) and (y - ym7 >= -R):

xm7 += r

elif (x - xm7 <= 0) and (x - xm7 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (ym7 - y <= R + r) and (ym7 - y >= 2 \* r):

ym7 -= r

elif (x - xm7 <= 0) and (x - xm7 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym7 <= R - r) and (y - ym7 >= 0):

ym7 += r

if (xm8 - x <= R + r) and (xm8 - x >= 2 \* r) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym8 <= R) and (y - ym8 >= -R):

xm8 -= r

elif (x - xm8 <= R - r) and (x - xm8 >= 0) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym8 <= R) and (y - ym8 >= -R):

xm8 += r

elif (x - xm8 <= 0) and (x - xm8 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (ym8 - y <= R + r) and (ym8 - y >= 2 \* r):

ym8 -= r

elif (x - xm8 <= 0) and (x - xm8 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym8 <= R - r) and (y - ym8 >= 0):

ym8 += r

if (xm9 - x <= R + r) and (xm9 - x >= 2 \* r) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym9 <= R) and (y - ym9 >= -R):

xm9 -= r

elif (x - xm9 <= R - r) and (x - xm9 >= 0) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym9 <= R) and (y - ym9 >= -R):

xm9 += r

elif (x - xm9 <= 0) and (x - xm9 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (ym9 - y <= R + r) and (ym9 - y >= 2 \* r):

ym9 -= r

elif (x - xm9 <= 0) and (x - xm9 >= -R) and ((x\_new == x + r) or (x\_new == x - r) or (y\_new == y - r) or (y\_new == y + r)) and (y - ym9 <= R - r) and (y - ym9 >= 0):

ym9 += r

def lose():

canvas.delete('all')

canvas.create\_text(540, 360, font = ('TimesNewRoman', 90), text = 'YOU LOSE', fill = 'blue')

def death():

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

def open\_door():

global x

global y

global k

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

global text\_x

global text\_y

if (x >= 240):

while k < 1:

x -= 15

k += 1

main()

canvas.create\_line(600, 245, 600, 280, fill = 'red', width = 5)

canvas.create\_line(960, 260, 960, 295, fill = 'red', width = 5)

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms2()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms2()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= 585):

while k < 2:

x -= 15

k += 1

main()

canvas.create\_line(960, 260, 960, 295, fill = 'red', width = 5)

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms3()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms3()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms3()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms3()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms3()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms3()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= 945):

while k < 3:

x -= 15

k += 1

canvas.delete('all')

canvas.create\_text(540, 360, font = ('TimesNewRoman', 90), text = 'YOU WIN', fill = 'blue')

def war1():

global x

global y

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global Ha

global Ha\_new

global Am

global Aa

global Aa\_base

global Aa\_mod

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

if (x >= xm1 - 30) and (y >= ym1 - 30) and (y <= ym1) and (x <= xm1):

while (Hm1 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 4) \* 2 + Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 4) + Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm2 - 30) and (y >= ym2 - 30) and (y <= ym2) and (x <= xm2):

while (Hm2 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 4) \* 2 + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 4) + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm3 - 30) and (y >= ym3 - 30) and (y <= ym3) and (x <= xm3):

while (Hm3 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 4) \* 2 + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 4) + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm4 - 30) and (y >= ym4 - 30) and (y <= ym4) and (x <= xm4):

while (Hm4 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 4) \* 2 + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 4) + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm5 - 30) and (y >= ym5 - 30) and (y <= ym5) and (x <= xm5):

while (Hm5 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 4) \* 2 + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 4) + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm6 - 30) and (y >= ym6 - 30) and (y <= ym6) and (x <= xm6):

while (Hm6 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 4) \* 2 + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 4) + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm7 - 30) and (y >= ym7 - 30) and (y <= ym7) and (x <= xm7):

while (Hm7 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 4) \* 2 + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 4) + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm8 - 30) and (y >= ym8 - 30) and (y <= ym8) and (x <= xm8):

while (Hm8 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 4) \* 2 + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 4) + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm9 - 30) and (y >= ym9 - 30) and (y <= ym9) and (x <= xm9):

while (Hm9 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 4) \* 2 + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 4) + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

def war2():

global x

global y

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global Ha

global Ha\_new

global Am

global Aa

global Aa\_base

global Aa\_mod

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

if (x >= xm1 - 30) and (y >= ym1 - 30) and (y <= ym1) and (x <= xm1):

while (Hm1 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 8) \* 2 + Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm2 - 30) and (y >= ym2 - 30) and (y <= ym2) and (x <= xm2):

while (Hm2 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 8) + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm3 - 30) and (y >= ym3 - 30) and (y <= ym3) and (x <= xm3):

while (Hm3 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 8) \* 2 + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm4 - 30) and (y >= ym4 - 30) and (y <= ym4) and (x <= xm4):

while (Hm4 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 8) \* 2 + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm5 - 30) and (y >= ym5 - 30) and (y <= ym5) and (x <= xm5):

while (Hm5 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 8) \* 2 + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm6 - 30) and (y >= ym6 - 30) and (y <= ym6) and (x <= xm6):

while (Hm6 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 8) \* 2 + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm7 - 30) and (y >= ym7 - 30) and (y <= ym7) and (x <= xm7):

while (Hm7 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 8) \* 2 + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm8 - 30) and (y >= ym8 - 30) and (y <= ym8) and (x <= xm8):

while (Hm8 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 8) \* 2 + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm9 - 30) and (y >= ym9 - 30) and (y <= ym9) and (x <= xm9):

while (Hm9 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 19):

Dmg = randint(1, 8) \* 2 + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

def war3():

global x

global y

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global Ha

global Ha\_new

global Am

global Aa

global Aa\_base

global Aa\_mod

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

if (x >= xm1 - 30) and (y >= ym1 - 30) and (y <= ym1) and (x <= xm1):

while (Hm1 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = randint(1, 8) \* 3 + Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8)+ Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm2 - 30) and (y >= ym2 - 30) and (y <= ym2) and (x <= xm2):

while (Hm2 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = randint(1, 8) \* 3 + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm3 - 30) and (y >= ym3 - 30) and (y <= ym3) and (x <= xm3):

while (Hm3 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = randint(1, 8) \* 3 + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm4 - 30) and (y >= ym4 - 30) and (y <= ym4) and (x <= xm4):

while (Hm4 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = randint(1, 8) \* 3 + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm5 - 30) and (y >= ym5 - 30) and (y <= ym5) and (x <= xm5):

while (Hm5 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = randint(1, 8) \* 3 + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm6 - 30) and (y >= ym6 - 30) and (y <= ym6) and (x <= xm6):

while (Hm6 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = randint(1, 8) \* 3 + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm7 - 30) and (y >= ym7 - 30) and (y <= ym7) and (x <= xm7):

while (Hm7 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = randint(1, 8) \* 3 + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm8 - 30) and (y >= ym8 - 30) and (y <= ym8) and (x <= xm8):

while (Hm8 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = randint(1, 8) \* 3 + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm9 - 30) and (y >= ym9 - 30) and (y <= ym9) and (x <= xm9):

while (Hm9 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = randint(1, 8) \* 3 + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 8) + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

def war4():

global x

global y

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global Ha

global Ha\_new

global Am

global Aa

global Aa\_base

global Aa\_mod

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

if (x >= xm1 - 30) and (y >= ym1 - 30) and (y <= ym1) and (x <= xm1):

while (Hm1 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 18):

Dmg = randint(1, 6) \* 2 + Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 6) + Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm2 - 30) and (y >= ym2 - 30) and (y <= ym2) and (x <= xm2):

while (Hm2 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 18):

Dmg = randint(1, 6) \* 2 + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 6) + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm3 - 30) and (y >= ym3 - 30) and (y <= ym3) and (x <= xm3):

while (Hm3 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 18):

Dmg = randint(1, 6) \* 2 + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 6) + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm4 - 30) and (y >= ym4 - 30) and (y <= ym4) and (x <= xm4):

while (Hm4 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 18):

Dmg = randint(1, 6) \* 2 + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 6) + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm5 - 30) and (y >= ym5 - 30) and (y <= ym5) and (x <= xm5):

while (Hm5 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 18):

Dmg = randint(1, 6) \* 2 + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 6) + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm6 - 30) and (y >= ym6 - 30) and (y <= ym6) and (x <= xm6):

while (Hm6 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 18):

Dmg = randint(1, 6) \* 2 + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 6) + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm7 - 30) and (y >= ym7 - 30) and (y <= ym7) and (x <= xm7):

while (Hm7 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 18):

Dmg = randint(1, 6) \* 2 + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 6) + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm8 - 30) and (y >= ym8 - 30) and (y <= ym8) and (x <= xm8):

while (Hm8 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 18):

Dmg = randint(1, 6) \* 2 + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 6) + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm9 - 30) and (y >= ym9 - 30) and (y <= ym9) and (x <= xm9):

while (Hm9 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 18):

Dmg = randint(1, 6) \* 2 + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = randint(1, 6) + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

def war5():

global x

global y

global Hm1

global Hm2

global Hm3

global Hm4

global Hm5

global Hm6

global Hm7

global Hm8

global Hm9

global Ha

global Ha\_new

global Am

global Aa

global Aa\_base

global Aa\_mod

global xm1

global ym1

global xm2

global ym2

global xm3

global ym3

global xm4

global ym4

global xm5

global ym5

global xm6

global ym6

global xm7

global ym7

global xm8

global ym8

global xm9

global ym9

if (x >= xm1 - 30) and (y >= ym1 - 30) and (y <= ym1) and (x <= xm1):

while (Hm1 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = (randint(1, 6) + randint(1, 6)) \* 4 + Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = (randint(1, 6) + randint(1, 6)) + Aa\_mod

Hm1 = Hm1 - Dmg

if ((Hm1 <= 0) and (Hm2 > 0)):

rooms1()

canvas.create\_text(xm2, ym2, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm2 - 30) and (y >= ym2 - 30) and (y <= ym2) and (x <= xm2):

while (Hm2 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = (randint(1, 6) + randint(1, 6)) \* 4 + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = (randint(1, 6) + randint(1, 6)) + Aa\_mod

Hm2 = Hm2 - Dmg

if ((Hm2 <= 0) and (Hm1 > 0)):

rooms1()

canvas.create\_text(xm1, ym1, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm1 <= 0) and (Hm2 <= 0)):

rooms1()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm3 - 30) and (y >= ym3 - 30) and (y <= ym3) and (x <= xm3):

while (Hm3 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = (randint(1, 6) + randint(1, 6)) \* 4 + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = (randint(1, 6) + randint(1, 6)) + Aa\_mod

Hm3 = Hm3 - Dmg

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm4 - 30) and (y >= ym4 - 30) and (y <= ym4) and (x <= xm4):

while (Hm4 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = (randint(1, 6) + randint(1, 6)) \* 4 + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = (randint(1, 6) + randint(1, 6)) + Aa\_mod

Hm4 = Hm4 - Dmg

if ((Hm4 <= 0) and (Hm3 > 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 > 0)):

rooms2()

canvas.create\_text(xm5, ym5, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm5 - 30) and (y >= ym5 - 30) and (y <= ym5) and (x <= xm5):

while (Hm5 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = (randint(1, 6) + randint(1, 6)) \* 4 + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = (randint(1, 6) + randint(1, 6)) + Aa\_mod

Hm5 = Hm5 - Dmg

if ((Hm5 <= 0) and (Hm3 > 0) and (Hm4 > 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 > 0) and (Hm4 <= 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm3, ym3, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm3 <= 0) and (Hm4 > 0) and (Hm5 <= 0)):

rooms2()

canvas.create\_text(xm4, ym4, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm6 - 30) and (y >= ym6 - 30) and (y <= ym6) and (x <= xm6):

while (Hm6 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = (randint(1, 6) + randint(1, 6)) \* 4 + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = (randint(1, 6) + randint(1, 6)) + Aa\_mod

Hm6 = Hm6 - Dmg

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

elif ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm7 - 30) and (y >= ym7 - 30) and (y <= ym7) and (x <= xm7):

while (Hm7 > 0):

AAm = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = (randint(1, 6) + randint(1, 6)) \* 4 + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = (randint(1, 6) + randint(1, 6)) + Aa\_mod

Hm7 = Hm7 - Dmg

if ((Hm7 <= 0) and (Hm6 > 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm8 - 30) and (y >= ym8 - 30) and (y <= ym8) and (x <= xm8):

while (Hm8 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = (randint(1, 6) + randint(1, 6)) \* 4 + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = (randint(1, 6) + randint(1, 6)) + Aa\_mod

Hm8 = Hm8 - Dmg

if ((Hm8 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 > 0)):

rooms3()

canvas.create\_text(xm9, ym9, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if (x >= xm9 - 30) and (y >= ym9 - 30) and (y <= ym9) and (x <= xm9):

while (Hm9 > 0):

Am = randint(1, 6)

Aa = randint(1, 20)

Aa\_new = Aa + Aa\_base + Aa\_mod

if (Aa\_new < 16):

Ha = Ha - Am

else:

if (Aa >= 20):

Dmg = (randint(1, 6) + randint(1, 6)) \* 4 + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

else:

Dmg = (randint(1, 6) + randint(1, 6)) + Aa\_mod

Hm9 = Hm9 - Dmg

if ((Hm9 <= 0) and (Hm6 > 0) and (Hm7 > 0) and (Hm8 > 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

if ((Hm6 > 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 > 0) and (Hm7 <= 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm6, ym6, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 > 0) and (Hm8 <= 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm7, ym7, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

if ((Hm6 <= 0) and (Hm7 <= 0) and (Hm8 > 0) and (Hm9 <= 0)):

rooms3()

canvas.create\_text(xm8, ym8, anchor = W, font = ('TimesNewRoman', 12), text = 'm', fill = 'red')

canvas.bind\_all('<Right>', right)

canvas.bind\_all('<Left>', left)

canvas.bind\_all('<Up>', up)

canvas.bind\_all('<Down>', down)

canvas.mainloop()