

Tic-tac-toe for fx-50FH II (CMPLX Mode) 480 bytes

Lbl 6:

Fix 0:

tiC[↓]tAC[↓]tœ▲

9⁻¹(E9-1->A:

9->D:

Lbl 0:

If D=6:

Then 9->D:

Else 6->D:

IfEnd:

D▲

Lbl 1:

?->X:

X≠Conjg(Rnd(X=>Goto 1:

Rnd(3⁻¹(X-1=>Goto 1:

Lbl 2:

?->Y:

Y≠Conjg(Rnd(Y=>Goto 2:

Rnd(3⁻¹(Y-1=>Goto 2:

3Y-X+2->X:

1-Rnd(A₁₀[^](-X)-.5)+10Rnd(-.5+A₁₀[^](-X-1=>Goto 1:

A₁₀[^](X)(D-1->A:

For 0->C To 6 Step 3:

Rnd(A₁₀[^](-C)-.5)-E3Rnd(-.5+A₁₀[^](-C-3▲

Next:

0->M:

For X-3Y->C To X-3Y+6 Step 3:

Rnd(A₁₀[^](-C)-.5)-10Rnd(-.5+A₁₀[^](-C-1M+:

Next:

M=3D=>Goto 5:

Rnd(A₁₀[^](-3Y)-.5)-E3Rnd(-.5+A₁₀[^](-3Y-3->B:

B=111D=>Goto 5:

X≠2Rnd(.5X=>Goto 4:

X-2(X=4->B:

Lbl 3:

0->M:

For B->C To 8-B Step 4-B:

Rnd($A_{10}^{(-C)} - .5$)-10Rnd($-.5 + A_{10}^{(-C-1M+}$:

Next:

M=3D=>Goto 5:

If B(X=4:

Then While 1:

0->B:

Goto 3:

WhileEnd:

IfEnd:

Lbl 4:

For 0->C To 8:

Rnd($A_{10}^{(-C)} - .5$)-10Rnd($-.5 + A_{10}^{(-C-1}$:

Ans=1=>Goto 0:

Next:

GameJoueR▲

DRauu▲

Goto 6:

Lbl 5:

GameJoueR▲

D▲

i²JtheJuuipreR