

Tic-tac-toe for fx-50FH II (CMPLX Mode) 463 bytes

Lbl 6:

Fix 0:

tiC[↓]tAC[↓]tøe▲

9⁻¹(E9-1-→A:

9-→D:

Lbl 0:

3+8-D-→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:

```

Lb1 3:
0->M:
For B->C To 8-B Step 4-B:
Rnd(A10(-C)-.5)-10Rnd(-.5+A10(-C-1M+
Next:
M=3D=>Goto 5:
While B(X=4:
0->B:
Goto 3:
WhileEnd:

```

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Lb1 4:
For 0->C To 8:
Rnd(A10(-C)-.5)-10Rnd(-.5+A10(-C-1:
Ans=1=>Goto 0:
Next:

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GameJoueR▲

DRauu▲

Goto 6:

Lb1 5:

GameJoueR▲

D▲

i²JtheJuuipπeR