

Tic-tac-toe for fx-50FH II (CMPLX Mode) 471 bytes

Lbl 6:

Fix 0:

tiC[↓]tAC[↓]tœ▲

9⁻¹(E9-1->A:

8->D:

Lbl 0:

3+8-D->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:

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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:
If B(X=4:
Then While 1:
0->B:
Goto 3:
WhileEnd:
IfEnd:

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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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Game^JoueR▲

DRauu▲

Goto 6:

Lb1 5:

Game^JoueR▲

D▲

i²Jthe^JuuipreR