pygame 1.9.6

Hello from the pygame community. https://www.pygame.org/contribute.html

else if (step1 == 0 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 204 - 7 && PositionX < 204 + 7 && PositionY > 240 - 7 && PositionY < 240 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 204 , 240 );

bahbah(zavie);

}

}

//---//

//X 204 //

//Y 240 //

else if (step1 == 1 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 83 - 7 && PositionX < 83 + 7 && PositionY > 250 - 7 && PositionY < 250 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 83 , 250 );

bahbah(zavie);

}

}

//---//

//X 83 //

//Y 250 //

else if (step1 == 2 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 36 - 7 && PositionX < 36 + 7 && PositionY > 196 - 7 && PositionY < 196 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 36 , 196 );

bahbah(zavie);

}

}

//---//

//X 36 //

//Y 196 //

else if (step1 == 3 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 124 - 7 && PositionX < 124 + 7 && PositionY > 221 - 7 && PositionY < 221 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 124 , 221 );

bahbah(zavie);

}

}

//---//

//X 124 //

//Y 221 //

else if (step1 == 4 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 236 - 7 && PositionX < 236 + 7 && PositionY > 199 - 7 && PositionY < 199 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 236 , 199 );

bahbah(zavie);

}

}

//---//

//X 236 //

//Y 199 //

else if (step1 == 5 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 274 - 7 && PositionX < 274 + 7 && PositionY > 252 - 7 && PositionY < 252 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 274 , 252 );

bahbah(zavie);

}

}

//---//

//X 274 //

//Y 252 //

else if (step1 == 6 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 309 - 7 && PositionX < 309 + 7 && PositionY > 215 - 7 && PositionY < 215 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 309 , 215 );

bahbah(zavie);

}

}

//---//

//X 309 //

//Y 215 //

else if (step1 == 7 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 344 - 7 && PositionX < 344 + 7 && PositionY > 251 - 7 && PositionY < 251 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 344 , 251 );

bahbah(zavie);

}

}

//---//

//X 344 //

//Y 251 //

else if (step1 == 8 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 279 - 7 && PositionX < 279 + 7 && PositionY > 215 - 7 && PositionY < 215 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 279 , 215 );

bahbah(zavie);

}

}

//---//

//X 279 //

//Y 215 //

else if (step1 == 9 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 212 - 7 && PositionX < 212 + 7 && PositionY > 124 - 7 && PositionY < 124 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 212 , 124 );

bahbah(zavie);

}

}

//---//

//X 212 //

//Y 124 //

else if (step1 == 10 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 210 - 7 && PositionX < 210 + 7 && PositionY > 51 - 7 && PositionY < 51 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 210 , 51 );

bahbah(zavie);

}

}

//---//

//X 210 //

//Y 51 //

else if (step1 == 11 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 163 - 7 && PositionX < 163 + 7 && PositionY > 18 - 7 && PositionY < 18 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 163 , 18 );

bahbah(zavie);

}

}

//---//

//X 163 //

//Y 18 //

else if (step1 == 12 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 88 - 7 && PositionX < 88 + 7 && PositionY > 58 - 7 && PositionY < 58 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 88 , 58 );

bahbah(zavie);

}

}

//---//

//X 88 //

//Y 58 //

else if (step1 == 13 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 90 - 7 && PositionX < 90 + 7 && PositionY > 19 - 7 && PositionY < 19 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 90 , 19 );

bahbah(zavie);

}

}

//---//

//X 90 //

//Y 19 //

else if (step1 == 14 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 160 - 7 && PositionX < 160 + 7 && PositionY > 58 - 7 && PositionY < 58 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 160 , 58 );

bahbah(zavie);

}

}

//---//

//X 160 //

//Y 58 //

else if (step1 == 15 && px != 0 && py != 0 && tik == 0 && base == 0)

{

borobaadi++;

if (( PositionX > 311 - 7 && PositionX < 311 + 7 && PositionY > 46 - 7 && PositionY < 46 + 7) || (borobaadi > timema))

{

step1++;

borobaadi = 0;

}

else

{

zavie = mazmaz( 311 , 46 );

bahbah(zavie);

}

}

//---//

//X 311 //

//Y 46 //