This game code is composed by 3 main classes: 'TombolaGame', no arguments; 'Cartella', 2 arguments, 'Player', 1 argument. Cartella is the specific name of boxes containing numbers used in real Tombola.

How to play the game:

1. Create players using one string as argument of the class 'Player'

In [4]:
```
giulia = Player('giulia')
james = Player('james')
```

2. Create boxes using the class 'Cartella'. Each 'Cartella' is a list of length 15. Each item could be an integer between 0 and 89. Insert a Player's name and the name of the new 'Cartella', as arguments.

In [5]:
```
first = Cartella(giulia, 'first')
second = Cartella(james, 'second')
```

3. Set items of each 'Cartella'

In [8]:
```
for i in range(15):
    first[i] = i

for i in range(30, 45):
    second[i-30] = i
```

4. Note that each 'Player' can have more than one 'Cartella'. You can check what are the items of each 'Cartella' using print built-in function. You can check which boxes are owned by one 'Player' using print built-in function.

In [9]:
```
print(first)
print(giulia)
```

```
first:
[0, 1, 2, 3, 4]
[5, 6, 7, 8, 9]
[10, 11, 12, 13, 14]

giulia[first:
[0, 1, 2, 3, 4]
[5, 6, 7, 8, 9]
[10, 11, 12, 13, 14]
]
```

5. Create an item of 'TombolaGame' class and add players to the game.

In [10]:
```
t = TombolaGame()
t.add(giulia)
t.add(james)
```

6. Play the game and discover the winners.

In [11]:
```
t.game()
```

Out[11]:
```
({'ambo': 'giulia',
  'terna': 'giulia',
  'quaterna': 'giulia',
  'cinquina': 'giulia'},
 {'The tombola winner is:': 'giulia'})
```

In [14]:
```
t.game()
```

Out[14]:
```
({'ambo': 'giulia',
  'terna': 'giulia',
  'quaterna': 'james',
  'cinquina': 'james'},
 {'The tombola winner is:': 'giulia'})
```

The game revolves around choosing the right numbers when you are creating your own cartella. It's not a strategy game, It's more like a bet, as the original Tombola game. You can play as many times as you want and obviously you get different results also with the same setup.