def main ():

import random

print ("Take 1, 2 or 3 objects. If there are no more objects ")

print ("left you lose!")

print ()

i = 0

t = 0

t = 30

aa = 0

aa == aa + 1

print ("Begin with 30 objects.")

print ()

print ("|" \* (t))

import random

t == t

while t > 0:

print ("Player 1")

aa == input("How many 1, 2 or 3? ")

print ("The number of objects is now: \n",)

#t == start

#change here

t -= 1

#value 1,2 or 3

t == [t - aa]

print ([t])

t -= (aa)

print ()

aa == 0

x = input("Press return\n",)

print()

import random

print ("|" \* (t))

print ("Player 2: ")

print ("How many 1, 2 or 3?")

bb = [1, 2, 2, 3, 3, 3, 1, 2, 2, 3, 3, 3, 3]

bb = random.choice (bb)

bb != 0

print ("The number of objects is now: \n",)

print ([t - bb])

t -= (bb)

print ()

bb = 0

print ("|"\* (t))

if t < 0:

print ("You lose!")

print ()

print ("Game Over")

quit

if t == 0:

print ("You win!")

print ()

print ("Game Over")

quit