def main ():

print ()

import random

print ()

state = [(5,8,9,12), (2,7,9,7), (3,10,8,7), (12,10,14,4), (8,9,13,15), (11,6,10,9), (13, 9, 16, 8), (15, 8, 4, 0)]

state = random.choice (state)

Q = 0

A = 0

x = 0

while x < 5:

print ("Player 1:")

print (state, end = "")

print (",", end = "")

b = 0

c = 0

d = 0

e = 0

b != 0

c != 0

d != 0

e != 0

i = [0, 1, 2, 3]

if state == [0, 0, 0, 0]:

Q += 1

i = []

i = [0, 1, 2, 3]

state != [0, 1, 2, 3]

if state == [0, 1, 2, 3]:

state == []

state == [0, 1, 2, 3] or [0, 0, 0, 0]

i = random.choice (i)

a = state[i]

end = []

print ("(",(a), end = ", ")

i > 1

j = 0

j> i

j = [1,2,3,4,5,6,7,8,9]

str(j) < str(i)

j = random.choice (j)

print ((j),") = ", end = "")

#print (Q)

#>>>object of the game<<<

D = 0

D = [-1, +1, 0]

if state == [0,0,0,1] or [0,0,1,0] or [0,1,0,0] or [1,0,0,0]:

Q += 0 or -1 or 1

if state == [0,0,0,0]:

Q += 1 or 1 or -1 or 0

#D == (random.choice (D)

#Q = Q + D

print (Q)

a = state[i] - j

old\_value = [i]

new\_value = a

if state[i] == old\_value:

new\_value == state[i] - j

new\_value == a

# if Q == 1:

# print ("You win!")

j> 1

y = list(state)

y [i] = i

state = tuple(y)

v = input("Next\n",)

# player 2:

print ("Player 2:")

print (state, end = "")

print (",", end = "")

b = 0

c = 0

d = 0

e = 0

b != 0

c != 0

d != 0

e != 0

i = [0, 1, 2, 3]

if state == [0, 1, 2, 3]:

state == []

state == 0

state == [0, 0, 0, 0]

#Q = 1

i = random.choice (i)

a = state[i]

end = []

print ("(",(a), end = ", ")

i > 1

j = 0

j< i

a = i - j

i != 0

j != 0

j = [1,2,3,4,5,6,7,8,9]

str(j) < str(i)

j = random.choice (j)

print ((j),") = ", end = "")

#A = 0

#if state == [0,0,0,1] or [0,0,1,0] or [0,1,0,0] or [1,0,0,0]:

# A += -1

#print ("Score:", A)

if state == [0,0,0,0]:

A += 1

#print ("Score:", A)

else:

A += 0

b = 0

c = 0

d = 0

e = 0

a = state[i] - j

old\_value = [i]

new\_value = a

letters = 0

letters = state

for letter in letters:

state = letters

i = (0 or 1 or 2 or 3)

i = (0 or 0 or 0 or 0)

i = a

old\_value = letter

new\_value = a

letter = a

a = i

state = letters

C = [1, 1, -1, 0]

C= random.choice (C)

A = A + C

print ( A )

if letter < 0:

letter = 0

y = list(state)

#y[i] == a

state = tuple(y)

w = input ("Next\n",)

print ()

x = x + 1

#if x == 4:

#print (Q)

quit