def main ():

import random

print ("Take turns to remove 1, 2 or 3 objects. The person with")

print ("the last match wins!")

print ()

r = 0

#t = 0

t = 30

a = 0

aa = 0

ab = 0

ae = 0

bb = 0

bc = 0

q = 0

u = 0

y = 0

import random

j = 0

for j in range (3):

t = 30

print ()

print ("|" \* (t))

while t >= 0:

ae = 0

print()

print ("[Player 1]")

if t == 30:

print ("Begin with 30 objects.")

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

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

t -= int(ae)

print (t, "left")

if t == 1:

print ("You win!\nGame Over")

print()

print("Goodbye")

exit ()

print("Press return:")

x = input()

print()

print ("|" \* (t))

print ("[Player 2]")

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

bb == random.choice, bb

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

t -= random.choice(bb)

print (t, "left")

print ("|"\* (t))

if t <= 0:

print ("You lose!")

print ("Game Over")

print ("Would you like to play again Y/N?")

q = input()

t = 30

print()

if q == "Y":

j += 1

if q == "N":

print ("Goodbye")

exit ()

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