```python
def __CreateFarisMoveOption(self, Direction):
    NewMoveOption = MoveOption("faris")
    NewMove = Move(2 * Direction, -1 * Direction)
    NewMoveOption.AddToPossibleMoves(NewMove)
    NewMove = Move(2 * Direction, 1 * Direction)
    NewMoveOption.AddToPossibleMoves(NewMove)
    NewMove = Move(1 * Direction, -2 * Direction)
    NewMoveOption.AddToPossibleMoves(NewMove)
    NewMove = Move(1 * Direction, 2 * Direction)
    NewMoveOption.AddToPossibleMoves(NewMove)
    NewMove = Move(-2 * Direction, -1 * Direction)
    NewMoveOption.AddToPossibleMoves(NewMove)
    NewMove = Move(-2 * Direction, 1 * Direction)
    NewMoveOption.AddToPossibleMoves(NewMove)
    NewMove = Move(-1 * Direction, -2 * Direction)
    NewMoveOption.AddToPossibleMoves(NewMove)
    NewMove = Move(-1 * Direction, 2 * Direction)
    NewMoveOption.AddToPossibleMoves(NewMove)
```

```python
def __CreateMoveOptionOffer(self):
    self._MoveOptionOffer.append("jazair")
    self._MoveOptionOffer.append("chowkidar")
    self._MoveOptionOffer.append("cuirassier")
    self._MoveOptionOffer.append("ryott")
    self._MoveOptionOffer.append("faujdar")
    self._MoveOptionOffer.append("faris")
```

```python
def __CreateMoveOption(self, Name, Direction):
    if Name == "chowkidar":
        return self.__CreateChowkidarMoveOption(Direction)
    elif Name == "ryott":
        return self.__CreateRyottMoveOption(Direction)
    elif Name == "faujdar":
        return self.__CreateFaujdarMoveOption(Direction)
    elif Name == "jazair":
        return self.__CreateJazairMoveOption(Direction)
    elif Name == "faris":
        return self.__CreateFarisMoveOption(Direction)
    else:
        return self.__CreateCuirassierMoveOption(Direction)
```

```python
def __CreateMoveOptions(self):
    self._Players[0].AddToMoveOptionQueue(self.__CreateMoveOption("ryott", 1))
    self._Players[0].AddToMoveOptionQueue(self.__CreateMoveOption("chowkidar", 1))
    self._Players[0].AddToMoveOptionQueue(self.__CreateMoveOption("cuirassier", 1))
    self._Players[0].AddToMoveOptionQueue(self.__CreateMoveOption("faujdar", 1))
    self._Players[0].AddToMoveOptionQueue(self.__CreateMoveOption("jazair", 1))
    self._Players[0].AddToMoveOptionQueue(self.__CreateMoveOption("faris", 1))
    self._Players[1].AddToMoveOptionQueue(self.__CreateMoveOption("ryott", -1))
    self._Players[1].AddToMoveOptionQueue(self.__CreateMoveOption("chowkidar", -1))
    self._Players[1].AddToMoveOptionQueue(self.__CreateMoveOption("jazair", -1))
    self._Players[1].AddToMoveOptionQueue(self.__CreateMoveOption("faujdar", -1))
    self._Players[1].AddToMoveOptionQueue(self.__CreateMoveOption("cuirassier", -1))
    self._Players[1].AddToMoveOptionQueue(self.__CreateMoveOption("faris", -1))
```

```python
def __UseMoveOptionOffer(self):
    ReplaceChoice = int(input("Choose the move option from your queue to replace (1 to 6): "))
    self._CurrentPlayer.UpdateMoveOptionQueueWithOffer(ReplaceChoice - 1, self.__CreateMoveOpti
    self._CurrentPlayer.ChangeScore(-(10 - (ReplaceChoice * 2)))
    self._MoveOptionOfferPosition = random.randint(0, 5)
```

```
   1 2 3 4 5 6
  ------------------
1 | | | |K1| | |
2 | | | | !| !| |
3 | |x!| | | | |
4 | |"| | | | !| |
5 | | |"| "| "| |
6 | | | |k2| | |
  ------------------

Move option offer: jazair

Ilia
Score: 72
Move option queue: 1. faris   2. jazair   3. faujdar   4. cuirassier   5. faris   6. ryott

Turn: Ilia

Choose move option to use from queue (1 to 3) or 9 to take the offer: 1
Enter the square containing the piece to move (row number followed by column number): 53
Enter the square to move to (row number followed by column number): 32
New score: 77
```

result

```
   1 2 3 4 5 6
  ------------------
1 | | | |K1| | |
2 | | | | !| !| |
3 | | "| | | | |
4 | |"| | | !| |
5 | | | |"| "| |
6 | | | |k2| | |
  ------------------
```