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1 SCORE = 0
2 CSCORE = 0
3 import random
4 print('Type rock, paper, or scissors')
5 #rock is 0
6 #paper is 1
7 #scissors is 2
8 while(SCORE<=2 & CSCORE<=2):
9     print('Type [0]rock, [1]paper, or [2]scissors')
10    for x in range(3):
11        COMPUTER = random.randint(0,2)
12        USERINPUT = int(input('\nEnter here:'))
13        if(USERINPUT == COMPUTER):
14            print('Tie!')
15        elif(USERINPUT == 0):
16            if(COMPUTER == 1):
17                print('You lose! The computer played rock and you got covered!')
18                CSCORE = CSCORE + 1
19                SCORE = SCORE - 1
20            else:
21                print('You Win! The computer played scissors and you smashed it!')
22                SCORE = SCORE + 1
23                CSCORE = CSCORE - 1
24        elif(USERINPUT == 1):
25            if(COMPUTER == 2):
26                print('You lose! The computer played scissors and you got cut up!')
27                CSCORE = CSCORE + 1
28                SCORE = SCORE - 1
29            else:
30                print('You win! The computer played rock and you suffocated him with paper!')
31                SCORE = SCORE + 1
32                CSCORE = CSCORE - 1
33        elif(USERINPUT == 2):
34            if(COMPUTER == 0):
35                print('You lose! The computer played rock and you got smashed!')
36                CSCORE = CSCORE + 1
37                SCORE = SCORE - 1
38            else:
39                print('You win! The computer played paper... and you SCHLICED him in half!')
40                SCORE = SCORE + 1
41                CSCORE = CSCORE - 1
42        else:
43            print('This program only takes 0, 1, 2 as an answer.')
44    if(SCORE>2):
45        print('YOU BEAT THE COMPUTER WOOOOOOO!')
46    elif(CSCORE>2):
47        print('You lost! :(')
48

```