**package** com.company;  
**import** javax.swing.\*;  
**import** java.awt.\*;  
**import** java.awt.event.\*;  
  
**public class** Main {  
  
 **public static void** main(String[] args) {  
 JFrame frame = **new** JFrame(**"TERMINAKOV"**);  
 frame.setVisible(**true**);  
 frame.setSize(400,400);  
 frame.setDefaultCloseOperation(JFrame.***EXIT\_ON\_CLOSE***);  
  
 JPanel panel = **new** JPanel();  
 frame.add(panel);  
 JButton button = **new** JButton(**"Instructions"**);  
 panel.add(button);  
 button.addActionListener (**new** Action1());  
  
 JButton button2 = **new** JButton(**"Start the Game"**);  
 panel.add(button2);  
 button.addActionListener (**new** Action2());  
 }  
 **static class** Action1 **implements** ActionListener {  
 **public void** actionPerformed (ActionEvent e) {  
 JFrame frame2 = **new** JFrame(**"Instructions"**);  
 frame2.setVisible(**true**);  
 frame2.setSize(400,400);  
 JLabel label = **new** JLabel(**""** +  
 **"Once upon a time there was a GREAT SUPREME programmer and LEADER \r\n"** +  
 **"He tried to make a machine with its own artificial intelligence \r\n"** +  
 **"AND he DID ..... but .....\r\n"** +  
 **".... the machine turned against its creator and even more ......\r\n"** +  
 **"it turned itself to a complete copy of the GREAT SUPREME programmer and LEADER\r\n"** +  
 **".... and now your job is to kill it. KILL IT BEFORE IT IS TOO LATE......"** +  
 **""**);  
 JPanel panel = **new** JPanel();  
 frame2.add(panel);  
 panel.add(label);  
 }  
 }  
 **static class** Action2 **implements** ActionListener {  
 **public void** actionPerformed (ActionEvent e) {  
 JFrame frame3 = **new** JFrame(**"TERMINAKOV"**);  
 frame3.setVisible(**true**);  
 frame3.setSize(400,400);  
  
 JLabel label = **new** JLabel(**"tuka ve4e trqbva da e samata igra"**);  
 JPanel panel = **new** JPanel();  
 frame3.add(panel);  
 panel.add(label);  
 }  
 }  
}