

Tic-tac-toe for fx-50FH II (CMPLX Mode) 461 bytes

Lbl 6:

Fix 0:

tiC<sup>↓</sup>tAC<sup>↓</sup>tøe▲

9<sup>-1</sup>(E9-1-→A:

8-→D:

Lbl 0:

3+8-D-→D▲

Lbl 1:

?-→X:

X≠Conjg(Rnd(X=→Goto 1:

Rnd(3<sup>-1</sup>(X-1=→Goto 1:

Lbl 2:

?-→Y:

Y≠Conjg(Rnd(Y=→Goto 2:

Rnd(3<sup>-1</sup>(Y-1=→Goto 2:

3Y-X+2-→X:

1-Rnd(A<sub>10</sub><sup>^</sup>(-X)-.5)+10Rnd(A<sub>10</sub><sup>^</sup>(-X-1)-.5=→Goto 1:

A+<sub>10</sub><sup>^</sup>(X)(D-1-→A:

For 0-→C To 6 Step 3:

Rnd(A<sub>10</sub><sup>^</sup>(-C)-.5)-E3Rnd(A<sub>10</sub><sup>^</sup>(-C-3)-.5▲

Next:

MM-:

For X-3Y-→C To X-3Y+6 Step 3:

Rnd(A<sub>10</sub><sup>^</sup>(-C)-.5)-10Rnd(A<sub>10</sub><sup>^</sup>(-C-1)-.5M+:

Next:

M=3D=→Goto 5:

Rnd(A<sub>10</sub><sup>^</sup>(-3Y)-.5)-E3Rnd(A<sub>10</sub><sup>^</sup>(-3Y-3)-.5-→B:

B=111D=→Goto 5:

X≠2Rnd(.5X=→Goto 4:

X-2(X=4-→B:

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Lb1 3:
MM-:
For B->C To 8-B Step 4-B:
Rnd(A10^(-C)-.5)-10Rnd(A10^(-C-1)-.5M+:
Next:
M=3D=>Goto 5:
While B(X=4:
0->B:
Goto 3:
WhileEnd:

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Lb1 4:
For 0->C To 8:
Rnd(A10^(-C)-.5)-10Rnd(A10^(-C-1)-.5:
Ans=1=>Goto 0:
Next:

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GameJoueR▲

DRauu▲

Goto 6:

Lb1 5:

GameJoueR▲

D▲

i<sup>2</sup>JtheJuuipreR