

```
import random
```

```
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```

```
comp_wins = 0
```

```
player_wins = 0
```

```
def Choose_Option():
```

```
    user_choice = input("Choose Charizard, Blastoise or Venusaur: ")
```

```
    if user_choice in ["Charizard", "charizard", "c", "C"]:
```

```
        user_choice = "c"
```

```
    elif user_choice in ["Blastoise", "blastoise", "b", "B"]:
```

```
        user_choice = "b"
```

```
    elif user_choice in ["Venusaur ", "venusaur ", "v", "V"]:
```

```
        user_choice = "v"
```

```
    else:
```

```
        print("I don't understand, try again.")
```

```
        Choose_Option()
```

```
    return user_choice
```

```
def Computer_Option():
```

```
    comp_choice = random.randint(1, 3)
```

```
    if comp_choice == 1:
```

```
        comp_choice = "c"
```

```
    elif comp_choice == 2:
```

```
    comp_choice = "b"

else:

    comp_choice = "v"

return comp_choice
```

```
while True:
```

```
    print("")
```

```
    user_choice = Choose_Option()
```

```
    comp_choice = Computer_Option()
```

```
    print("")
```

```
    if user_choice == "c":
```

```
        if comp_choice == "c":
```

```
            print("You chose charizard. The computer chose charizard. You tied.")
```

```
        elif comp_choice == "b":
```

```
            print("You chose charizard. The computer chose blastoise. You lose.")
```

```
            comp_wins += 1
```

```
        elif comp_choice == "v":
```

```
            print("You chose charizard. The computer chose venusaur. You win.")
```

```
            player_wins += 1
```

```
elif user_choice == "b":  
    if comp_choice == "c":  
        print("You chose blastoise. The computer chose charizard. You win.")  
        player_wins += 1  
  
    elif comp_choice == "b":  
        print("You chose blastoise. The computer chose blastoise. You tied.")  
  
    elif comp_choice == "v":  
        print("You chose blastoise. The computer chose venusaur. You lose.")  
        comp_wins += 1  
  
elif user_choice == "v":  
    if comp_choice == "c":  
        print("You chose scissors. The computer chose charizard. You lose.")  
        comp_wins += 1  
  
    elif comp_choice == "b":  
        print("You chose scissors. The computer chose blastoise. You win.")  
        player_wins += 1  
  
    elif comp_choice == "v":  
        print("You chose scissors. The computer chose venusaur. You tied.")
```

```
print("")

print("Player wins: " + str(player_wins))

print("Computer wins: " + str(comp_wins))

print("")

user_choice = input("Do you want to play again? (y/n)")

if user_choice in ["Y", "y", "yes", "Yes"]:

    pass

elif user_choice in ["N", "n", "no", "No"]:

    break

else:

    break
```