*# ----------------------------------- Snake, Water, Gun Game ---------------------------- #  
'''  
The snake drinks the water, the gun shoots the snake, and gun has no effect on water.  
'''  
  
  
# ----------------------------- Lets Starts ------------------------- #***import** random  
  
print(**'This is Snake, Water, Gun game . The snake drinks the water, the gun shoots the snake, and gun has no effect on water.\n'**)  
print(**'You have only 10 Chances to Play this game, when ever you win you will gain 10 point in the end which player have most point he will be the winner of the game.\n'**)  
s = **'Snake'**w = **'Water'**g = **'Gun'**players = [s, w, g]  
  
  
i = 1  
pc\_score = 0  
user\_score = 0  
chances\_left = 10  
  
**while** i <= 10:  
 user = input(**'Enter : "S" of Snake, "W" for Water, & "G" for Gun \n'**).upper()  
 print()  
 pc = random.choice(players)  
 **if** user == **'S' and** pc == w:  
 print(**f'10 Points for you :) because you choose "{**user**}" & pc choose {**pc**}'**)  
 print()  
 user\_score += 10  
 print(**f'Chances left {**chances\_left - i**}'**)  
 print()  
 **elif** user == **'S' and** pc == g:  
 print(**f'10 Points for Pc :( because you choose "{**user**}" & pc choose {**pc**}'**)  
 print()  
 pc\_score += 10  
 print(**f'Chances left {**chances\_left - i**}'**)  
 print()  
 **elif** user == **'S' and** pc == s:  
 print(**'Tie'**)  
 print(**f'You choose "{**user**}" & pc choose {**pc**}'**)  
 print()  
 print(**f'Chances left {**chances\_left - i**}'**)  
 print()  
 **elif** user == **'W' and** pc == s:  
 print(**f'10 Points for Pc :( because you choose "{**user**}" & pc choose {**pc**}'**)  
 print()  
 pc\_score += 10  
 print(**f'Chances left {**chances\_left - i**}'**)  
 print()  
 **elif** user == **'W' and** pc == g:  
 print(**f'10 Points for you :) because you choose "{**user**}" & pc choose {**pc**}'**)  
 print()  
 user\_score += 10  
 print(**f'Chances left {**chances\_left - i**}'**)  
 print()  
 **elif** user == **'W' and** pc == w:  
 print(**'Tie'**)  
 print(**f'You choose "{**user**}" & pc choose {**pc**}'**)  
 print()  
 print(**f'Chances left {**chances\_left - i**}'**)  
 print()  
 **elif** user == **'G' and** pc == s:  
 print(**f'10 Points for you :) because you choose "{**user**}" & pc choose {**pc**}'**)  
 print()  
 user\_score += 10  
 print(**f'Chances left {**chances\_left - i**}'**)  
 print()  
 **elif** user == **'G' and** pc == w:  
 print(**f'10 Points for Pc :( because you choose "{**user**}" & pc choose {**pc**}'**)  
 print()  
 pc\_score += 10  
 print(**f'Chances left {**chances\_left - i**}'**)  
 print()  
 **elif** user == **'G' and** pc == g:  
 print(**'Tie'**)  
 print(**f'You choose "{**user**}" & pc choose {**pc**}'**)  
 print()  
 print(**f'Chances left {**chances\_left - i**}'**)  
 print()  
 **else**:  
 print(**'Invalid Input'**)  
 **break** i += 1  
  
*# ----------------------------- Scores Program ---------------------- #*print()  
print(**'#---------------------------- Result Time -------------------------- #'**)  
print()  
**if** user\_score > pc\_score:  
 print(**f'You Won! Your Score is {**user\_score**} & Pc Score is {**pc\_score**}'**)  
**elif** user\_score == pc\_score:  
 print(**f'Game Tie! Your Score is {**user\_score**} & Pc Score is {**pc\_score**}'**)  
**else**:  
 print(**f'Pc Won! Pc Score is {**pc\_score**} & Your Score is {**user\_score**}'**)