from random import randint

RPS = ["Rock", "Paper", "Scissors"]

def playgame():

print ("Game Started")

playgame()

computer = RPS[randint(0,2)]

player = False

while player == False:

player = input("Rock, Paper, Scissors?")

if player == computer:

print("Tie!")

for x in "Its","A","Tie!":

print(x)

elif player == "Rock":

if computer == "Paper":

print("You lose!", computer, "covers", player)

for x in "Try!","Again!":

print(x)

else:

print("You win!", player, "smashes", computer)

for x in "Nice!","Going!":

print(x)

elif player == "Paper":

if computer == "Scissors":

print("You lose!", computer, "cut", player)

for x in "Try!","Again!":

print(x)

else:

print("You win!", player, "covers", computer)

for x in "Nice!","Going!":

print(x)

elif player == "Scissors":

if computer == "Rock":

print("You lose...", computer, "smashes", player)

for x in "Try!","Again!":

print(x)

else:

print("You win!", player, "cut", computer)

for x in "Nice!","Going!":

print(x)

else:

print("???")

player = False

computer = RPS[randint(0,2)]