```
 1 import random
 2
 3 def snake_water_gun():
 4     # Defining the choices
 5     choices = ['snake', 'water', 'gun']
 6     computer_choice = random.choice(choices)
 7
 8     # Getting user input
 9     user_choice = input("Enter your choice (snake,
   water, gun): ").lower()
10
11     # Validating the user's input
12     if user_choice not in choices:
13         print("Invalid choice! Please select snake,
   water, or gun.")
14         return
15
16     print(f"Computer chose: {computer_choice}")
17
18     # Game rules
19     if user_choice == computer_choice:
20         print("It's a tie!")
21     elif (user_choice == 'snake' and computer_choice
    == 'water') or \
22          (user_choice == 'water' and computer_choice
    == 'gun') or \
23          (user_choice == 'gun' and computer_choice
    == 'snake'):
24         print("You win!")
25     else:
26         print("You lose!")
27
28 # Running the game
29 if __name__ == "__main__":
30     snake_water_gun()
31
```