**CODE**

from random import \*

from turtle import \*

from freegames import path

car = path('car.gif')

tiles = list(range(32)) \* 2

state = {'mark': None}

hide = [True] \* 64

def square(x, y):

"""Draw white square with black outline at (x, y)."""

up()

goto(x, y)

down()

color('black', 'white')

begin\_fill()

for count in range(4):

forward(50)

left(90)

end\_fill()

def index(x, y):

"""Convert (x, y) coordinates to tiles index."""

return int((x + 200) // 50 + ((y + 200) // 50) \* 8)

def xy(count):

"""Convert tiles count to (x, y) coordinates."""

return (count % 8) \* 50 - 200, (count // 8) \* 50 - 200

def tap(x, y):

"""Update mark and hidden tiles based on tap."""

spot = index(x, y)

mark = state['mark']

if mark is None or mark == spot or tiles[mark] != tiles[spot]:

state['mark'] = spot

else:

hide[spot] = False

hide[mark] = False

state['mark'] = None

def draw():

"""Draw image and tiles."""

clear()

goto(0, 0)

shape(car)

stamp()

for count in range(64):

if hide[count]:

x, y = xy(count)

square(x, y)

mark = state['mark']

if mark is not None and hide[mark]:

x, y = xy(mark)

up()

goto(x + 2, y)

color('black')

write(tiles[mark], font=('Arial', 30, 'normal'))

update()

ontimer(draw, 100)

shuffle(tiles)

setup(420, 420, 370, 0)

addshape(car)

hideturtle()

tracer(False)

onscreenclick(tap)

draw()

done()