

In [1]:

```
1 import turtle
```

In [2]:

```
1 Player1 = turtle.Turtle()  
2 Player1.color("green")  
3 Player1.shape("turtle")  
4 Player1.penup()  
5 Player1.goto(-300,100)  
6 Player2= Player1.clone()  
7 Player2.color("blue")  
8 Player2.penup()  
9 Player2.goto(-300,-100)
```

In [3]:

```
1 Player1.goto(300,60)  
2 Player1.pendown()  
3 Player1.circle(40)  
4 Player1.penup()  
5 Player1.goto(-300,100)  
6 Player2.goto(300,-140)  
7 Player2.pendown()  
8 Player2.circle(40)  
9 Player2.penup()  
10 Player2.goto(-300,-100)
```

In [4]:

```
1 for i in range(20):  
2     if Player1.pos() >= (300,100):  
3         print("Player One Wins!")  
4         break  
5     elif Player2.pos() >= (300,-100):  
6         print("Player Two Wins!")  
7         break  
8     else:  
9         Player1_Move = input("Player1: how many steps forward? ")  
10        Player1.fd(20*int(Player1_Move))  
11        Player2_Move = input("Player2: how many steps forward? ")  
12        Player2.fd(20*int(Player2_Move))
```

Player1: how many steps forward? 300

Player2: how many steps forward? 100

Player One Wins!

In []:

```
1
```

