





```

        if q==0:
            list_4=[str(w)+" "+str(e),str(w)+" "+str(e+2),str(w)+"
"+str(e+4)]
            coordinates_4=[maps[w][e],maps[w][e+2],maps[w][e+4]]
        else :
            list_4=[str(w)+" "+str(e),str(w+2)+" "+str(e),str(w+4)+"
"+str(e)]
            coordinates_4=[maps[w][e],maps[w+2][e],maps[w+4][e]]
            q=random.randint(0,1)
            w=2*(random.randint(1,8))
            e=2*(random.randint(1,9))-1
            if q==0:
                list_5=[str(w)+" "+str(e),str(w)+" "+str(e+2)]
                coordinates_5=[maps[w][e],maps[w][e+2]]
            else :
                list_5=[str(w)+" "+str(e),str(w+2)+" "+str(e)]
                coordinates_5=[maps[w][e],maps[w+2][e]]
            set_2 = set(list_2)
            set_3 = set(list_3)
            set_4 = set(list_4)
            set_5 = set(list_5)
            main_list = [item for item in list_1 if item in set_2 ] +
[item for item in list_1 if item in set_3 ] + [item for item in list_1 if
item in set_4 ] + [item for item in list_1 if item in set_5 ] + [item for
item in list_2 if item in set_3 ] + [item for item in list_2 if item in
set_4 ] + [item for item in list_2 if item in set_5 ] + [item for item in
list_3 if item in set_4 ] + [item for item in list_3 if item in set_5 ] +
[item for item in list_4 if item in set_5 ]

coordinates=coordinates_1+coordinates_2+coordinates_3+coordinates_4+coord
inates_5
    print_slow("choose difficulty\n1)easy\n2)medium\n3)hard\n")
    ans=input("give your answer here  ")
    while not ans in scores :
        ans=input("you need to put 1,2 or 3  ")
    if ans=="1":
        lifes=50
        print("you have",str(lifes),"guesses")
    elif ans=="2":
        lifes=40
        print("you have",str(lifes),"guesses")
    elif ans=="3":
        lifes=30
        print("you have",str(lifes),"guesses")
    while lifes!=0:
        p=input("put the horizontal line  ")
        while not p in boys :
            p=input("you need to put the horizontal line  ")
        a=input("put the vertical line  ")
        while not a in kids :
            a=input("you need to put the vertical line  ")
        if p=="A" and a=="1" and map[2][1]=="  ":
            wasd="A1"
            if wasd in coordinates:
                print("you shot it")
                coordinates.remove(wasd)
                map[2][1]="hit"
            else:

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        print("you missed")
        map[2][1]=" x "
if p=="A" and a=="2" and map[2][3]==" ":
    wasd="A2"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[2][3]="hit"
    else:
        print("you missed")
        map[2][3]=" x "
if p=="A" and a=="3" and map[2][5]==" ":
    wasd="A3"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[2][5]="hit"
    else:
        print("you missed")
        map[2][5]=" x "
if p=="A" and a=="4" and map[2][7]==" ":
    wasd="A4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[2][7]="hit"
    else:
        print("you missed")
        map[2][7]=" x "
if p=="A" and a=="5" and map[2][9]==" ":
    wasd="A5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[2][9]="hit"
    else:
        print("you missed")
        map[2][9]=" x "
if p=="A" and a=="6" and map[2][11]==" ":
    wasd="A6"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[2][11]="hit"
    else:
        print("you missed")
        map[2][11]=" x "
if p=="A" and a=="7" and map[2][13]==" ":
    wasd="A7"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[2][13]="hit"
    else:
        print("you missed")
        map[2][13]=" x "
if p=="A" and a=="8" and map[2][15]==" ":
    wasd="A8"

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    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[2][15]="hit"
    else:
        print("you missed")
        map[2][15]=" x "
if p=="A" and a=="9" and map[2][17]==" ":
    wasd="A9"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[2][17]="hit"
    else:
        print("you missed")
        map[2][17]=" x "
if p=="A" and a=="10" and map[2][19]==" ":
    wasd="A10"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[2][19]="hit"
    else:
        print("you missed")
        map[2][19]=" x "
if p=="B" and a=="1" and map[4][1]==" ":
    wasd="B1"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][1]="hit"
    else:
        print("you missed")
        map[4][1]=" x "
if p=="B" and a=="2" and map[4][3]==" ":
    wasd="B2"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][3]="hit"
    else:
        print("you missed")
        map[4][3]=" x "
if p=="B" and a=="3" and map[4][5]==" ":
    wasd="B3"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][5]="hit"
    else:
        print("you missed")
        map[4][5]=" x "
if p=="B" and a=="4" and map[4][7]==" ":
    wasd="B4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][7]="hit"

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else:
    print("you missed")
    map[4][7]=" x "
if p=="B" and a=="5" and map[4][9]==" ":
    wasd="B5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][9]="hit"
    else:
        print("you missed")
        map[4][9]=" x "
if p=="B" and a=="6" and map[4][11]==" ":
    wasd="B6"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][11]="hit"
    else:
        print("you missed")
        map[4][11]=" x "
if p=="B" and a=="7" and map[4][13]==" ":
    wasd="B7"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][13]="hit"
    else:
        print("you missed")
        map[4][13]=" x "
if p=="B" and a=="8" and map[4][15]==" ":
    wasd="B8"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][15]="hit"
    else:
        print("you missed")
        map[4][15]=" x "
if p=="B" and a=="9" and map[4][17]==" ":
    wasd="B9"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][17]="hit"
    else:
        print("you missed")
        map[4][17]=" x "
if p=="B" and a=="10" and map[4][19]==" ":
    wasd="B10"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[4][19]="hit"
    else:
        print("you missed")
        map[4][19]=" x "
if p=="C" and a=="1" and map[6][1]==" ":

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    wasd="C1"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[6][1]="hit"
    else:
        print("you missed")
        map[6][1]=" x "
if p=="C" and a=="2" and map[6][3]==" ":
    wasd="C2"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[6][3]="hit"
    else:
        print("you missed")
        map[6][3]=" x "
if p=="C" and a=="3" and map[6][5]==" ":
    wasd="C3"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[6][5]="hit"
    else:
        print("you missed")
        map[6][5]=" x "
if p=="C" and a=="4" and map[6][7]==" ":
    wasd="C4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[6][7]="hit"
    else:
        print("you missed")
        map[6][7]=" x "
if p=="C" and a=="5" and map[6][9]==" ":
    wasd="C5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[6][9]="hit"
    else:
        print("you missed")
        map[6][9]=" x "
if p=="C" and a=="6" and map[6][11]==" ":
    wasd="C6"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[6][11]="hit"
    else:
        print("you missed")
        map[6][11]=" x "
if p=="C" and a=="7" and map[6][13]==" ":
    wasd="C7"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)

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        map[6][13]="hit"
    else:
        print("you missed")
        map[6][13]=" x "
if p=="C" and a=="8" and map[6][15]==" ":
    wasd="C8"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[6][15]="hit"
    else:
        print("you missed")
        map[6][15]=" x "
if p=="C" and a=="9" and map[6][17]==" ":
    wasd="C9"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[6][17]="hit"
    else:
        print("you missed")
        map[6][17]=" x "
if p=="C" and a=="10" and map[6][19]==" ":
    wasd="C10"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[6][19]="hit"
    else:
        print("you missed")
        map[6][19]=" x "
if p=="D" and a=="1" and map[8][1]==" ":
    wasd="D1"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[8][1]="hit"
    else:
        print("you missed")
        map[8][1]=" x "
if p=="D" and a=="2" and map[8][3]==" ":
    wasd="D2"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[8][3]="hit"
    else:
        print("you missed")
        map[8][3]=" x "
if p=="D" and a=="3" and map[8][5]==" ":
    wasd="D3"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[8][5]="hit"
    else:
        print("you missed")
        map[8][5]=" x "

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if p=="D" and a=="4" and map[8][7]==" ":
    wasd="D4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[8][7]="hit"
    else:
        print("you missed")
        map[8][7]=" x "
if p=="D" and a=="5" and map[8][9]==" ":
    wasd="D5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[8][9]="hit"
    else:
        print("you missed")
        map[8][9]=" x "
if p=="D" and a=="6" and map[8][11]==" ":
    wasd="D6"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[8][11]="hit"
    else:
        print("you missed")
        map[8][11]=" x "
if p=="D" and a=="7" and map[8][13]==" ":
    wasd="D7"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[8][13]="hit"
    else:
        print("you missed")
        map[8][13]=" x "
if p=="D" and a=="8" and map[8][15]==" ":
    wasd="D8"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[8][13]="hit"
    else:
        print("you missed")
        map[8][13]=" x "
if p=="D" and a=="9" and map[8][17]==" ":
    wasd="D9"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[8][17]="hit"
    else:
        print("you missed")
        map[8][17]=" x "
if p=="D" and a=="10" and map[8][19]==" ":
    wasd="D10"
    if wasd in coordinates:
        print("you shot it")

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        coordinates.remove(wasd)
        map[8][19]="hit"
    else:
        print("you missed")
        map[8][19]=" x "
if p=="E" and a=="1" and map[10][1]==" ":
    wasd="E1"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][1]="hit"
    else:
        print("you missed")
        map[10][1]=" x "
if p=="E" and a=="2" and map[10][3]==" ":
    wasd="E2"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][3]="hit"
    else:
        print("you missed")
        map[10][3]=" x "
if p=="E" and a=="3" and map[10][5]==" ":
    wasd="E3"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][5]="hit"
    else:
        print("you missed")
        map[10][5]=" x "
if p=="E" and a=="4" and map[10][7]==" ":
    wasd="E4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][7]="hit"
    else:
        print("you missed")
        map[10][7]=" x "
if p=="E" and a=="5" and map[10][9]==" ":
    wasd="E5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][9]="hit"
    else:
        print("you missed")
        map[10][9]=" x "
if p=="E" and a=="6" and map[10][11]==" ":
    wasd="E6"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][11]="hit"
    else:
        print("you missed")

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        map[10][11]=" x "
if p=="E" and a=="7" and map[10][13]==" ":
    wasd="E7"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][13]="hit"
    else:
        print("you missed")
        map[10][13]=" x "
if p=="E" and a=="8" and map[10][15]==" ":
    wasd="E8"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][15]="hit"
    else:
        print("you missed")
        map[10][15]=" x "
if p=="E" and a=="9" and map[10][17]==" ":
    wasd="E9"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][17]="hit"
    else:
        print("you missed")
        map[10][17]=" x "
if p=="E" and a=="10" and map[10][19]==" ":
    wasd="E10"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[10][19]="hit"
    else:
        print("you missed")
        map[10][19]=" x "
if p=="F" and a=="1" and map[12][1]==" ":
    wasd="F1"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[12][1]="hit"
    else:
        print("you missed")
        map[12][1]=" x "
if p=="F" and a=="2" and map[12][3]==" ":
    wasd="F2"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[12][3]="hit"
    else:
        print("you missed")
        map[12][3]=" x "
if p=="F" and a=="3" and map[12][5]==" ":
    wasd="F3"
    if wasd in coordinates:

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        print("you shot it")
        coordinates.remove(wasd)
        map[12][5]="hit"
    else:
        print("you missed")
        map[12][5]=" x "
if p=="F" and a=="4" and map[12][7]==" ":
    wasd="F4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[12][7]="hit"
    else:
        print("you missed")
        map[12][7]=" x "
if p=="F" and a=="5" and map[12][9]==" ":
    wasd="F5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[12][9]="hit"
    else:
        print("you missed")
        map[12][9]=" x "
if p=="F" and a=="6" and map[12][11]==" ":
    wasd="F6"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[12][11]="hit"
    else:
        print("you missed")
        map[12][11]=" x "
if p=="F" and a=="7" and map[12][13]==" ":
    wasd="F7"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[12][13]="hit"
    else:
        print("you missed")
        map[12][13]=" x "
if p=="F" and a=="8" and map[12][15]==" ":
    wasd="F8"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[12][15]="hit"
    else:
        print("you missed")
        map[12][15]=" x "
if p=="F" and a=="9" and map[12][17]==" ":
    wasd="F9"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[12][17]="hit"
    else:

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        print("you missed")
        map[12][17]=" x "
if p=="F" and a=="10" and map[12][19]==" " :
    wasd="F10"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[12][19]="hit"
    else:
        print("you missed")
        map[12][19]=" x "
if p=="G" and a=="1" and map[14][1]==" " :
    wasd="G1"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[14][1]="hit"
    else:
        print("you missed")
        map[14][1]=" x "
if p=="G" and a=="2" and map[14][3]==" " :
    wasd="G2"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[14][3]="hit"
    else:
        print("you missed")
        map[14][3]=" x "
if p=="G" and a=="3" and map[14][5]==" " :
    wasd="G3"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[14][5]="hit"
    else:
        print("you missed")
        map[14][5]=" x "
if p=="G" and a=="4" and map[14][7]==" " :
    wasd="G4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[14][7]="hit"
    else:
        print("you missed")
        map[14][7]=" x "
if p=="G" and a=="5" and map[14][9]==" " :
    wasd="G5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[14][9]="hit"
    else:
        print("you missed")
        map[14][9]=" x "
if p=="G" and a=="6" and map[14][11]==" " :
    wasd="G6"

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        if wasd in coordinates:
            print("you shot it")
            coordinates.remove(wasd)
            map[14][11]="hit"
        else:
            print("you missed")
            map[14][11]=" x "
    if p=="G" and a=="7" and map[14][13]==" ":
        wasd="G7"
        if wasd in coordinates:
            print("you shot it")
            coordinates.remove(wasd)
            map[14][13]="hit"
        else:
            print("you missed")
            map[14][13]=" x "
    if p=="G" and a=="8" and map[14][15]==" ":
        wasd="G8"
        if wasd in coordinates:
            print("you shot it")
            coordinates.remove(wasd)
            map[14][15]="hit"
        else:
            print("you missed")
            map[14][15]=" x "
    if p=="G" and a=="9" and map[14][17]==" ":
        wasd="G9"
        if wasd in coordinates:
            print("you shot it")
            coordinates.remove(wasd)
            map[14][17]="hit"
        else:
            print("you missed")
            map[14][17]=" x "
    if p=="G" and a=="10" and map[14][19]==" ":
        wasd="G10"
        if wasd in coordinates:
            print("you shot it")
            coordinates.remove(wasd)
            map[14][19]="hit"
        else:
            print("you missed")
            map[14][19]=" x "
    if p=="H" and a=="1" and map[16][1]==" ":
        wasd="H1"
        if wasd in coordinates:
            print("you shot it")
            coordinates.remove(wasd)
            map[16][1]="hit"
        else:
            print("you missed")
            map[16][1]=" x "
    if p=="H" and a=="2" and map[16][3]==" ":
        wasd="H2"
        if wasd in coordinates:
            print("you shot it")
            coordinates.remove(wasd)
            map[16][3]="hit"

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else:
    print("you missed")
    map[16][3]=" x "
if p=="H" and a=="3" and map[16][5]==" ":
    wasd="H3"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[16][5]="hit"
    else:
        print("you missed")
        map[16][5]=" x "
if p=="H" and a=="4" and map[16][7]==" ":
    wasd="H4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[16][7]="hit"
    else:
        print("you missed")
        map[16][7]=" x "
if p=="H" and a=="5" and map[16][9]==" ":
    wasd="H5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[16][9]="hit"
    else:
        print("you missed")
        map[16][9]=" x "
if p=="H" and a=="6" and map[16][11]==" ":
    wasd="H6"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[16][11]="hit"
    else:
        print("you missed")
        map[16][11]=" x "
if p=="H" and a=="7" and map[16][13]==" ":
    wasd="H7"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[16][13]="hit"
    else:
        print("you missed")
        map[16][13]=" x "
if p=="H" and a=="8" and map[16][15]==" ":
    wasd="H8"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[16][15]="hit"
    else:
        print("you missed")
        map[16][15]=" x "
if p=="H" and a=="9" and map[16][17]==" ":

```

```

wasd="H9"
if wasd in coordinates:
    print("you shot it")
    coordinates.remove(wasd)
    map[16][17]="hit"
else:
    print("you missed")
    map[16][17]=" x "
if p=="H" and a=="10" and map[16][19]==" ":
    wasd="H10"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[16][19]="hit"
    else:
        print("you missed")
        map[16][19]=" x "
if p=="I" and a=="1" and map[18][1]==" ":
    wasd="I1"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[18][1]="hit"
    else:
        print("you missed")
        map[18][1]=" x "
if p=="I" and a=="2" and map[18][3]==" ":
    wasd="I2"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[18][3]="hit"
    else:
        print("you missed")
        map[18][3]=" x "
if p=="I" and a=="3" and map[18][5]==" ":
    wasd="I3"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[18][5]="hit"
    else:
        print("you missed")
        map[18][5]=" x "
if p=="I" and a=="4" and map[18][7]==" ":
    wasd="I4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[18][7]="hit"
    else:
        print("you missed")
        map[18][7]=" x "
if p=="I" and a=="5" and map[18][9]==" ":
    wasd="I5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)

```



```

        map[18][9]="hit"
    else:
        print("you missed")
        map[18][9]=" x "
if p=="I" and a=="6" and map[18][11]==" ":
    wasd="I6"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[18][11]="hit"
    else:
        print("you missed")
        map[18][11]=" x "
if p=="I" and a=="7" and map[18][13]==" ":
    wasd="I7"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[18][13]="hit"
    else:
        print("you missed")
        map[18][13]=" x "
if p=="I" and a=="8" and map[18][15]==" ":
    wasd="I8"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[18][15]="hit"
    else:
        print("you missed")
        map[18][15]=" x "
if p=="I" and a=="9" and map[18][17]==" ":
    wasd="I9"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[18][17]="hit"
    else:
        print("you missed")
        map[18][17]=" x "
if p=="I" and a=="10" and map[18][19]==" ":
    wasd="I10"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[18][19]="hit"
    else:
        print("you missed")
        map[18][19]=" x "
if p=="J" and a=="1" and map[20][1]==" ":
    wasd="J1"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[20][1]="hit"
    else:
        print("you missed")
        map[20][1]=" x "

```

```

if p=="J" and a=="2" and map[20][3]==" ":
    wasd="J2"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[20][3]="hit"
    else:
        print("you missed")
        map[20][3]=" x "
if p=="J" and a=="3" and map[20][5]==" ":
    wasd="J3"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[20][5]="hit"
    else:
        print("you missed")
        map[20][5]=" x "
if p=="J" and a=="4" and map[20][7]==" ":
    wasd="J4"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[20][7]="hit"
    else:
        print("you missed")
        map[20][7]=" x "
if p=="J" and a=="5" and map[20][9]==" ":
    wasd="J5"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[20][9]="hit"
    else:
        print("you missed")
        map[20][9]=" x "
if p=="J" and a=="6" and map[20][11]==" ":
    wasd="J6"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[20][11]="hit"
    else:
        print("you missed")
        map[20][11]=" x "
if p=="J" and a=="7" and map[20][13]==" ":
    wasd="J7"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[20][13]="hit"
    else:
        print("you missed")
        map[20][13]=" x "
if p=="J" and a=="8" and map[20][15]==" ":
    wasd="J8"
    if wasd in coordinates:
        print("you shot it")

```

```

        coordinates.remove(wasd)
        map[20][15]="hit"
    else:
        print("you missed")
        map[20][15]=" x "
if p=="J" and a=="9" and map[20][17]==" ":
    wasd="J9"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[20][17]="hit"
    else:
        print("you missed")
        map[20][17]=" x "
if p=="J" and a=="10" and map[20][19]==" ":
    wasd="J10"
    if wasd in coordinates:
        print("you shot it")
        coordinates.remove(wasd)
        map[20][19]="hit"
    else:
        print("you missed")
        map[20][19]=" x "
if coordinates==[]:
    print_slow("you won\n")
    break
if lifes==0:
    print_slow("you lost\n")
    break
lifes=lifes-1
time.sleep(1)
for s in map:
    for j in s:
        print(j,end = "")
    print()
    print("you have",str(lifes),"guesses left")
start=input("again? ")

```