



```
a=a+2
```

```
b=b-2
```




```
c=c+2
```

```
d=d-2
```



```
a=a-2
```

```
d=d+2
```



```
b=b+2
```

```
c=c-2
```



```
from random import *
```

```
de=randint(1,6)
```

```
a=a+de
```

```
c=c-de
```



```
from random import *
```

```
de=randint(1,6)
```

```
b=b+de
```

```
d=d-de
```



```
from random import *
```

```
de=randint(1,6)
```

```
d=d+de
```

```
a=a-de
```






```
from random import *
```

```
de=randint(1,6)
```

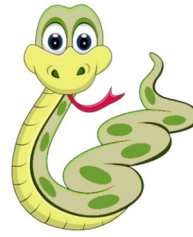
```
c=c+de
```

```
b=b-de
```

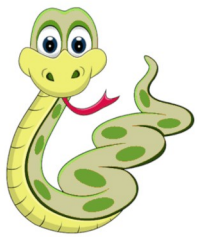




*La guerre  
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Pythons*



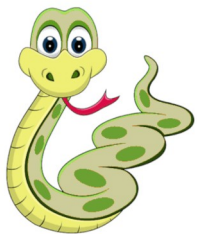
*La guerre  
des  
Pythons*



*La guerre  
des  
Pythons*



*La guerre  
des  
Pythons*



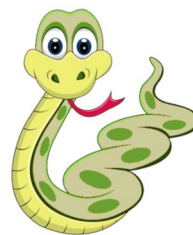
*La guerre  
des  
Pythons*




*La guerre  
des  
Pythons*





*La guerre  
des  
Pythons*





*La guerre  
des  
Pythons*





```
if a<b:
    a=b
else:
    b=a
```





```
if c<d:
    c=d
else:
    d=c
```



```
if b<c:
    b=c
else:
    c=b
```





```
if d<a:
    d=a
else:
    a=d
```





```
from random import *

de=randint(1,6)
if de<=2:
    a=a+10
else:
    a=a-5
```





```
from random import *

de=randint(1,6)
if de==5 or de==6:
    b=b+10
else:
    b=b-5
```




```
from random import *

de=randint(1,6)
if de>2 and de<5:
    c=c+10
else:
    c=c-5
```



```
from random import *

de=randint(1,6)
if de>=5:
    d=d+10
else:
    d=d-5
```

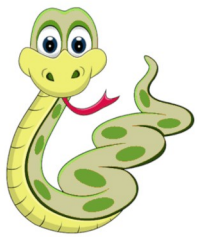




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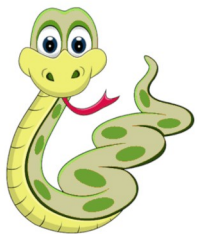
*La guerre  
des  
Pythons*



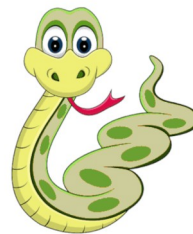
*La guerre  
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Pythons*



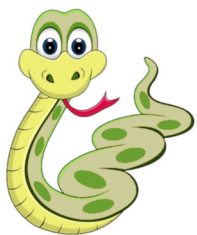
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Pythons*



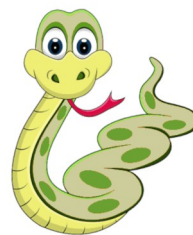
*La guerre  
des  
Pythons*




*La guerre  
des  
Pythons*



*La guerre  
des  
Pythons*




*La guerre  
des  
Pythons*




a=10

#Carte à utiliser impérativement  
avant le dernier tour




b=10

#Carte à utiliser impérativement  
avant le dernier tour




c=10

#Carte à utiliser impérativement  
avant le dernier tour





d=10



#Carte à utiliser impérativement  
avant le dernier tour





```
if a>40:
    a=30
else:
    if a>30:
        a=20
    else:
        a=10
```




```
if b>40:
    b=30
else:
    if b>30:
        b=20
    else:
        b=10
```



```
if c>40:
    c=30
else:
    if c>30:
        c=20
    else:
        c=10
```



```
if d>40:
    d=30
else:
    if d>30:
        d=20
    else:
        d=10
```

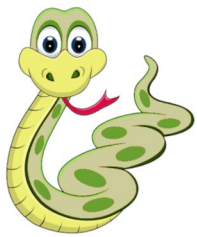




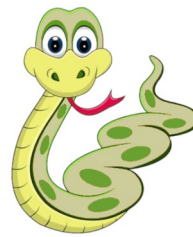
*La guerre  
des  
Pythons*



*La guerre  
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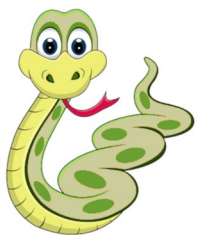
*La guerre  
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Pythons*



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*La guerre  
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Pythons*





*La guerre  
des  
Pythons*





```
if a<b or a<c:  
    a=max(b,c)
```





```
if b<c or b<d:  
    b=max(c,d)
```





```
if c<a or c<d:  
    c=max(a,d)
```





```
if d<a or d<b:  
    d=max(a,b)
```





```
from random import *  
  
de=randint(1,6)  
if de>=5:  
    a=2*a  
else:  
    a=a-1
```




```
from random import *  
  
de=randint(1,6)  
if de==1 or de==2:  
    b=2*b  
else:  
    b=b-1
```



```
from random import *  
  
de=randint(1,6)  
if 2<de<5:  
    c=2*c  
else:  
    c=c-1
```



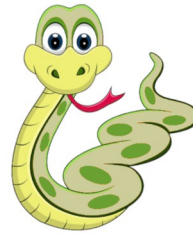
```
from random import *  
  
de=randint(1,6)  
if de>2 and de<5:  
    d=2*d  
else:  
    d=d-1
```







*La guerre  
des  
Pythons*



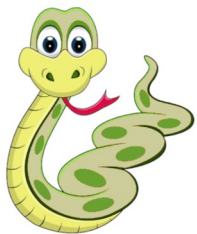
*La guerre  
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Pythons*



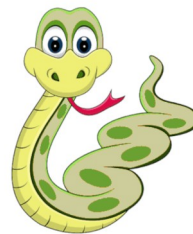
*La guerre  
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Pythons*



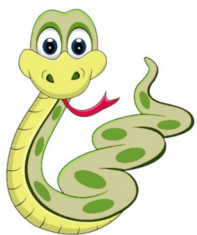
*La guerre  
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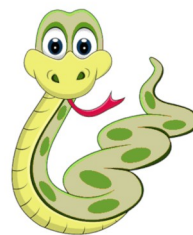
*La guerre  
des  
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*La guerre  
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Pythons*




*La guerre  
des  
Pythons*




*La guerre  
des  
Pythons*






```
def gain(n):  
    return 2*n-2
```

```
a=a+gain(3)
```




```
def gain(n):  
    return n**2-1
```

```
b=b+gain(-2)
```




```
def gain(n):  
    return 2*n+5
```

```
c=c+gain(-1)
```




```
def gain(n):  
    return n**2-5
```

```
d=d+gain(-3)
```




```
def jouer(n):  
    if n<10:  
        return n+10  
    else:  
        return n-10
```

```
a=jouer(a)
```




```
def jouer(n):  
    if n<10:  
        return n+10  
    else:  
        return n-10
```

```
b=jouer(b)
```



```
def jouer(n):  
    if n<10:  
        return n+10  
    else:  
        return n-10
```

```
c=jouer(c)
```



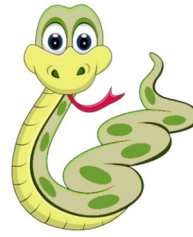
```
def jouer(n):  
    if n<10:  
        return n+10  
    else:  
        return n-10
```

```
d=jouer(d)
```

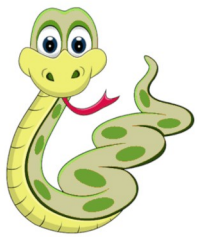




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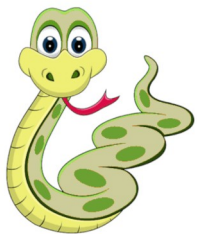
*La guerre  
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*La guerre  
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Pythons*



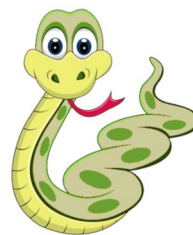
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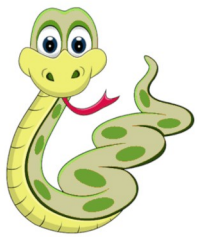
 <pre>from random import *  def attaque(n):     return 2*n-8  de=randint(1,6) choix=choix+attaque(de)</pre> 	 <pre>from random import *  def attaque(n):     return n**2-16  de=randint(1,6) choix=choix+attaque(de)</pre> 
 <pre>from random import *  def attaque(n):     return 2-n  de=randint(1,6) choix=choix+attaque(de)</pre> 	 <pre>from random import *  def attaque(n):     return 3*n-12  de=randint(1,6) choix=choix+attaque(de)</pre> 
 <pre>from random import *  def attaque():     de=randint(1,6)     return 2*de-12  choix=choix+attaque()</pre> 	 <pre>from random import *  def attaque():     de=randint(1,6)     return de-6  choix=choix+attaque()</pre> 
 <pre>from random import *  def attaque():     de=randint(1,6)     return 2*de-6  choix=choix+attaque()</pre> 	 <pre>from random import *  def attaque():     de=randint(1,6)     return de-3  choix=choix+attaque()</pre> 



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Pythons*



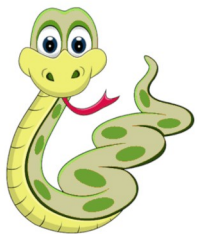
*La guerre  
des  
Pythons*



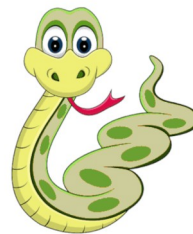
*La guerre  
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Pythons*



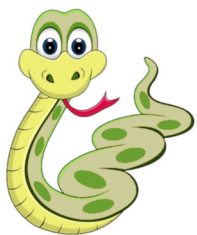
*La guerre  
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Pythons*



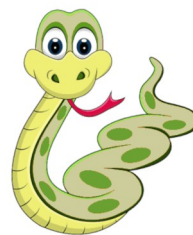
*La guerre  
des  
Pythons*




*La guerre  
des  
Pythons*




*La guerre  
des  
Pythons*





*La guerre  
des  
Pythons*





```
for i in range(6):  
    a=a+1
```





```
for i in range(3):  
    b=b+2
```





```
for i in range(2):  
    c=c+3
```





```
for i in range(6):  
    d=d+1
```





```
from random import *  
  
de=randint(1,6)  
for i in range(de):  
    a=a-1
```




```
from random import *  
  
de=randint(1,6)  
for i in range(de):  
    b=b-1
```



```
from random import *  
  
de=randint(1,6)  
for i in range(de):  
    c=c-1
```



```
from random import *  
  
de=randint(1,6)  
for i in range(de):  
    d=d-1
```





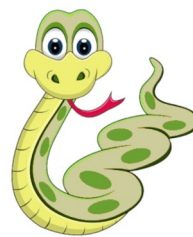
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*La guerre  
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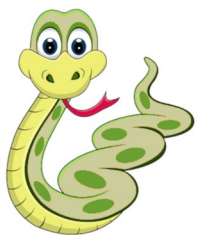
*La guerre  
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*La guerre  
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*La guerre  
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Pythons*





*La guerre  
des  
Pythons*





```
for i in range(10):  
    a=a+1  
    b=b-1
```





```
for i in range(5):  
    c=c+2  
    d=d-2
```





```
for i in range(2):  
    a=a+5  
    d=d-5
```





```
for i in range(10):  
    b=b+1  
    c=c-1
```





```
for i in range(10):  
    a=a+1  
    choix=choix-1
```






```
for i in range(5):  
    b=b+2  
    choix=choix-2
```



```
for i in range(2):  
    c=c+5  
    choix=choix-5
```



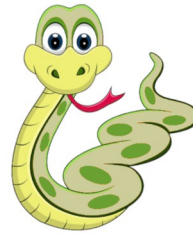
```
for i in range(10):  
    d=d+1  
    choix=choix-1
```







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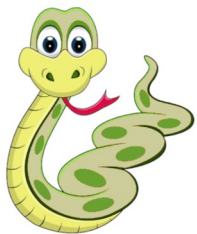
*La guerre  
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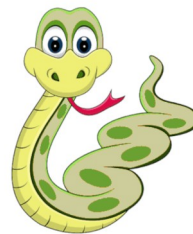
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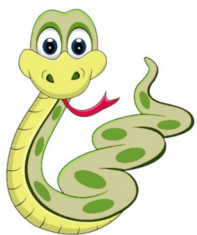
*La guerre  
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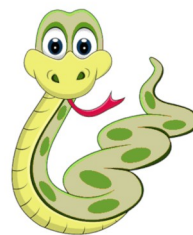
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*La guerre  
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*La guerre  
des  
Pythons*



```
from random import *
```

```
for i in range(2):  
    de=randint(1,6)  
    a=a+de  
    b=b-de
```



```
from random import *
```

```
for i in range(2):  
    de=randint(1,6)  
    c=c+de  
    d=d-de
```



```
from random import *
```

```
for i in range(2):  
    de=randint(1,6)  
    d=d+de  
    a=a-de
```



```
from random import *
```

```
for i in range(2):  
    de=randint(1,6)  
    b=b+de  
    c=c-de
```



```
from random import *
```

```
def lancer():  
    return randint(1,6)
```

```
for i in range(2):  
    if lancer()>=5:  
        a=a+5
```



```
from random import *
```

```
def lancer():  
    return randint(1,6)
```

```
for i in range(2):  
    if lancer()>=5:  
        b=b+5
```



```
from random import *
```

```
def lancer():  
    return randint(1,6)
```

```
for i in range(3):  
    if lancer()==6:  
        c=c+10
```



```
from random import *
```

```
def lancer():  
    return randint(1,6)
```

```
for i in range(3):  
    if lancer()==6:  
        d=d+10
```





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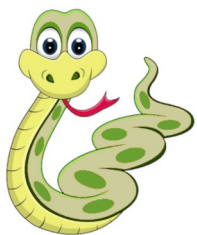
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*La guerre  
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*La guerre  
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Pythons*



```
from random import *
```

```
for i in range(2):  
    de=randint(1,6)  
    if de==6:  
        choix=10
```



```
from random import *
```

```
for i in range(3):  
    de=randint(1,6)  
    if de==6:  
        choix=10
```



```
from random import *
```

```
for i in range(2):  
    de=randint(1,6)  
    if de==6:  
        choix=choix-10
```



```
from random import *
```

```
for i in range(3):  
    de=randint(1,6)  
    if de==6:  
        choix=choix-10
```



```
for i in range(5):  
    a=a+i
```



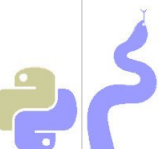
```
for i in range(5):  
    b=b+i
```



```
for i in range(5):  
    c=c+i
```



```
for i in range(5):  
    d=d+i
```





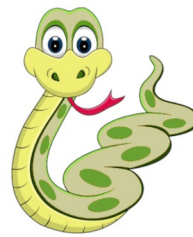
*La guerre  
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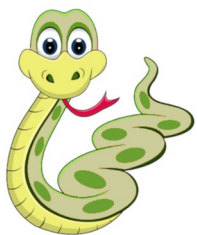
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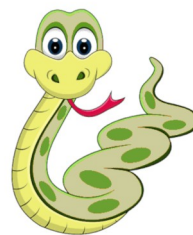
*La guerre  
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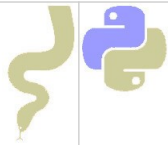
*La guerre  
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Pythons*



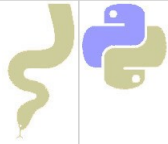
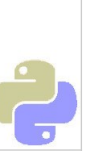
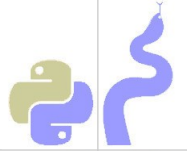
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```
while a<20:  
    a=a+1
```

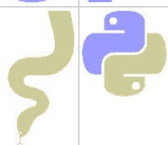
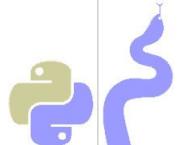


```
while b<20:  
    b=b+1
```



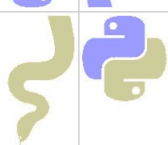
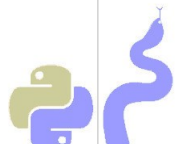
```
while c<20:  
    c=c+1
```

```
while d<20:  
    d=d+1
```



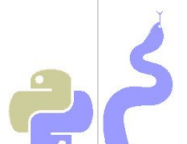
```
while choix>20:  
    choix=choix-1
```

```
while choix>30:  
    choix=choix-2
```



```
while choix>40:  
    choix=choix-5
```

```
while choix>50:  
    choix=choix-10
```

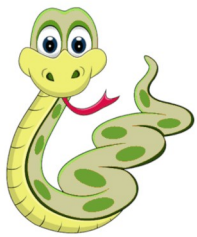




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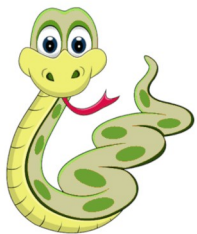
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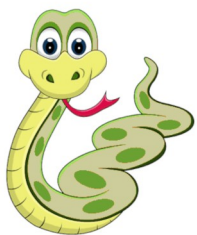
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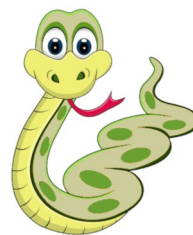
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des  
Pythons*









```
while a<b:  
    a=a+1
```





```
while b<c:  
    b=b+1
```





```
while c<d:  
    c=c+1
```





```
while d<a:  
    d=d+1
```





```
from random import *  
  
de=randint(1,6)  
while de!=6:  
    a=a-1  
    de=randint(1,6)
```






```
from random import *  
  
de=randint(1,6)  
while de<3:  
    b=b-2  
    de=randint(1,6)
```



```
from random import *  
  
de=randint(1,6)  
while de<4:  
    c=c-3  
    de=randint(1,6)
```

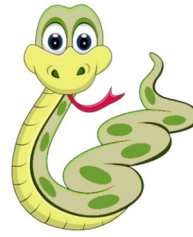


```
from random import *  
  
de=randint(1,6)  
while de>4:  
    d=d-2  
    de=randint(1,6)
```





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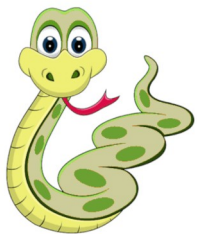
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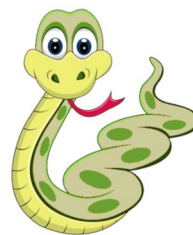
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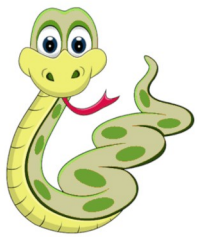
 <pre>from random import *  def lancer():     return randint(1,6)  while a&lt;20:     a=a+lancer()</pre> 	  <pre>from random import *  def lancer():     return randint(1,6)  while b&lt;20:     b=b+lancer()</pre>   
 <pre>from random import *  def lancer():     return randint(1,6)  while c&lt;20:     c=c+lancer()</pre>  	  <pre>from random import *  def lancer():     return randint(1,6)  while d&lt;20:     d=d+lancer()</pre>     
 	     
	  



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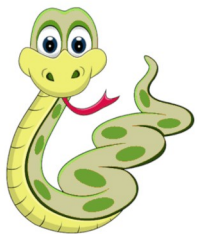
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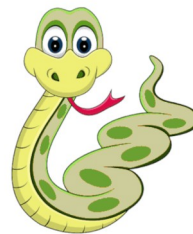
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Pythons*



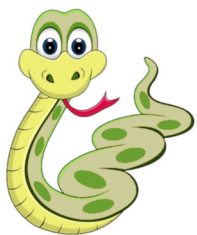
*La guerre  
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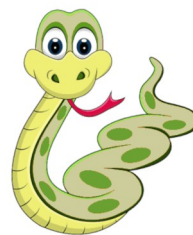
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