

```
from random import randint
```

```
hit_rate = randint(1, 100)
```

```
prtctv_fld_usd = 0
```

```
def hero_attack():  
    if hit_rate < 76:  
        robot_damage = hero["gun"] - robot["defence"]  
        robot["hp"] = robot["hp"] - robot_damage  
        print("<=====Герой нанёс", robot_damage, "ед.  
урона роботу=====>\n")  
        print("<=====У робота осталось", robot["hp"],  
"хп=====>\n")  
    else:  
        print("<=====Герой не попал=====>\n")
```

```
def robot_attack_1():  
    prc = robot["gun"] * 0.3  
    if hit_rate < 34:  
        hero_damage = robot["gun"] + prc - hero["defence"]  
        hero["hp"] = hero["hp"] - hero_damage  
        print("<=====Робот нанёс", hero_damage, "ед.  
урона герою=====>")  
        print("<=====У героя осталось", hero["hp"],  
"хп=====>")
```

```
else:
```

```
    print("<=====Робот не попал=====>")
```

```
def robot_attack_2():
```

```
    if hit_rate > 49:
```

```
        df_hero_damage = robot["gun"] - hero["defence"]
```

```
        hero["hp"] = hero["hp"] - df_hero_damage
```

```
        print("<=====Робот нанёс", df_hero_damage, "ед.  
урона герою=====>")
```

```
        print("<=====У героя осталось", hero["hp"],  
"хп=====>")
```

```
    else:
```

```
        print("<=====Робот не попал=====>")
```

```
def equip_shield():
```

```
    prtctv_fld_usd = + 1
```

```
    hero["defence"] = hero["defence"] +  
hero["protective_field"]
```

```
def display_robot_info():
```

```
    return robot["hp"]
```

```
def remove_shield():
```

```
    prtctv_fld_usd = 0
```

```
    hero["defence"] = hero["defence"] -  
hero["protective_field"]
```

```
def modify_health(personage, change):  
    personage["hp"] = personage["hp"] + change  
    if change < 0:  
        return personage, "получил", change, "ед. урона"  
    else:  
        return personage, "получил", change, "ед. хп"
```

```
robot = {  
    "hp": 1300,  
    "defence": 120,  
    "gun": 300,  
}
```

```
hero = {  
    "hp": 2000,  
    "defence": 100,  
    "gun": 250,  
    "protective_field": 150  
}  
  
while True:  
    hit_rate = randint(1, 100)  
    print("<=====ХОД ГЕРОЯ=====>\n")
```

```

    print("<=====Выберите тип хода=====>\n" "1
attack\n" "2 defence\n" "3 pass")

    a = input("-> ")

    if a == "pass":

        print("<=====Герой пропускает ход=====>")

    if a == "attack":

        hero_attack()

```

```

    if a == "defence":

        equip_shield()

        print("<=====Герой активировал щит=====>")

```

```

    if robot["hp"] <= 0:

        print("<=====РОБОТ ПРОИГРАЛ=====>")

        break

    else:

        if prtctv_fld_usd > 0:

            remove_shiled()

            print("<=====ХОД РОБОТА=====>\n")

            print("Выберите тип атаки\n" "1 rockets\n" "2
cartridges")

            a = input("-> ")

            if a == "rockets":

                hit_rate = randint(1, 100)

```

```

        if hit_rate < 34:

            if hit_rate == 33:

```

```
        print("<=====Робот  
заклинил=====>")  
        continue  
        robot_attack_1()  
        if a == "cartridges":  
            hit_rate = randint(1, 100)  
            robot_attack_2()
```

```
    if hero["hp"] <= 0:  
        print("<=====ГЕРОЙ ПРОИГРАЛ=====>")  
        break
```