

```

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace ConsoleApplication4
{
    class Program
    {
        static void Main(string[] args)
        {
            Random rnd = new Random();
            int[,] GlArr = new int[40, 20];

            int[] arr = new int[64];

            for (int i = 0; i < 64; i++)
            {
                arr[i] = rnd.Next(2);
            }

            int[] gamers1 = new int[20];
            int[] gamers2 = new int[20];

            for (int i = 0; i < 3; i++)
            {
                gamers1[i] = rnd.Next(2);
                gamers2[i] = rnd.Next(2);
            }
            int flagg = 0;
            int g1Pos = 2;
            int g2Pos = 2;
            int valera = 0;

            for (int kk = 0; kk < 18; )
            {
                int[] numb = new int[6];

                int flag = 0;
                if (flagg == 0)
                {
                    for (int i = 2; i > -1; i--)
                    {
                        numb[flag] = gamers2[i + kk];
                        numb[flag + 1] = gamers1[i + kk];
                        flag += 2;
                    }
                }
                else if (flagg == 1)
                {
                    for (int i = 2; i > -1; i--)
                    {
                        if (kk == 0)
                        {
                            kk++;
                        }
                        numb[flag] = gamers1[i + kk];
                        numb[flag + 1] = gamers2[i + kk - 1];
                        flag += 2;
                    }
                }
            }
        }
    }
}

```

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}
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```
string decNum = "";
```

```
for (int i = 0; i < 6; i++)  
{  
    decNum += Convert.ToString(numb[i]);  
}  
int decNumFin = Convert.ToInt32(decNum, 2);
```

```
if (flagg == 0)  
{  
    g1Pos++;  
    gamers1[g1Pos] = arr[decNumFin];  
}  
else if(flagg == 1)  
{  
    g2Pos++;  
    gamers2[g2Pos] = arr[decNumFin];  
}
```

```
if (flagg == 0)  
{  
    flagg = 1;  
}  
else if (flagg == 1)  
{  
    flagg = 0;  
}
```

```
flag = 0;
```

```
valera++;  
if (valera == 2)  
{  
    kk++;  
    valera = 0;  
}  
}
```

```
int scores1 = 0;  
int scores2 = 0;
```

```
for (int t = 0; t < 20; t++)  
{  
    if (gamers1[t] == 0 && gamers2[t] == 0)  
    {  
        scores1 += 2;  
        scores2 += 2;  
    }  
}
```

```
if (gamers1[t] == 1 && gamers2[t] == 1)  
{  
    scores1 += 3;  
    scores2 += 3;  
}
```

```

        if (gamers1[t] > gamers2[t])
        {
            scores1 += 5;
        }

        if (gamers1[t] < gamers2[t])
        {
            scores2 += 5;
        }
    }

    for (int t = 0; t < 20; t++)
    {
        Console.Write(Convert.ToString(gamers1[t]) + " ");
    }

    Console.WriteLine("");

    for (int t = 0; t < 20; t++)
    {
        Console.Write(Convert.ToString(gamers2[t]) + " ");
    }

    Console.WriteLine(scores1 + "----" + scores2);

    Console.ReadKey();

}
}
}

```

ONE GAME



