alert("WELCOME TO BISCUIT QUEST!\n\n\*\*\*\*\* \*\*\* \*\*\*\*\*\* \*\*\*\*\*\* \* \* \*\*\* \*\*\*\*\*\n\* \* \* \* \* \* \* \* \*\n\*\*\*\*\* \* \*\*\*\*\*\* \* \* \* \* \*\n\* \* \* \* \* \* \* \* \*\n\*\*\*\*\* \*\*\* \*\*\*\*\*\* \*\*\*\*\*\* \*\*\*\*\*\* \*\*\* \*\n\n\*\*\*\*\*\* \* \* \*\*\*\*\*\* \*\*\*\*\*\* \*\*\*\*\*\n\* \* \* \* \* \* \*\n\* \* \* \* \*\*\*\*\*\* \*\*\*\*\*\* \*\n\*\*\*\*\*\* \* \* \* \* \*\n \* \*\*\*\*\*\* \*\*\*\*\*\* \*\*\*\*\*\* \*");

alert("\n\nAlone, abandoned 'pon the brazen cleft:\nComestible quest is all that's left - Tullius");

let startGame = confirm("\n\nDo you wish to start a new game?");

if (startGame === true) {

var mendicant = prompt("\n\nHark Player1, welcome unto the Biscuit Quest. Tarry not and enter thy name and let us see how dame fortune smiles 'pon this our comestible adventure!");

}

else if (startGame === false) {

alert(gameover);

}

//Need to end program here

var endgame = "\n\n\*\*\*\*\*\*\*\*\*\*\n\n" + mendicant + ", THY COMESTIBLE QUEST IS COMPLETE\n\nCONGRATULATIONS, THOU ART VERILY A FELLOW OF YE RGU BISCUIT CHAPTER\n\n\*\*\*\*\* \* \* \*\*\*\*\* \*\*\*\*\* \* \* \*\*\*\*\n \* \* \* \* \* \*\* \* \* \*\n \* \*\*\*\*\* \*\*\*\*\* \*\*\*\*\* \* \* \* \* \*\n \* \* \* \* \* \* \*\* \* \*\n \* \* \* \*\*\*\*\* \*\*\*\*\* \* \* \*\*\*\*\n";

//alert(endgame);

var gameover = "\n\n\*\*\*\*\*\* \*\*\*\*\*\* \* \* \*\*\*\*\*\* \*\*\*\*\*\* \* \* \*\*\*\*\*\* \*\*\*\*\*\n\* \* \* \* \* \* \* \* \* \* \* \* \* \* \*\n\* \*\*\* \*\*\*\*\*\* \* \* \* \*\*\*\*\*\* \* \* \* \* \*\*\*\*\*\* \*\*\*\*\n\* \* \* \* \* \* \* \* \* \* \* \* \* \*\n\*\*\*\*\*\* \* \* \* \* \*\*\*\*\*\* \*\*\*\*\*\* \*\* \*\*\*\*\*\* \* \*\n";

//alert(gameover);

//CHAR INFO

alert("\n\*\*\*\*\*\*\*\*\*\*\n" + mendicant + ", thou cometh upon the shack where dwelleth the wise woman with whom thou must speak and the riddle of the HI-LO integer solve. A gatekeeper standeth twixt thou and shack yonder. She approacheth thou with a haughty air and intoneth:")

let jar = 30;

//PLACE STAKE WITH WISE WOMAN

let offer = prompt("\nGATEKEEPER: " + mendicant + ", thy reputation doth precede you, erm, I mean thou. Pray tell how many biscuits thou doth leave to chance in the game of integers.\n\n[You currently have " + jar + " biscuits in your jar.]");

while (offer <= 0) {

alert("\n\nGATEKEEPER: Do not waste our time. Zero or negative biscuits do not exist. You should have used the set of natural numbers not including 0!!!!!");

alert(gameover);

}

while (offer > 30) {

alert("The Gatekeeper suffereth not the fool who bets more than he has.\n\n");

alert(gameover);

}

if (offer > 0 && offer < 31) {

alert("\nGATEKEEPER: Place thy famble upon the reliquary and let the gods determine the odds!");

}

alert("\n\n \*\*\*You place your hand on the reliquary\*\*\*\n\n")

let odds = parseInt((Math.random() \* 10) + 1); //Avoid 1 to 1!

alert("\nGATEKEEPER: Thou art offered odds of " + odds + " to 1...");

alert("\nGATEKEEPER: If you fail your " + offer + " biscuits shall be added to our jar and may the gods show mercy on your mortal soul. However, if you succeed, you shall be rewarded with " + (offer \* odds) + " biscuits and your " + offer + " biscuits shall also be returned to you, leaving you with " + (jar + (offer \* odds)) + " biscuits in your jar");

let placeHand = confirm("\nDo you wish to proceed?");

if (placeHand === true) {

alert("\n\*\*\*\*\*\*\*\*\*\*\n\nYou had " + jar + " biscuits in your jar. There are now "+ (jar - offer) + " biscuits in your jar.\n\n\*\*\*\*\*\*\*\*\*\*");

alert(mendicant.toUpperCase() + ": So mote it be");

}

while (placeHand === false) {

alert(gameover);

}

let randNum = parseInt(Math.random() \* 100);

//alert("randNum is " + randNum);

let bet2;

let bet3;

//MAINLINE

alert("\n\nGATEKEEPER: A confident wager, go forth, " + mendicant + ".\n\n");

alert(mendicant.toUpperCase() + ": Peace be upon ye, gatekeeper.\n\n\*\*\*\*\*\*\*\*\*\*\n");

let target = Math.ceil(Math.random() \* 100);

//alert("target is " + target);

alert("\n\*\*\*You head through a doorway into the home of the wise woman\*\*\*\n")

var bet1 = parseInt(prompt("\nWISE WOMAN: " + mendicant + ", a good day to thee and thine. Blessings be upon thy first stake, namely " + offer + " biscuits. Delay ye not and enter an integer from 1 to 100 and if it matchest that which I in my crystal ball see, wilst thou direct to Wotan's halls on an eight legged horse ride, but warnèd be:\n\nIf ye in 3 turns the number guesseth not,\nThanatos shall dispatch ye straight.\n\nOr if thou lily-livered be, utter no more and but enter the sign of the beast, 666, and be absolved of your quest"));

while (bet1 === 666) {

alert("\nWISE WOMAN: Thou hath quit and the darkest of paths taken. E'en the Banshee shall not wail thy inglorious passing. May Hugin and Munin howk at thy worthless corpse.")

alert("\*\*\*\*\*\*\*\*\*\*\nYou are picked to death by ravens\nThe wise woman helps herself to " + offer + " biscuits\n")

alert(gameover);

}

while (bet1 < 1 || bet1 > 100) {

alert("\nWISE WOMAN: Thy guess is out of range, mendicant, and your " + offer + " biscuits are hereby forfeit.\nEven ye simple errand of entering an integer twixt 1 and 100 is beyond thou. May Polycarpus intercede on part of thy soul.");

alert("\*\*\*\*\*\*\*\*\*\*\nYou walk away despondent, your integer quest is over\n")

alert(gameover);

}

//EQUAL//(Correct on first attempt) //Go back code and remove var input

while (bet1 === target) {

alert("\nAfter one attempt you have succeeded. Well done. You now have " + (jar + (offer \* odds)) + " bushels of corn in your jar.");

alert(endgame);

}

//HIGH

while (bet1 > target) {

let bet2 = parseInt(prompt("You are high, 2 turns remaining. Please enter your second bet."));

//HIGH, EQUAL

while (bet2 === target) {

alert("Your second guess is correct. You now have " + (jar + (offer \* odds)) + " biscuits in your jar.");

alert(endgame);

}

//HIGH, HIGH

while (bet2 > target) {

alert("You are still high, 1 bet remaining");

let bet3 = parseInt(prompt("You are too high, please enter your final bet"));

//HIGH, HIGH, EQUAL

while (bet3 === target) {

alert("You're third guess is correct. You now have " + (jar + (offer \* odds)) + " biscuits in your jar.");

alert(endgame);

}

//HIGH, HIGH, HIGH

while (bet3 > target) {

alert("High, high, high? After three highs you now fall to earth");

alert(gameover);

}

//HIGH, HIGH, LOW

while (bet3 < target) {

alert("You chose: high, high, low.")

alert(gameover);

}

}

//HIGH, LOW

while (bet2 < target) {

alert("You are now too low, 1 bet remaining");

let bet3 = parseInt(prompt("Please enter your final bet. Make it a good one."));

//HIGH, LOW, EQUAL

while (bet3 === target) {

alert("Third time lucky. You now have " + (jar + (offer \* odds)) + " biscuits in your jar.");

alert(endgame);

}

//HIGH, LOW, HIGH

while (bet3 > target) {

alert("You chose: high, low, high");

alert(gameover);

}

//HIGH, LOW, LOW

while (bet3 < target) {

alert("You chose: High, low, low");

alert(gameover);

}

}

}

//LOW

while (bet1 < target) {

let bet2 = parseInt(prompt("You are low, 2 turns remaining"));

//LOW, EQUAL

while (bet2 === target) {

alert("Your higher estimation is correct, well done. You now have " + (jar + (offer \* odds)) + " biscuits in your jar.");

alert(endgame);

}

//LOW, HIGH

while (bet2 > target) {

alert("You are now too high, 1 bet remaining");

let bet3 = parseInt(prompt("Please enter your final bet. Make it a good one!"));

//LOW, HIGH, EQUAL

while (bet3 === target) {

alert("Third time lucky. You now have " + (jar + (offer \* odds)) + " biscuits in your jar.");

alert(endgame);

}

//LOW, HIGH, HIGH

while (bet3 > target) {

alert("You chose: low, high, high.");

alert(gameover);

}

//LOW, HIGH, LOW

while (bet3 < target) {

alert("You chose: low, high, low");

alert(gameover);

}

}

//LOW, LOW

while (bet2 < target) {

alert("You are still too low, 1 bet remaining");

let bet3 = parseInt(prompt("Please enter your final bet. Make it a good one!"));

//LOW, LOW, EQUAL

while (bet3 === target) {

alert("Third time lucky, well done. You now have " + (jar + (offer \* odds)) + " biscuits in your jar.");

alert(endgame);

}

//LOW, LOW, HIGH

while (bet3 > target) {

alert("You chose: low, low, high");

alert(gameover);

}

//LOW, LOW, LOW

while (bet3 < target) {

alert("Low, low, low. Are you depressed?")

alert(gameover);

}

}

}

//leave in