```java
import java.util.Scanner;

public class Main {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        startGame(scanner);
    }

    public static void startGame(Scanner scanner) {
        System.out.println("Welcome to the Adventure Game!");
        System.out.println("You find yourself in a mysterious land. Which path will you choose? (1/2)");
        int choice = getUserChoice(scanner, 1, 2);

        if (choice == 1) {
            pathOne(scanner);
        } else if (choice == 2) {
            pathTwo(scanner);
        }
    }

    public static void pathOne(Scanner scanner) {
        System.out.println("You chose path one. You encounter a dragon. What will you do? (1/2)");
        int choice = getUserChoice(scanner, 1, 2);

        if (choice == 1) {
            System.out.println("You bravely attack the dragon but it overpowers you. Game Over!");
        } else if (choice == 2) {
```

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            System.out.println("You cautiously retreat and find a
hidden treasure. You win!");
        }
    }

    public static void pathTwo(Scanner scanner) {
        System.out.println("You chose path two. You see a dark
cave and a bright meadow. Where do you go? (1/2)");
        int choice = getUserChoice(scanner, 1, 2);

        if (choice == 1) {
            insideCave(scanner);
        } else if (choice == 2) {
            System.out.println("You frolic in the meadow and
enjoy the beauty. You win!");
        }
    }

    public static void insideCave(Scanner scanner) {
        System.out.println("Inside the cave, you find a chest.
Open it? (1/2)");
        int choice = getUserChoice(scanner, 1, 2);

        if (choice == 1) {
            System.out.println("The chest is trapped! You trigger a
trap and lose. Game Over!");
        } else if (choice == 2) {
            System.out.println("The chest contains treasures. You
win!");
        }
```

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    }

    public static int getUserChoice(Scanner scanner, int min,
int max) {
        int choice;
        do {
            System.out.print("Enter your choice (" + min + "-" +
max + "): ");
            while (!scanner.hasNextInt()) {
                System.out.println("Invalid input! Please enter a
number.");
                scanner.next();
            }
            choice = scanner.nextInt();
            if (choice < min || choice > max) {
                System.out.println("Invalid choice! Choose between
" + min + " and " + max + ".");
            }
        } while (choice < min || choice > max);
        return choice;
    }
}
```

OUTPUT-1:
Welcome to the Adventure Game!
You find yourself in a mysterious land. Which path will you choose? (1/2)
Enter your choice (1-2): 1
You chose path one. You encounter a dragon. What will you

do? (1/2)
Enter your choice (1-2): 1
You bravely attack the dragon but it overpowers you. Game Over!

OUTPUT-2:
Welcome to the Adventure Game!
You find yourself in a mysterious land. Which path will you choose? (1/2)
Enter your choice (1-2): 2
You chose path two. You see a dark cave and a bright meadow. Where do you go? (1/2)
Enter your choice (1-2): 1
Inside the cave, you find a chest. Open it? (1/2)
Enter your choice (1-2): 2
The chest contains treasures. You win!