```python
import time

def introduction():
    print("Welcome to the Text-based Adventure Game!")
    print("You find yourself in a mysterious land with choices to make.")

def make_choice(choices):
    print("Choose your path:")
    for i, choice in enumerate(choices, start=1):
        print(f"{i}. {choice}")

    while True:
        try:
            choice_num = int(input("Enter the number of your choice: "))
            if 1 <= choice_num <= len(choices):
                return choice_num
            else:
                print("Invalid choice. Try again.")
        except ValueError:
            print("Invalid input. Enter a number.")

def act(choice_num):
    if choice_num == 1:
        print("You chose path 1. The story unfolds...")
        time.sleep(2)
        # Implement the logic for this choice
    elif choice_num == 2:
        print("You chose path 2. The story unfolds differently...")
        time.sleep(2)
        # Implement the logic for this choice
    # Add more elif blocks for additional choices

def main():
    introduction()

    # Start of the game
    while True:
        choices = ["Explore the forest", "Enter the cave"]
        choice_num = make_choice(choices)
        act(choice_num)

        # Add more game logic, story development, and choices here

if _name_ == "__main__":
    main()
```

★ 07:22