```
public void Win (charackta(a), charackta(b)) {
    if (b == Player) {
        b.exp = b.exp + a.level;
        if (b.exp = b.level*2) {
            "Neues level"
        }
        else {
        }
        Death();
    }
}

public static death() {
    "Du bist tot"
    Main()
    {
}
```