```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="UTF-8">
 <title>Adventure Game</title>
 <style>
  body { font-family: Arial, sans-serif; }
  #game { margin: 20px; }
  .hidden { display: none; }
 </style>
</head>
<body>
 <div id="game">
  You are in a dark forest. You see a path leading north and another one leading east.
Which way do you go?
  <button onclick="goNorth()">Go North</button>
  <button onclick="goEast()">Go East</button>
 </div>
 <script>
  function goNorth() {
   document.getElementById('story').innerText = 'You encounter a wild animal! Do you fight or run
away?';
   setChoices('Fight', 'Run Away', fight, runAway);
  }
  function goEast() {
   document.getElementById('story').innerText = 'You find a hidden treasure chest! Do you open it or
leave it?';
```

```
setChoices('Open', 'Leave', openChest, leaveChest);
}
function fight() {
 document.getElementById('story').innerText = 'You bravely fight the animal and win!';
 hideChoices();
}
function runAway() {
 document.getElementById('story').innerText = 'You run away safely.';
 hideChoices();
}
function openChest() {
 document.getElementById('story').innerText = 'You open the chest and find gold coins!';
 hideChoices();
}
function leaveChest() {
 document.getElementById('story').innerText = 'You leave the chest and continue your journey.';
 hideChoices();
}
function setChoices(choice1Text, choice2Text, choice1Action, choice2Action) {
 const buttons = document.getElementById('game').getElementsByTagName('button');
 buttons[0].innerText = choice1Text;
 buttons[1].innerText = choice2Text;
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buttons[0].onclick = choice1Action;
buttons[1].onclick = choice2Action;
}

function hideChoices() {
  const buttons = document.getElementById('game').getElementsByTagName('button');
  for (let i = 0; i < buttons.length; i++) {
    buttons[i].classList.add('hidden');
  }
}

</script>
</body>
</html>
```