

```
import time
```

```
def introduction():
```

```
    print("Welcome to the Adventure Game!")
    print("You find yourself in a mysterious forest...")
    time.sleep(2)
    print("You see three paths ahead of you.")
    time.sleep(1)
    print("Each path leads to a different destination.")
    time.sleep(1)
    print("Your choices will determine your fate.")
    time.sleep(1)
    print("Let's begin!\n")
```

```
def path_selection():
```

```
    print("Which path will you choose?")
    print("1. Path of Shadows")
    print("2. Path of Light")
    print("3. Path of Reflection")
    choice = input("Enter your choice (1-3): ")
    return choice
```

```
def shadow_path():
```

```
    print("\nYou chose the Path of Shadows...")
    time.sleep(1)
    print("You encounter a dark cave.")
    time.sleep(1)
    print("Do you want to enter the cave?")
    print("1. Enter the cave")
    print("2. Keep walking")
    choice = input("Enter your choice (1-2): ")
```

```
if choice == "1":  
    print("\nAs you enter the cave, you find a hidden treasure!")  
    print("Congratulations! You've found the treasure.")  
elif choice == "2":  
    print("\nYou decide to keep walking and continue your journey.")  
    print("Your adventure continues...")
```

```
def light_path():  
    print("\nYou chose the Path of Light...")  
    time.sleep(1)  
    print("You come across a beautiful garden.")  
    time.sleep(1)  
    print("Do you want to explore the garden?")  
    print("1. Explore the garden")  
    print("2. Ignore the garden and move forward")  
    choice = input("Enter your choice (1-2): ")  
    if choice == "1":  
        print("\nYou discover a hidden portal in the garden!")  
        print("The portal leads you to another realm.")  
        print("Your journey takes an unexpected turn...")  
    elif choice == "2":  
        print("\nYou decide to continue your journey without exploring the garden.")  
        print("Your adventure continues...")
```

```
def reflection_path():  
    print("\nYou chose the Path of Reflection...")  
    time.sleep(1)  
    print("You encounter a mysterious mirror.")  
    time.sleep(1)  
    print("Do you want to look into the mirror?")  
    print("1. Look into the mirror")
```

```
print("2. Walk away from the mirror")
choice = input("Enter your choice (1-2): ")
if choice == "1":
    print("\nAs you gaze into the mirror, you see your true potential!")
    print("You gain wisdom and clarity.")
    print("Your journey continues with newfound knowledge.")
elif choice == "2":
    print("\nYou decide not to look into the mirror and continue your journey.")
    print("Your adventure continues...")
```

```
def play_game():
    introduction()
    choice = path_selection()

    if choice == "1":
        shadow_path()
    elif choice == "2":
        light_path()
    elif choice == "3":
        reflection_path()
    else:
        print("\nInvalid input. Please enter a number between 1 and 3.")
```

```
if __name__ == "__main__":
    play_game()
```