



Congratulations!

Two threads were in a critical section at the same time.

In the end... victory!

The Parallel Wizard is destroyed and his fortress crumbles at your feet. You have won. Never again will programmers over the world have to endure the difficulty of correct multithreaded programming because in defeating the Parallel Wizard, you have banished concurrency. The world will be as it was decades ago, with computer running at a reasonable speed and in the right order, as prescribed by the wise programmers.

'Although,' you wonder, 'the tricks I used were somewhat useful... and I did feel quite a bit faster when parallelized. Perhaps there is something to this whole parallelism thing.'

Indeed, perhaps there is, commander. Perhaps parallelism is useful, after all, Master Scheduler. The points you make are valid and maybe you should not be so quick to dismiss the advantages of parallelism and faster execution. After all, with the skills you gained fighting The Deadlock Empire, don't you think that you have become...

...an even greater Parallel Wizard?

Thank you, dear Scheduler, for playing The Deadlock Empire. We hope you had as much fun playing this game as we had making it. Concurrency programming is hard but it's also beautiful in a way and the world can always use more people learned in its ways. You are to be congratulated for making it this far. We are looking forward to the new software or games you will create using your knowledge of multithreading.

You mastered all the lessons of The Deadlock Empire. Thank you for playing!

Any thoughts about the game or ideas for improvement? We'd like to hear those! Just fill out [this form](#).

[Back to the code](#)

[Return to Main Menu](#)