

```
import time

def introduction():

    print("Welcome to the Text Adventure Game!")

    time.sleep(1)

    print("You find yourself in a mysterious place...")

    time.sleep(1)

    print("Your goal is to reach the treasure at the end of the journey.")

    time.sleep(1)

def choose_path():

    print("Choose your path:")

    time.sleep(1)

    print("1. Go left")

    time.sleep(1)

    print("2. Go right")

    time.sleep(1)

    choice = input("Enter 1 or 2: ")

    return choice

def encounter_enemy():

    print("Oh no! You've encountered an enemy!")

    time.sleep(1)

    print("What will you do?")

    time.sleep(1)

    print("1. Fight")

    time.sleep(1)

    print("2. Run away")
```

```
choice = input("Enter 1 or 2: ")

return choice

def main():

    introduction()

    while True:

        choice = choose_path()

        if choice == '1':

            print("You chose to go left.")

            time.sleep(1)

            print("You encounter a dark forest.")

            time.sleep(1)

            enemy_choice = encounter_enemy()

            if enemy_choice == '1':

                print("You choose to fight the enemy.")

                time.sleep(1)

                print("You defeat the enemy and continue your journey.")

                time.sleep(1)

            elif enemy_choice == '2':

                print("You choose to run away.")

                time.sleep(1)

                print("You manage to escape and continue your journey.")

                time.sleep(1)

        elif choice == '2':

            print("You chose to go right.")

            time.sleep(1)
```

```
print("You find a narrow bridge.")

time.sleep(1)

enemy_choice = encounter_enemy()

if enemy_choice == '1':

    print("You choose to fight the enemy.")

    time.sleep(1)

    print("The bridge collapses during the fight, and you fall into the river.")

    time.sleep(1)

    print("Game over!")

    break

elif enemy_choice == '2':

    print("You choose to run away.")

    time.sleep(1)

    print("You successfully cross the bridge and continue your journey.")

    time.sleep(1)

if __name__ == "__main__":

    main()
```