Python Treasure Hunt – List & Tuple Challenge

You are the **Game Master** of a Treasure Hunt.
Your players collect treasures in their **bag** (list). Some treasures are **rare and unchangeable** (tuple).
Your task is to manage the treasure bag using Python.

Tasks

1. Build the Treasure Bag

- Create an empty list called treasure_bag.
- Add treasures: "gold coin", "silver coin", "ruby", "pearl".
- Print the treasure bag.

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2. Rare Treasures (Tuples)

- Rare treasures cannot be changed once discovered.
- Create a tuple rare_treasures = ("diamond", "magic ring").
- Add these rare treasures into the bag.

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3. Island Swaps

- Remove "silver coin" from the bag (too heavy).
- Replace "ruby" with "emerald".

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4. Sorting & Counting

- Count how many "gold coin"s you have.
- Sort the bag alphabetically.
- Reverse the bag to see treasures in opposite order.

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5. Searching the Bag

- Check if "magic ring" exists in the bag.
- Find the position of "emerald" in the bag.

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6. Sharing Treasures

- Split the bag into **two halves**:
  - my_share
  - friend_share
- Print both shares.

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7. Treasure Map (Tuple Loop)

- Create a tuple of islands: ("island_1", "island_2", "island_3").
- Loop through the islands and print:
  "Searching <island_name> for treasures..."

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8. 💡 Final Challenge – Interactive Game

- Start with treasures + rare treasures.
- Ask the user to **add a treasure** (input).
- Ask the user to **remove a treasure** (input).
- Print the bag after each action.