#include <iostream>

using namespace std;

int a,b,c,d,e,f;

void stage6(){

cout << "Even tho we dont know how you end up in a dungeon in the middle of nowhere and why a giant red 10 headed dragon tried to eat your wife, you started having a normal life again (or maybe not c:). \n";

cout << "TY for playing this strange thing i made!!!";

}

void stage5(){

cout << "You thanked the owner and started going home. After finally you returned to your home town, you saw a giant red 10 headed dragon trying to eat your wife! \n";

cout << "What are you going to do?:\n";

cout << "1: Throw the brick on the giant red 10 headed dragon. \n";

cout << "2: Call the police. \n";

cout << "3: Go find a new wife. \n";

cin >> f;

switch (f)

{ case 1:

cout << "You threw on the giant red 10 headed dragon the brick and nothing happened... But this giant red 10 headed dragon species is allergic to clay (that this brick is made of) and you slayed it!!!!!11!!!!!!!!!1!!!!!!!!\n";

stage6();

break;

case 2:

cout << "You tried to call the police, but the dragon ate them and now 1 of his 10 heads started eating you alive and your wife... \n";

cout << "Your dead, not big surprise. \n";

stage5();

break;

case 3:

cout << "You left your wife being eaten alive by a giant red 10 headed dragon, but you realized your mistake and killed yourself. \n";

cout << "Your dead, not big surprise. \n";

stage5();

break;

default:

cout << "I dont think you got 4th option. \n";

stage5();

break;

}

}

void stage4(){

cout << "Its almost night... Your ready to pass out from thirst and hunger, but you just found a restaurant in the middle of nowhere. \n";

cout << "What are you going to do?:\n";

cout << "1: Continue walking because its probably a trap. \n";

cout << "2: Eat sand and continue walking. \n";

cout << "3: You would like to eat a cheeseburger and drink a large soda. \n";

cin >> e;

switch (e)

{ case 1:

cout << "You made a very big mistake...You passed out and the desert foxes started eating you. \n";

cout << "Your dead, not big surprise. \n";

stage4();

break;

case 2:

cout << "You accidetaly grabbed a scorpion with the sand and ate it. You started feeling pain on your tummy and yes: \n";

cout << "Your dead, not big surprise. \n";

stage4();

break;

case 3:

cout << "You entered in the restaurant and you asked for a cheeseburger and a large soda. After eating and drinking, you asked the restaurant's owner for help to return back home. The owner gave you a map of this desert and u realized that its also your town on it!!! \n";

stage5();

break;

default:

cout << "I dont think you got 4th option. \n";

stage4();

break;

}

}

void stage3(){

cout << "After hours of walking in this dry and hot sea, you started being very very very very very very thirtsy. You finally found an oasis and a cactus. \n";

cout << "What are you going to do?:\n";

cout << "1: Drink water from oasis. \n";

cout << "2: Drink water from cactus. \n";

cout << "3: Try to find a river because these 2 above have a chance of drinking bacteria \n";

cin >> d;

switch (d)

{ case 1:

cout << "You went to the oasis and started drinking water. Your lucky because this water is very clean and it doesnt have any bacteria! Just a river serpent that you tried to kill it with your brick to also get food, but because you have a big imagination you died...\n";

cout << "Your dead, not big surprise. \n";

stage3();

break;

case 2:

cout << "You drank water from the cactus, but it had bacteria in it... \n";

cout << "Your dead, not big surprise. \n";

stage3();

break;

case 3:

cout << "You started walking forward and hopping that you will survive once again. \n";

stage4();

break;

default:

cout << "I dont think you got 4th option. \n";

stage3();

break;

}

}

void stage2(){

cout << "After killing this monstrosity you found a door that you knew it was the exit (because it had the sign ''exit'' on it). You opened the door and your finally free, but lost in a desert... \n";

cout << "What are you going to do?:\n";

cout << "1: You feel hungry and your going to eat a scorpion that its walking near you. \n";

cout << "2: You will continue your little (unusual) adveture in desert. \n";

cout << "3: Nothing. \n";

cin >> c;

switch (c)

{ case 1:

cout << "You ate the scorpion (you nasty animal) and your stomach started hurts. You realized its a venomus scorpion and guess what it happens next: \n";

cout << "Your dead, not big surprise. \n";

stage2();

break;

case 2:

cout << "You started walking forward and hopping that you will survive. \n";

stage3();

break;

case 3:

cout << "Your doing nothing now. \n";

cout << "Your dead from boredom... \n";

stage2();

break;

default:

cout << "I dont think you got 4th option. \n";

stage2();

break;

}

}

void stage1(){

cout << "During your exploration you realized that you are in a dungeon, you started being worried and crying. But keep your snots in your nose big baby! An enemy figure is coming... Its a wild kagouras! \n";

cout << "What are you going to do?:\n";

cout << "1: Continue crying. \n";

cout << "2: Fist fight him.\n";

cout << "3: Take this massive sword that you found next to you randomly.\n";

cin >> b;

switch (b)

{ case 1:

cout << "You Continue crying right now on the floor. The wild kagouras is coming to taunt you for being such a sensitive creature, but you found a brick and you just smashed his head with it.\n";

stage2();

break;

case 2:

cout << "You punched this beast very hard on his head! You were feeling so proud of yourself, until he pulled out a knife and stubbed you 10 times.\n";

cout << "Your dead, not big surprise. \n";

stage1();

break;

case 3:

cout << "You tried to lift the sword, but it was so heavy. The wild kagouras was laughing so hard, but then you finally did it! You could lift the sword! And then it fell on you and you got cutted in half...\n";

cout << "Your dead, not big surprise. \n";

stage1();

break;

default:

cout << "I dont think you got 4th option. \n";

stage1();

break;

}

}

void game(){

cout << "Its early morning (5:27am i think)... You woke up in a bed that you never slept before. You start realizing that you are not in your sweet home! \n";

cout << "What are you going to do?:\n";

cout << "1: Got to sleep again.\n";

cout << "2: Go explore the mysterious place.\n";

cout << "3: Try to wake up from this nightmare.\n";

cin >> a;

switch (a)

{ case 1:

cout << "You went to sleep again. \n";

game();

break;

case 2:

cout << "You started exploring the mysterious place... \n";

stage1();

break;

case 3:

cout << "You tried and tried, you finally gave up trying to wake up. Now you started exploring the mysterious place... \n";

stage1();

break;

default:

cout << "I dont think you got 4th option. \n";

game();

break;

}

}

int main(int argc, char\*\* argv) {

int a;

cout <<"THE (unusual) TEXT ADVETURE GAME!!! \n";

cout <<"Press 1 to start or press 2 to exit: ";

cin >> a;

switch (a)

{ case 1:

cout << "LOADING... \n";

game();

break;

case 2:

cout << "How rude...";

break;

default:

cout << "I said 1 or 2 dummy.";

break;

}

return 0;

}