```
In [5]: answer=input("Do you want to play this text adventure game?[yes/no]")
        if answer == "yes":
            print("Thats great!")
            print()
            answer = input("Do you want to explore a cave or jungle?[cave/jungle]")

            if answer == "cave":
                print("You go into the cave and see a sleeping bear")
                print()
                answer = input("Do you want to fight or run?[fight/run]")
                if answer =="fight":
                    print("Bears are really strong! You lose!")
                elif answer == "run":
                    print("You ran away! You win!")
                else:
                    print("Invalid option,you lose!")
            elif  answer =="jungle":
                print ("You meet a tiger and you get eaten! You lose!")
            else:
                print("Invalid option,you lose!")
        else:
            print("But this is really awesone game!")
```

```
Do you want to play this text adventure game?[yes/no]yes
Thats great!

Do you want to explore a cave or jungle?[cave/jungle]cave
You go into the cave and see a sleeping bear

Do you want to fight or run?[fight/run]fight
Bears are really strong! You lose!
```

```
In [6]: answer=input("Do you want to play this text adventure game?[yes/no]")
        if answer == "yes":
            print("Thats great!")
            print()
            answer = input("Do you want to explore a cave or jungle?[cave/jungle]")

            if answer == "cave":
                print("You go into the cave and see a sleeping bear")
                print()
                answer = input("Do you want to fight or run?[fight/run]")
                if answer =="fight":
                    print("Bears are really strong! You lose!")
                elif answer == "run":
                    print("You ran away! You win!")
                else:
                    print("Invalid option,you lose!")
            elif  answer =="jungle":
                print ("You meet a tiger and you get eaten! You lose!")
            else:
                print("Invalid option,you lose!")
        else:
            print("But this is really awesome game!")
```

```
Do you want to play this text adventure game?[yes/no]yes
Thats great!

Do you want to explore a cave or jungle?[cave/jungle]jungle
You meet a tiger and you get eaten! You lose!
```

```
In [7]: answer=input("Do you want to play this text adventure game?[yes/no]")
        if answer == "yes":
            print("Thats great!")
            print()
            answer = input("Do you want to explore a cave or jungle?[cave/jungle]")

            if answer == "cave":
                print("You go into the cave and see a sleeping bear")
                print()
                answer = input("Do you want to fight or run?[fight/run]")
                if answer =="fight":
                    print("Bears are really strong! You lose!")
                elif answer == "run":
                    print("You ran away! You win!")
                else:
                    print("Invalid option,you lose!")
            elif  answer =="jungle":
                print ("You meet a tiger and you get eaten! You lose!")
            else:
                print("Invalid option,you lose!")
        else:
            print("But this is really awesome game!")
```

```
Do you want to play this text adventure game?[yes/no]no
But this is really awesone game!
```

In [ ]: