```python
import os
import random
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import time
def ugen_fight():
    health = random.randint(200, 400)
    ugen_health = random.randint(200, 300)
    bossAlive = True
    heroAlive = True
    while bossAlive == True and heroAlive == True:
        if ugen_health <= 0:
            bossAlive = False
            print("UNDEAD GENERAL DEFEATED!\n")

        elif health <= 0:
            heroAlive = False
            print("You have died.")
            exit()
        else:
            hit = random.randint(0, 100)
            ugen_health = ugen_health - hit
            print("You hit the UNDEAD GENERAL for", hit,"damage.")
            s = input("Press Enter To Continue\n")
            boss_hit = random.randint(0, 100)
            print("UNDEAD GENERAL Hit you for", boss_hit,"damage")
            s = input("Press Enter To Continue\n")
def final_showdown():
    beast_health = random.randint(200, 400)
    beastAlive = True
    heroAlive = True
    while beastAlive == True and heroAlive == True:
        if beast_health <= 100:
            bossAlive = False
            print("You hear a loud BANG! and then the beast falls over and dies.")
            time.sleep(2)
            print("You see the man in the hood from earlier with a large gun.")
            time.sleep(2)
            print("MAN: come with me. To safety ")
            time.sleep(2)
            print("The man opens a treasure chest that the beast was gaurding...")
            time.sleep(2)
            print("MAN: this is all yours!")
            time.sleep(2)
            print("MAN: you were the adventurer who killed the beast and you deserve the reward.")
            time.sleep(2)
            print("The treasure chest has 1,000,000 dollars inside.")
            time.sleep(2)
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        print("You walk out of a small opening and return to the town that you started in. 1 million dollars
richer.")
        time.sleep(2)
        print("You walk in to the sunset never to be seen again.")
        time.sleep(1000)
        exit()

    elif health <= 0:
        heroAlive = False
        print("You have died.")
        exit()
    else:
        hit = random.randint(0, 100)
        beast_health = beast_health - hit
        print("You hit the THE BEAST for", hit,"damage.")
        s = input("Press Enter To Continue\n")
        boss_hit = random.randint(0, 100)
        print("THE BEAST Hit you for", boss_hit,"damage. THE BEAST has", beast_health,"Health left.")
        s = input("Press Enter To Continue\n")
def die():
    print("you die.")
    exit()


pass1 = random.randint(0,9)
pass2 = random.randint(0,9)
pass3 = random.randint(0,9)
pass4 = random.randint(0,9)
health = random.randint(200, 400)


print("You have", health, "health")
print("you start in a small town in Kansas.")
c1 = input("You can travel into a cave (c) or travel into a grassland (g)")
if c1 == 'c' or c1 =='C':
    c2 = input("You see a door you can go through (d) or an opening. (o)")
    if c2 == 'd' or c2 == 'D':
        c4 = input("You see a dragon gaurding a door you can fight the dragon(f) or try to go for the door.(d)
)")
        if c4 == 'f' or c4 == 'F':
            print("You defeat the dragon. You continue to the door and see a small dark hallway. with a door
on the end. you continue down this hallway. (Press ENTER to continue)")
            time.sleep(2)
            print("The hallway gets darker as you walk down the hallway. It is too dark to see You turn back.")
            time.sleep(2)
            print("As you are turning back, you see a imperfection in the wall of the hallway, it turns out to be
a secret door. You go in")
            time.sleep(1)
```

```python
            c5= input("You see a red orb Touch it (y/n)")
            if c5 == 'y' or c5 == 'Y':
                print("You touch the red orb and you feel a electric shock and you die.")
                exit()


    elif c2 == 'o' or 'O':

        print("You end up in a forest. You wander deeper")
        time.sleep(3)
        print("You get lost and eventually die.")
        exit()
else:
    c6 = input("You are traveling in the grassland and you find a trapdoor. Do you want to go down it?
(y/n)")
    if c6 == 'Y' or c6 == 'y':
        c7 = input("You fall into a room with a yellow orb Touch (y/n)")
        if c7 == 'y' or c5 == 'Y':
            print("You vision seems brighter, you can now see in the dark. ")
            print("You walk out of the room and you see a dark hallway continue down it")
            time.sleep(3)
            print("You see a large door with a keypad on it.")
            time.sleep(3)
            print("A man in a hood approaches you and gives you a suit of armor and a sword and says:")
            time.sleep(3)
            print("MAN: you will need theese. you are the first one to enter this cavern. in 100 years.")
            time.sleep(3)
            print("MAN: Long ago a general put a beast in this cavern to protect it from miners.")
            time.sleep(3)
            print("YOU: is the beast still here?")
            time.sleep(5)
            print("MAN: Yes it is. it is behind that door. the door is gaurded by keypad and the code is
gaurded by the general himself.")
            time.sleep(3)
            print("YOU: Where is this general?")
            time.sleep(2)
            print("The man runs off into the darkness.")
            time.sleep(3)
            print("CLUNK")
            time.sleep(3)
            print("The floor beneath you drops and you fall into what seems to be a tomb.")
            time.sleep(4)
            print("You wander around the tomb for bit...")
            time.sleep(4)
            print("You see a zombie with a large axe come out of the ground. ")
            time.sleep(4)
            os.system('cls')  # on windows
            stuff = input("PRESS ENTER")
            print("UNDEAD GENERAL BOSS FIGHT")
```

```python
        ugen_fight()
        time.sleep(5)
        c11 = input("You see a trapdoor. Go down it (d) or keep looking for something else (e)?")
        if c11 == 'd' or c11 == 'D':
            print(" you open the trapdoor and you fall into a pit of lava and die.")
            exit()
        elif c11 =='e' or c11 == 'E':
            print("You find a imperfection is one of the walls of the tomb. it tuns out to be a secret door.
you continue down a small, cramped passageway.")
            time.sleep(2)
            print("You find a small piece of paper and the peice of paper says: ")
            time.sleep(2.5)
            print(pass1, pass2, pass3, pass4)
            print("YOU: this must be the passcode. ")
            print("You see a ladder. you take this ladder up.")
            print("You see a large vault like door with a keypad on it. ")
            print("You walk up to the door")
            print("\t\tACME\n")
            dig1 = int(input("\t\tEnter First Digit:"))
            dig2 = int(input("\t\tEnter Second Digit:"))
            dig3 = int(input("\t\tEnter Third Digit:"))
            dig4 = int(input("\t\tEnter Fourth Digit:"))
            if dig1 == pass1 and dig2 == pass2 and dig3 == pass3 and dig4 == pass4:
                print("You hear a loud hissing sound and then you smell something really bad...")
                time.sleep(2)
                print("you walk in to the room and a large beast is sleeping. you see a small door in the back
of the room...")
                time.sleep(1)
                print("You start pacing around and all of the sudden...")
                time.sleep(1)
                print("The beast wakes up from it's sleep")
                print("The beast roars very loudly and you have no choice but to fight it.")
                final_showdown()
            else:
                print("The area starts filling with poison gas. You start suffocating")
                die()
```