**Level 3**

Create function “puzzle\_lines”  
Within the function:  
 display “|\_\_\_|\_\_\_|\_\_\_|”  
 display “| | | | |”  
 display “|”, leaving the next print statement on the same line

Create function “display\_puzzle”  
Within the function:  
 display “ \_\_\_ \_\_\_ \_\_\_ \_\_\_”  
 display “| | | |”  
 display “|”, leaving the next print statement on the same line

Create a for loop that repeats twice  
 within the loop:  
 create another loop that starts at i\*4, and ends at (i\*4)+4  
 within this loop:  
 print each letter in list “letters”, followed by “|”  
 leave this line open to the next print statement  
 engage function “puzzle\_lines

Create a for loop that starts at 8 and ends at 12  
 Within this loop:  
 print each letter in list “letters”, followed by “|”  
 leave this line open to the next print statement

All of the below is within function “level\_3”

Initialize variable “door” at “n”

Initialize variable “trip” at “n”

Initialize variable “wall” at “n”

Initialize variable “floor” at “n”

Create the six solutions to the puzzle in the form of lists

Display “You enter the room. There is a piece of parchment on the east wall, and something metal on the west wall glints in the beam of your flashlight.”

Ask the user for input.

If the user inputs “look” or “look around”  
 Display the statement above.  
 If variable “wall” is “y”  
 Display “In the hidden room, there is an odd assortment of tiles on the wall”

If the user inputs “inspect floor”  
 change variable “floor” to “y”  
 If the user has tripped over the flashlight already  
 Display “You search for the thing that caused you to stumble earlier.”  
 If not,  
 Display “Curious about what might be on the floor, you look.”  
 Either way, display “What you find astonishes you: an oddly modern screwdriver.”

If the user inputs “pick up screwdriver” or likewise  
 If the user has not seen the screwdriver yet, (variables “trip” and “floor” are both at “n”)  
 Display “What screwdriver?”  
 Otherwise,  
 Display “You pick up the screwdriver and put it in your pocket.”  
 Add the screwdriver to inventory

If the user inputs “read parchment” or likewise  
 If the user has not tripped over the screwdriver  
 Display “On your way to the wall, you trip over something small and cylindrical,”  
 Display “but it rolls away before you can get a good look at it.”  
 Display “The parchment reads: “eArth beAtS WinD. WisDom is necessAry for escApe.””

If the user inputs “inspect west wall” or likewise  
 If the user has not tripped over the screwdriver  
 Display “On your way to the wall, you trip over something small and cylindrical,”  
 Display “but it rolls away before you can get a good look at it.”  
 Display “You walk to the west wall. There is a screw drilled into the stone bricks.”  
 Display “You wonder why there is a modern screw in an ancient pyramid.”

If the user inputs “take screw” or likewise  
 If the user has the screwdriver  
 set variable “wall” to “y”  
 take off 20 health points  
 Display “You unscrew the screw, but something happens that you don’t expect.”  
 Display “This action sets off a chain reaction that knocks down the wall.”  
 Display “As the dust clears, another room is revealed.”  
 Display “You decide that this rubble might effective against enemies,”  
 Display “if there were any. You add a chunk of stone to your inventory.”  
 Add “rubble” to inventory  
 If not  
 Display “You try to take the screw out with your fingernail, but it breaks.”  
 Display “Mildly annoyed, you turn away from the wall.”  
 Subtract 2 health points

If the user inputs “inspect tiles” or likewise  
 initialize variable “space” at 11  
 initialize variable “times” at 0  
 initialize variable “wisdom” at “n”  
 initialize list of scrambled tiles  
 Display the puzzle using the display\_puzzle function  
 Display “The tiles appear to be some sort of puzzle.”  
 While the player hasn’t solved the puzzle or input “wisdom”  
 Ask for player input  
 If the user inputs “a” “left” or likewise and the space tile is not on the left edge  
 Replace the blank space in the list with the entry one index back  
 Replace the entry one index back with “ “  
 Subtract one from the variable “space”  
 Display the puzzle  
 Add one to variable “times”  
 If the user inputs “d” “right” or likewise and the space tile is not on the right edge  
 Replace the blank space in the list with the entry one index forward  
 Replace the entry one index forward with “ “  
 Add one to variable “space”  
 Display the puzzle  
 Add one to variable “times”  
 If the user inputs “w” “up” or likewise and the space tile is not at the top  
 Replace the blank space in the list with the entry four indexes back  
 Replace the entry four indexes back with “ “  
 Subtract four from the variable “space”  
 Display the puzzle  
 Add one to variable “times”  
 If the user inputs “s” “down” or likewise and the space tile is not at the bottom  
 Replace the blank space in the list with the entry four indexes forward  
 Replace the entry four indexes forward with “ “  
 Add four to the variable “space”  
 Display the puzzle  
 Add one to variable “times”  
 If the user inputs “wisdom”  
 Set variable “wisdom” to “y”  
 If the user does none of the above  
 Display the puzzle

If the user has reached the end of the loop by solving the puzzle  
 Display how many moves it took for the user to get to this point  
 Display “The door slowly creaks open to reveal a staircase.”  
 If the user has input “wisdom”  
 Display “You step away from the puzzle”  
 If the user has done none of the above  
 Display “The gods of the pyramid are conspiring against you.”  
 Display “You decide to try again later.”

If the user inputs “climb stairs” or likewise  
 Display “You cautiously ascend the dark stairs”  
 set variable “door” to “y”

If the user inputs “health”  
 Display the health

If the user inputs “inventory”  
 Display the inventory

If the user has misspelled a command or does not know what to type in  
 generate a random number 1-3 and assign it to variable “number”  
 If the number is 1  
 Display “(input) could be the first line of your autobiography.”  
 If the number is 2  
 Display “(input)! You swear, angry at the pyramid.”  
 Otherwise  
 Display “(input)! You shout, hoping in vain that it’s a password of some sort.”

Return health and inventory

**Level 4**

If the user inputs “look” or “look around”  
 Display “There are two holes in the south wall, but you can’t see them very well.”  
 Display “There is also a large tapestry on the north wall.”  
 Display “There is a faint humming sound in the air, almost like the turning of a small motor.”  
 Display “But that can’t be. This pyramid is at least two thousand years old…”

If the user inputs “look at wall”  
 Display “There are two holes in the wall, both very deep. The one on the left is deeper than the one on the right. Both are covered with metal grilles.”  
 Display “By now you are used to seeing modern technology in the pyramid, so you don’t find it suspicious.”

If the user inputs “listen”  
 Display “The humming sound is coming from the east wall.”

If the user inputs “inspect east wall”  
 Display “In the dark, you almost don’t see the rapidly rotating rod attached to a stand.”  
 Display “It looks like a fan to you, except without blades, but- wait. Why is running after all these years?”  
 Display “You wonder if there are continuity errors in your own expedition.”

If the user inputs “inspect tapestry” or “inspect north wall”:  
 Display “There is a detailed tapestry hanging on the wall, but you can’t quite make out what it depicts.”  
 Display “You decide it looks like a grand royal council, except with weird inhuman figures. The ancient people had an odd style of art.”

If the user inputs “pull back tapestry” or “remove tapestry”  
 Display “You peer behind the tapestry, curious.”  
 If the fan has been seen:  
 “It is the blades to the fan!”  
 If not:  
 “You find three pieces of metal that look like fan blades.”

If the user inputs “attach blades to fan”:  
 If the fan is on:  
 Display “What? While the fan is running? You decide that this is not a good idea.”  
 If not:  
 Display “Congrats; you know have a working fan.”

If the user inputs “Acquire fan”  
 Add the fan to your inventory.   
 Display “You try and fail to put it in your pocket. You carry it in the same hand as the rock.”  
 Display “You wonder why you still have the rock. You decide it might come in handy later.”

If user inputs “inspect fan”  
 Display “The fan is almost as tall as you, and the same height as the holes in the wall.”  
 If the fan is on:  
 Display “The rod is rapidly spinning.”  
 If not:  
 Display “The fan is off, and you see three slots to insert the blades.”  
 Display “There is a glowing blue button at the fan’s base.”

If user inputs “push button”  
 If this is the first time the button has been pressed:  
 Display “You push the button. An odd beeping sounds in the air, but soon stops. The fan stops spinning.”  
 If not:  
 If the fan is on:  
 Display “The fan stops spinning”  
 If it is off:  
 Display “The fan begins to spin”

If user inputs “insert fan blades”  
 Display “You slide the blades into the slots.”

If user inputs “place fan”  
 Display the input statement “Which tunnel?”  
 If user inputs “left”  
 Display “You place the fan in front the deeper tunnel.”  
 If user inputs “right”  
 Display “You place the fan in front of the shallower tunnel.”