**Psudocode:**

**Level 2**

Display the text “The room you have entered seems to be smaller and a little brighter than the previous one…”

Set variable “action” to a string provided by the user.

Set variable “action” to itself, but in lowercase font.

If “action” is equal to “look”:

Display the text “You find a dusty mirror hanging angled on the left wall, some hieroglyphics to the right, a red box left of that, and dense thorny bushes.”

Set variable “action” to a string provided by the user.

Set variable “action” to itself, but in lowercase font.

If “action”is equal to “look in mirror” or “inspect mirror”:

Display the text “Inside of the mirror you find yourself, and a dark object approaching you at an incredible rate…”

Display the text on a new line “Before you could react, you are whisked away…”

Display the text “You find yourself in a pitch black room with no means of escape…”

Set “game\_over” to True.

If “action” is equal to “Inspect hieroglyphics”:

Display the text “You translate the text…”

Display the text “Seeing yourself will only make IT worse…”

If “action” is equal to “Inspect red box”:

Display the text “You take a closer look at the red box to find it made of some sort of metal coating.”

Display the text “You see that it is tightly shut with a key lock in place.”

If “action” is equal to “use key”:

Display the text “With a quick click, the red box’s lid pops off.”

Display the text “Within you find a flint and steel.”

If “action” is equal to “take/grab/acquire/pick up/ flint and steel”:

Add “flint\_and\_steel” to “inventory”.

If “action” is equal to “Inspect bushes”:

Display the text “You step closer to the dense thorns. You feel nervous around them. At the end you see a light shimmering from the ceiling…”

If “action” is equal to “Enter bushes”:

If “no\_bush” is equal to False:

Display the text “You attempt to push through the bushes, but you are severely wounded from the sharp thorns. You retreat for now back into the main area.”

Set “health” to relative negative 20.

Elif “no\_bush” is equal to True:

Display the text “You easily slide through the bushes. You find yourself in front of a ladder.”

If “action” is equal to “ascend/go up/grab ladder”:

Set “level” to 3.

If “action” is equal to “Use flint and steel”:

Display the text “You go near the bushes and light the flint and steel. The thorns of the bushes are now nonexistent.”

Set “no\_bush” to True.

**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

Initialize variable “door” at “n”

Initialize variable “trip” at “n”

Initialize variable “wall” at “n”

**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.”