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<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>King's Judgment Game</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      background-color: #f0f0f0;
      margin: 0;
      padding: 0;
      text-align: center;
    }
    .container {
      margin-top: 50px;
    }
    h1 {
      color: #333;
    }
    .game-btn {
      padding: 10px 20px;
      font-size: 18px;
      margin: 10px;
      cursor: pointer;
      background-color: #4CAF50;
      color: white;
      border: none;
      border-radius: 5px;
    }
    .game-btn:hover {
      background-color: #45a049;
    }
    .summary {
      margin-top: 20px;
      font-size: 18px;
      color: #333;
    }
    .question {
      margin: 20px;
      font-size: 22px;
      font-weight: bold;
    }
    .answer-btn {
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padding: 10px 20px;
font-size: 16px;
margin: 10px;
cursor: pointer;
background-color: #008CBA;
color: white;
border: none;
border-radius: 5px;
}
.answer-btn:hover {
background-color: #007bb5;
}
</style>
</head>
<body>
<div class="container">
<h1>Welcome to King's Judgment</h1>
<p>Test your leadership and IQ in a series of royal decisions.</p>
<button class="game-btn" id="startButton">Start Game</button>
<div id="gameContainer" style="display:none;">
<div id="questionContainer"></div>
<button class="answer-btn" id="yesButton">Yes</button>
<button class="answer-btn" id="noButton">No</button>
<div class="summary" id="summaryContainer" style="display:none;">
<h2>Level Summary</h2>
<p id="correctAnswers"></p>
<button class="game-btn" id="nextLevelButton">Next Level</button>
</div>
</div>
</div>

<script>
let currentLevel = 1;
let correctAnswers = 0;
const questions = {
1: [
{ question: "Should we build a new well in the village? We have only 1000 coins",
answer: "no" },
{ question: "Is lowering taxes for farmers wise?", answer: "yes" },
{ question: "Should merchants be allowed to set prices freely?", answer: "no" }
],
2: [
{ question: "Do we let citizens vote on local issues?", answer: "yes" },
{ question: "Should we increase funding for education?", answer: "yes" },

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    { question: "Should nobles be taxed equally?", answer: "yes" },
    { question: "Allow travelers without documents?", answer: "no" }
  ],
  3: [
    { question: "Force all citizens to work 12 hours?", answer: "no" },
    { question: "Let orphans join military early?", answer: "no" },
    { question: "Ban trade with foreign nations?", answer: "no" },
    { question: "Build schools over military camps?", answer: "yes" },
    { question: "Start a gold-based welfare fund?", answer: "yes" }
  ],
  // Add more levels as required
};

document.getElementById('startButton').onclick = function() {
  startGame();
};

function startGame() {
  document.getElementById('startButton').style.display = 'none';
  document.getElementById('gameContainer').style.display = 'block';
  loadQuestion();
}

function loadQuestion() {
  const levelQuestions = questions[currentLevel];
  const randomIndex = Math.floor(Math.random() * levelQuestions.length);
  const questionData = levelQuestions[randomIndex];

  document.getElementById('questionContainer').textContent = questionData.question;

  document.getElementById('yesButton').onclick = function() {
    checkAnswer('yes', questionData.answer);
  };
  document.getElementById('noButton').onclick = function() {
    checkAnswer('no', questionData.answer);
  };
}

function checkAnswer(userAnswer, correctAnswer) {
  if (userAnswer === correctAnswer) {
    correctAnswers++;
  }
}

document.getElementById('yesButton').disabled = true;

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document.getElementById('noButton').disabled = true;

setTimeout(() => {
  showSummary();
}, 1000);
}

function showSummary() {
  document.getElementById('summaryContainer').style.display = 'block';
  document.getElementById('correctAnswers').textContent = `Correct Answers:
${correctAnswers} / 3`;

  if (currentLevel < Object.keys(questions).length) {
    document.getElementById('nextLevelButton').style.display = 'block';
    document.getElementById('nextLevelButton').onclick = function() {
      currentLevel++;
      correctAnswers = 0;
      document.getElementById('summaryContainer').style.display = 'none';
      loadQuestion();
      document.getElementById('yesButton').disabled = false;
      document.getElementById('noButton').disabled = false;
    };
  } else {
    document.getElementById('nextLevelButton').style.display = 'none';
    document.getElementById('summaryContainer').innerHTML += "<h3>Game Over!
You've completed all levels!</h3>";
  }
}
</script>
</body>
</html>

```