//var myPockets = new array();

//myPockets[0] = ("tissue");

//myPockets[1] = ("rusty sword");

//myPockets[2] = ("coin");

var myName = prompt("Welcome to Limbo. Not everyone can get here, you know. What is your name?");

var opOne = prompt("I see, " + myName + ". So tell me, if we were to come out of the shadows now and attack you, would you fight or run away?");

if(opOne === "run away"){

alert("Hmmm, I see. Not the fighter type, eh? That's ok. You'll become one of us soon enough.");

alert("You are then hit on the head with a blunt object and, in your last moments of consciousness, feel your heavy body being dragged along the smooth and almost frictionless ground.");

}

else{

if(opOne === "fight"){

alert("Ohohohoh. A fight already? My, my. I'll have to take you up on that.");

var opTwo = prompt("You have a tissue, a rusty sword, and a coin in your strangely large pockets right now. Which weapon do you choose?");

if(opTwo === "rusty sword"){

alert("Good choice.");

alert("This shadow, this being, this whatever-is-in-front-of-you pulls out a gleaming sword that has lasers. Best not to ask how or why.");

var yourHP = 15;

var hisHP = 10;

// var fight = prompt("Creature is fighting you! Your options are: attack, defend, run, item");

for(var i1 = 0; i1 < 10; i1++){

var fight = prompt("Creature is going to attack you! Your options are: attack, defend, run, item");

if(fight === "attack"){

if(hisHP <= 2){

alert("WHAM! Mortal damage dealt to Creature!");

alert("Creature has fallen! You found: sword with lasers. Sword with lasers added to inventory.");

//myPockets[3] === ("sword with lasers");

break;

}

alert("WHAM! Creature took 2 damage!");

hisHP -= 2;

alert("Creature attacked! You took 2 damage!");

yourHP -= 2;

}

if(fight === "defend"){

if(hisHP === 1 && yourHP > 1){

alert("Creature attacked! You only took 1 damage!");

yourHP -= 1;

alert("You managed to mortally damage him as he was backing away from you!");

alert("Creature has fallen! You found: shield with lasers. Shield with lasers added to inventory.");

//myPockets[3] === ("shield with lasers");

}

alert("Creature attacked! You only took 1 damage!");

yourHP -=1;

alert("You managed to attack him back while he was backing away from you! You dealt 1 damage!");

hisHP -=1;

}

if(fight === "run"){

alert("You try to run but you can't go anywhere; everywhere you look is a space void of color and so murky you can't see where it leads to. While you try to run, Creature attacks! You take 5 damage!");

yourHP -= 5;

}

if(fight === "item"){

alert("You have no items other than a tissue and a coin, remember? Those are useless in this situation, genius. While you are fumbling with your incredibly oversized pockets, Creature attacks! You take 3 damage!");

yourHP -= 3;

}

if(fight !== "attack" && fight !== "run" && fight !== "item" && fight !== "defend"){

alert("Whatever you tried, it didn't work. Creature attacks! You take 4 damage!");

yourHP -= 4;

}

if(hisHP === 0){

break;

//noprotect

}

if(yourHP === 0){

alert("You were defeated by Creature! In your final moments, you see what you think are Creature's glistening fangs as he grins at your demise. ");

break;

}

}

alert("You defeated Creature. Good job. Now, you don't know what to do. But, I'm sure you'll find something. Besides, this Limbo is probably a dream or coma anyways. Either that or aliens. So, nice job.");

}

else{

alert("What are you thinking? Anyways, this fellow pulls out a sword, and before you have time to use your weapon of choice you are impaled by not only a blade but lasers. Good job.");

}

}

else{

alert("As you did not answer the question the way the Being wanted you to, you were pushed down into an endless freefall of grey, foggy nothingness. This nothingness, in your final moments, turned into a white light which you unsuccessfully reached out to. Good going.");

}

}