**SAMPLE GAME PLAY:**

Welcome to the Mysterious Castle Adventure!

1. Start the Adventure

2. Customize Your Character

3. Read the Backstory

4. Instructions

5. Load previous game

6. Exit Game

**Enter your choice : 2**

Welcome, adventurer! What shall we call you? Your name will echo through the halls of the castle! Choose wisely: Zenitsu

As you prepare for your journey, it's time to choose your class! Will you be a :

1. 'Warrior', skilled in combat and strength

2. A 'Mage' with the power of arcane spells

3. An 'Archer' who strikes from the shadows with unmatched precision

**Enter your choice: 1**

Every hero has a signature color! What color will represent your spirit?

1. BLACK

2. RED

3. GREEN

4. YELLOW

5. BLUE

6. MAGENTA

7. CYAN

Enter your choice: 6

You are good to go, Zenitsu .

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**Enter your choice : 1**

Welcome,Zenitsu! You've just stepped into the Mysterious Castle—where 'secrets lurk in every shadow and puzzles await your cleverness.

Get ready for a wild adventure filled with surprises and maybe a monster or two!

Zenitsu! you are in the Entrance\_Hall.

As you step into the Entrance Hall, a gust of cold air greets you—either the castle is saying hello or it’s just really, really old.

The torches flicker like they know something you don’t, and the shadows on the walls? Yeah, they’re probably up to no good.

**Enter command : look**

As you step into the Entrance Hall, a gust of cold air greets you—either the castle is saying hello or it’s just really, really old.

The torches flicker like they know something you don’t, and the shadows on the walls? Yeah, they’re probably up to no good.

The collectable items present in this room are :

feather

The exits are :

Left\_Corridor(West)

Right\_Corridor(East)

Grand\_Staircase(North)

**Enter command : take feather**

The feather has been added to the inventory.

**Enter command : go west**

Zenitsu!, you have entered the Left\_Corridor.

Entering the left corridor, you feel a chill run down your spine—what secrets lie ahead in the darkness? Something feels

wrong in this part of the castle.

**Enter command : look**

Entering the left corridor, you feel a chill run down your spine—what secrets lie ahead in the darkness? Something feels

wrong in this part of the castle.

The collectable items present in this room are :

anvil

The exits are :

Entrance\_Hall(East)

Crypt(West)

**Enter command : take anvil**

The anvil has been added to the inventory.

**Enter command : go west**

Zenitsu!, you have entered the Crypt.

You step into the cold, silent Crypt. The air is thick, and the stone "coffins" that line the walls look ancient, untouched for centuries.

Carvings of strange symbols are etched into the stone, hinting at long-forgotten secrets. You sense something valuable might

be hidden here, but it won’t reveal itself easily.

**Enter command : examine coffins**

Five weathered coffins stand before you, each one guarded by a ghostly figure. An inscription above the coffins whispers:

"Only by solving the riddles of the guardians can you find the treasure hidden within these coffins."

You can choose to approach any coffin and attempt to solve the riddle posed by its guardian.

**Enter command : solve riddle**

If your answer is correct,the guardian will allow you to move to the next coffin,

revealing its puzzle. Solve all five puzzles to reveal the treasure!

Coffin 1: Guardian: "I can be cracked, made, told, and played. What am I?"

Enter your answer (type 'back' to go back): joke

Coffin 2: Guardian: "The more you take, the more you leave behind. What am I?"

Enter your answer (type 'back' to go back): footsteps

Coffin 3: Guardian: "I am a friend of time. What am I?"

Enter your answer (type 'back' to go back): clock

Coffin 4: Guardian: "I linger in dreams. What am I?"

Enter your answer (type 'back' to go back): memory

Coffin 5: Guardian: "I guard the past. What am I?"

Enter your answer (type 'back' to go back): history

The walls seem to sigh in disappointment as your answer fades away. Think carefully and try again!

Enter your answer (type 'back' to go back): tombstone

Well done Zenitsu! The puzzle clicks into place, and a "golden key" appears before you, cold and shimmering in the dim light.

**Enter command : take golden key**

The golden key has been added to the inventory.

**Enter command : look**

You step into the cold, silent Crypt. The air is thick, and the stone "coffins" that line the walls look ancient, untouched for centuries.

Carvings of strange symbols are etched into the stone, hinting at long-forgotten secrets. You sense something valuable might

be hidden here, but it won’t reveal itself easily.

No item to collect.

The exits are :

Left\_Corridor(East)

Library(South)

**Enter command : go south**

The door to the Library is locked. You need to find the golden key hidden in another part of the castle to unlock it.

**Enter command : use golden key**

Zenitsu! you have used the golden key to enter the Library.

**Enter command : look**

Rows of ancient, dust-covered books line the shelves. The room smells of old paper and knowledge long forgotten. A small ladder leans against one of the

shelves, and a particular "book" looks out of place, almost as if it has been moved recently.

The collectable items present in this room are :

book

The exits are :

Crypt(North)

**Enter command : examine book**

You carefully pull a dusty tome from the shelf and open it to reveal pages filled with intricate symbols and strange codes. As you scan the text, three powerful words stand out,

each glowing faintly as if infused with magic:

BLADE

CROWN

SWORD

Hmm.. You sense that these words hold the key to unlocking the mysteries of the Armory. Will you decipher their secrets?

**Enter command : take book**

The book has been added to the inventory.

**Enter command : go north**

Zenitsu!, you have entered the Crypt.

You step into the cold, silent Crypt. The air is thick, and the stone "coffins" that line the walls look ancient, untouched for centuries.

Carvings of strange symbols are etched into the stone, hinting at long-forgotten secrets. You sense something valuable might

be hidden here, but it won’t reveal itself easily.