```python
# Travis Pimentel
# Period 3 AP Computer Science Principles
# Create Project

import time

def introduction():
    time.sleep(10)
    print "Prisoner:\nAnti-Nazi Escape\nYour name is Connor. In 1940, you were in the British RAF and was shot down over Austria, but was able to bail out. Shortly after, you were captured by Nazis and treated as a prisoner. You've been in a Nazi POW camp for nearly a year. It's time to finally escape.\n"
    time.sleep(5)
    beginsetting()

def beginsetting():
    print "How do you plan to exit the camp?\n(a) Secret underground tunnel\n(b) Choke out a soldier and take his uniform\n(c) Run straight through the exit\n(d) Take a broken glass bottle of stab your way through\n(e) Sneaky prisoner\n"
    war = raw_input()
    war = war.lower()
    if war == "a":
        time.sleep(1)
        print "The tunnel goes well at first, but you find a metal object in the way and after you hit it, you just get blown to smithereens. Hey! Don't mine me. Just go back one step.\n"
        time.sleep(5)
        beginsetting()
    elif war == "b":
        time.sleep(1)
        print "You succeed in getting the uniform, but while roaming around, you get stopped by another soldier who is talking to you in German. You are quickly caught due to your weakness of not speaking German and executed the next day. NEIN!!! Restart story.\n"
        time.sleep(6)
        beginsetting()
    elif war == "c":
        time.sleep(1)
        print "That actually worked?! You must have been a track star before the war. You were able to dodge the guards and the bullets coming at you.\n"
        time.sleep(4)
        choice_c()
    elif war == "d":
        time.sleep(1)
        print "You stab one of the soldiers to death and grab his weapons. You decide to liberate the rest of the camp. One by one, each prisoner building is liberated and quickly arm themselves with the weapons of killed Nazi soldiers and start shooting guards one after the other. Congratulations! You started a liberation!\n"
        time.sleep(6)
        choice_d()
    elif war == "e":
        time.sleep(1)
        print "You try to be sneaky and avoid the guards on the ground, but get quickly shot by a German sniper that was hidden in the trees. Did you forget the reason why you weren't an army sniper? Also, why was there a random sniper in the forest anyway? Try again.\n"
        time.sleep(5)
        beginsetting()

def choice_c():
    print "Now you have to find a way to put some distance between yourself and the soldiers that are shooting close behind you. There are three choices you can find.\n(a) Sneak into a nearby airbase\n(b) Attempt to bush camp\n(c) Hitchhike on a nearby road"
    escape = raw_input()
    escape = escape.lower()
    if escape == "a":
        time.sleep(1)
        print "You use your running skills to quickly sneak into the airbase and avoid the patrols. You sure are good at running.\n"
        time.sleep(4)
        choice_1()
    elif escape == "b":
        time.sleep(1)
        print "You do in fact find a bush to hide into, but when you jump, you end up going straight through and fall right down a canyon.\nDidn't your mother say look before you leap?\n"
        time.sleep(5)
        choice_c()
    elif escape == "c":
        time.sleep(1)

        print "You go to the nearby road and see a vehicle coming your way. You look closer and its too late to realize that its a plane and you get completely annihilated by it.\nWhat's the difference between a car and a plane?\n"
        time.sleep(5)
        choice_c()

def choice_d():
    print "You have complete control of the camp and now the guards are the prisoners. All is well for now until a prison mate alerts you, the leader of the camp, that a battalion of soldiers are coming towards the camp. A German soldier must have alerted them during the riot. Your comrades ask you what to do. You can...\n(a) Fight the battalion\n(b) Evacuate the camp\n(c) Hide in the forest"
    liberation = raw_input()
    liberation = liberation.lower()
    if liberation == "a":
        time.sleep(1)
        print "You sure are a brave leader. Everybody decides to stick with your plan. You begin giving everyone their own companies and positions within the camp. You wait for the force to come to the camp, and then.......BANG!!! The battle has begun.\n"
        time.sleep(6)
        choice_x()
    elif liberation == "b":
        time.sleep(1)
        print "You start evacuating everyone in the camp and after you get out, the entire caravan stops. You come forward to the front of the group and realize you escaped right into the enemy battalion. Oooh. East? I thought you meant weast. Try again.\n"
        time.sleep(6)
        choice_d()
    elif liberation == "c":
        time.sleep(1)
        print "You tell everyone to hide somewhere in the forest before the soldiers arrive. You find a good spot on top of a big branch and wait. Then you see the soldiers coming through an opening and they stop. They look confused. You look down and you realize it's hard to hide 400 people in a small forest. Try again.\n"
        time.sleep(8)
        choice_d()

def choice_1():
    print "You start scanning the area of the base and find four possible rides.\n(a) A jeep parked outside the cafeteria\n(b) A small fighter plane near the hangar\n(c) Sneaking under the bomb bay of a bomber\n(d) A tank sitting by the General's office."
    airfield = raw_input()
    airfield = airfield.lower()
    if airfield == "a":
        time.sleep(1)
        print "You get inside the jeep when nobody is looking and you decide to step on the gas, but nothing happens and you realize you don't have the keys to the car. Somebody notices you and you are forced to surrender.\nYou can fly a plane, yet you can't even drive a car?! Where did you live?!\n"
        time.sleep(7)
        choice_1()
    elif airfield == "b":
        time.sleep(1)
        print "You see a pilot coming out of his aircraft and decide to sneak inside the plane he got out of. You are able to get the engine started and start going towards the runway when all of sudden the alarm sounds and you find yourself being followed on the runway by more planes and kick the plane into high gear. You get of the ground and the fighters pursue. Not the situation you were hoping for, but hey, let's do this."
        time.sleep(10)
        choice_k()
    elif airfield == "c":
        time.sleep(1)
        print "You quickly sneak into the bomb bay of a bomber without anyone noticing and hang on to a massive pole. You then feel yourself lifting off from the ground a few minutes later and after about half an hour, you see the bomb bay doors open and realize the large pole you're holding to is a bomb and you then fall onto the ground in a fiery impact.\nWell at least you died in your home country.\n"
        time.sleep(10)
        choice_1()
    elif airfield == "d":
        time.sleep(1)
        print "You quickly climb into the tank and get it moving. It's surprisingly fast, but it's still to big not to notice which triggers the alarm. You are not at all deterred and start firing on the attacking soldiers and quickly run away from you. You then charge right through the fence. You have a full tank of gas and are able to get inside neutral Switzerland. Congragulations!!\nRank: Always Protected!"
        time.sleep(2)
        restart()
def choice_x():
    print "Now the battle has started and you are currently fighting a trained battalion. You notice a few options in the watch tower that can put some space between you and the enemy. You decide to use the...\n(a) Sniper rifle\n(b) Machine gun\n(c) Box of grenades\n(d) Rocket laucher\n *Note: You have plenty of ammo in a nearby armory."
    battle = raw_input()
    battle = battle.lower()
    if battle == "a":
        time.sleep(1)
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        print "You grab the sniper rifle and start sniping away at the soldiers in the night. The lights go out in the process, but you still shoot where you see gunshot flashes. After about half an hour of randomly shooting, you no longer hear gunshots. You
believe you have won and you are able to fix the lights. You expect to here a cheer as soon as you turn on the lights. When you do turn it on, it's the complete opposite. Apparently you shot your own prison mates and the German soldiers surrounded you at the
electricity box.\nThat's why you don't snipe at night, dummy!\n"
        time.sleep(9)
        choice_x()
    elif battle == "b":
        time.sleep(1)
        print "You find a light machine gun and start setting it up until you get a shock from a loose wire which makes you go haywire with the gun and end up killing enough enemy soldiers to where they are forced to retreat. You end up paralyzed from the waist
down, but you quickly get your prison mates to allied France and get in a few bombers to go home in Great Britain.\nRank: Worth It!"
        time.sleep(2)
        restart()
    elif battle == "c":
        time.sleep(1)
        print "You find a large box of grenades, but don't know how to operate it because it looks like a potato masher. You see a tiny string at the bottom and decide to pull it, but it doesn't seem to do anything. You decide to quickly put it back in the box,
but a moment later you get blown up by the box of grenades. Apparently that string was the pin and it blew you up along with the other grenades.\nNext time, just toss it out if it doesn't work. Oh wait.....\n"
        time.sleep()
        choice_x()
    elif battle == "d":
        time.sleep(1)
        print "The tower you're on has a rocket launcher attached to one of the walls. You quickly grab it and load one rocket. You pull the trigger and there doesn't seem to be anything happening. The rocket falls out of the tube, bounces on the floor, and
explodes, blowing you to smithereens.\nWhy would there be a rusty RPG on display in a shooting tower for absolutely no reason? Wait! Did you say display?\n"
        time.sleep()
        choice_x()


def choice_k():
    print "What did you just get yourself into?! Now you're in a dogfight with multiple enemies! You have only seconds to make a decision before they start shooting at you from behind.\n(a) Roll left\n(b) Roll right\n(c) Turn towards them\n(d) Dive down\n(e) Bow
tie maneuver\n"
    fly = raw_input()
    fly = fly.lower()
    if fly == "a":
        time.sleep(1)
        print "You decide to roll left, but you end up crashing into an enemy plane and you explode. Check your surroundings!!\n"
        time.sleep(4)
        choice_k()
    elif fly == "b":
        time.sleep(1)
        print "You try to roll right, but you end up hitting the side of a cliff. I thought you were a good pilot!\n"
        time.sleep(3)
        choice_k()
    elif fly == "c":
        time.sleep(1)
        print "You decide to fly right towards them, but they don't follow you. Instead, they were after a British bombing squadron headed for the Austrian factories. You sneak past them and decide to head towards the United Kingdom."
        time.sleep(2)
        print "You finally spot an airfield inside the UK and decide to land on it. The soldiers in the airbase tell you to get out and surrender. When you do, one of the soldiers recognize you and greets you with a warm welcome.\nMission Completed!\nRank: Home
Sweet Home!"
        time.sleep(2)
        restart()
    elif fly == "d":
        time.sleep(1)
        print "You decide to dive towards the ground, but you're way too low and crash into the Earth. SERIOUSLY!!!"
        time.sleep(3)
        choice_k()
    elif fly == "e":
        time.sleep(1)
        print "You decide to do a bow tie maneuver, but all the enemy planes are all over the place and you end up crashing with all of them at the same time. Mind blown!\n"
        time.sleep(4)
        choice_k()
def restart():
    print "Would you like to play again? Y or N?"
    again = raw_input()
    again = again.lower()

        time.sleep(1)
        beginsetting()
    elif again == "n":
        print "Thanks for playing!!"
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