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import time
import random
l = 0
talk5 = True
joe_house = False
alr_joe = True
lilb_alr = True
playeralive = True
bigb_f = False
talk1 = True
talk2 = True
talk3 = True
talk4 = True
ty = True
jc_alr = True
new = True
new1 = True
new2 = True
bigb_done = False
bigb_present = False
coin_amount = random.randint(1,5)
class Character:
    def __init__(self, health, damage, level):
        self.health = health
        self.damage = damage
        self.level = level
EOR = Character(50,3, 1)
pibble = Character(80,2,1)
sussybob = Character(100,1,1)
class mob:
    def __init__(self,m_name, mx_health, health, damage, d_coins):
        self.health = health
        self.damage = damage
        self.d_coins = d_coins
        self.mx_health = mx_health
        self.m_name = m_name
mob_1 = mob("Rizzler",30,30,1,3)
mob_2 = mob("Gooby",40,40,1,5)
mob_3 = mob("LeanGobbler",50,50,2,10)
mob_4 = mob("Chopped Chin",60,60,3,15)
mob_5 = mob("BigJustice", 75, 75, 4, 20)
class items:
    def __init__(self, i_name, cost, amount):
        self.cost = cost
        self.amount = amount
        self.i_name = i_name
HP_ = items("Health Pack",5,0)
LPK = items("Lock Picking Kit",50,0)
DB = items("Damage Boost",5,0)
HB = items("Health Boost",5,0)
ticket = items("Egypt ticket", 20, 0)
Fake_ID = items("Fake ID", 30,0)
coins = 0
def black_jack2():
    global coins
    print(f"hello {name} welcome to black jack may I interest you in some goods?")
    while True:

print("_"

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        print(f"You have {coins} coins")
        print("(a)$5 Health Pack - Can be used in battle to refill your health")
        print("(b)$5 Damage Boost - permanently increases damage")
        print("(c)$5 Health Boost - permanently increases max health")
        print("(d)$50 Lock picking Kit - Can pick locked things maybe even a door?")
        print("(e)Exit Shop")
        bought = input("what would you like to get? ")
        if bought == "a":
            if coins >= HP_.cost:
                coins -= HP_.cost
                HP_.amount += 1
                print(f"you bought a {HP_.i_name}! you now have {HP_.amount}
{HP_.i_name}")
            else:
                print("sorry you dont have enough coins!")
        elif bought == "b":
            if coins >= DB.cost:
                coins -= DB.cost
                x.damage += 1
                print(f"you bought a {DB.i_name}!")
            else:
                print("sorry you dont have enough coins!")
        elif bought == "c":
            if coins >= HB.cost:
                coins -= HB.cost
                x.health += 15
                print(f"you bought a {HB.i_name}!")
            else:
                print("sorry you dont have enough coins!")
        elif bought == "d":
            if coins >= LPK.cost:
                coins -= LPK.cost
                LPK.amount += 1
                print(f"you bought a {LPK.i_name}!")
            else:
                print("sorry you dont have enough coins!")
        elif bought == "e":
            print("Thanks for visiting!!")
            break
        else:
            print("What are you even saying, can you say that again?")
def airport_shop():
    global coins
    print(f"hello {name} may I interest you in some goods?")
    while True:
        print("_____")
        print(f"You have {coins} coins")
        print("(a)$5 Health Pack - Can be used in battle to refill your health")
        print("(b)$5 Damage Boost - permanently increases damage")
        print("(c)$5 Health Boost - permanently increases max health")
        print("(d)$20 Egypt ticket - Used to go to egypt")
        print("(e)Exit Shop")
        bought = input("what would you like to get? ")
        if bought == "a":
            if coins >= HP_.cost:
                coins -= HP_.cost

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        HP_.amount += 1
        print(f"you bought a {HP_.i_name}! you now have {HP_.amount}
{HP_.i_name}")
    else:
        print("sorry you dont have enough coins!")
    elif bought == "b":
        if coins >= DB.cost:
            coins -= DB.cost
            x.damage += 1
            print(f"you bought a {DB.i_name}!")
        else:
            print("sorry you dont have enough coins!")
    elif bought == "c":
        if coins >= HB.cost:
            coins -= HB.cost
            x.health += 15
            print(f"you bought a {HB.i_name}!")
        else:
            print("sorry you dont have enough coins!")
    elif bought == "d":
        if coins >= ticket.cost:
            coins -= ticket.cost
            ticket.amount += 1
            print(f"you bought a {ticket.i_name}!")
        else:
            print("sorry you dont have enough coins!")
    elif bought == "e":
        print("Thanks for visiting!!")
        break
    else:
        print("What are you even saying, can you say that again?")
def black_jack():
    global coins
    print(f"hello {name} welcome to black jack may I interest you in some goods?")
    while True:
        print("_____")
        print(f"You have {coins} coins")
        print("(a)$5 Health Pack - Can be used in battle to refill your health")
        print("(b)$5 Damage Boost - permanently increases damage")
        print("(c)$5 Health Boost - permanently increases max health")
        print("(d)$30 Fake ID - used to get into places")
        print("(e)Exit Shop")
        bought = input("what would you like to get? ")
        if bought == "a":
            if coins >= HP_.cost:
                coins -= HP_.cost
                HP_.amount += 1
                print(f"you bought a {HP_.i_name}! you now have {HP_.amount}
{HP_.i_name}")
            else:
                print("sorry you dont have enough coins!")
        elif bought == "b":
            if coins >= DB.cost:
                coins -= DB.cost
                x.damage += 1
                print(f"you bought a {DB.i_name}!")
            else:

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        print("sorry you dont have enough coins!")
    elif bought == "c":
        if coins >= HB.cost:
            coins -= HB.cost
            x.health += 15
            print(f"you bought a {HB.i_name}!")
        else:
            print("sorry you dont have enough coins!")
    elif bought == "d":
        if coins >= Fake_ID.cost:
            coins -= Fake_ID.cost
            Fake_ID.amount += 1
            print(f"you bought a {Fake_ID.i_name}!")
        else:
            print("sorry you dont have enough coins!")
    elif bought == "e":
        print("Thanks for visiting!!")
        break
    else:
        print("What are you even saying, can you say that again?")
def conversation1():
    global playerhp, s
    while True:
        try:
            text_speed = int(input("enter game text speed (fast 1-4 slow)"))
            if text_speed not in [1,2,3,4]:
                print("-invalid answer please try again")
            else:
                s = text_speed
                break
        except ValueError:
            print("invalid answer please try again")
    print("-Welcome to the world of brainrot")
    print("-your goal is to progress through the game and eventually buy property in
egypt")
    time.sleep(s)
    print("-you will have to make many hard decisions and choices")
    time.sleep(s)
    print("-anyways lets get started your first challenge is to decide on your
partner")
    time.sleep(s)
    print("-here you can choose 3 different as your starting creatures")
    time.sleep(s)
    print("-there are 3 options, first is the Eye Of Rah (EOR) a fierce one that has
high damage")
    time.sleep(s)
    print("-second is the Sussybob a cutie that likes tanking damage")
    time.sleep(s)
    print("-third is the Pibble and mix of both worlds defence and offence")
    time.sleep(s)
    conversation1()
    while True:
        rotting = input("-Please choose one of the following options: EOR, Sussybob, or
Pibble: ").lower()
        if rotting == "eor":
            x = EOR
            break
        elif rotting == "sussybob":
            x = sussybob

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        break
    elif rotting == "pibble":
        x = pibble
        break
    else:
        print("-please try again")
maxhealth = x.health
def health(x):
    playerhp = x.health
    hplost = maxhealth - playerhp
    hpdisplay = chr(0x2588) + chr(0x2502)
    dashdisplay = chr(0x2591) + chr(0x2502)
    dishp = hpdisplay * playerhp
    dashzero = dashdisplay * hplost
    print(dishp + dashzero)
def playeralive():
    if x.health <= 0:
        print("-you have died GAME OVER")
        quit()
def fight(x,y):
    global health, HP_, coins,maxhealth
    print(f"-You have encountered a {y.m_name}")
    y.health = y.mx_health
    p = True
    while y.health > 0:
        while True:
            dice = random.randint(1, 10)
            dice2 = random.randint(1, 10)
            p = True
            print(f"(a) Attack the {y.m_name}")
            print("(b) Run away '1 in 3 chance'")
            print("(c) Use Health Pack to heal")
            option = input("What do you want to do? ")

print("_____")
_____")
    if option == "a":

        j = x.damage * dice
        y.health -= j
        if y.health < 0:
            y.health = 0
        print(f"-you did {j} damage. the {y.m_name} now has {y.health}
health left")
        if y.health <= 0:
            coins += y.d_coins
            print(f"-you have defeated the {y.m_name}! you gained
{y.d_coins} coins, you now have a total of {coins}")
            return
        break
    elif option == "b":
        run = random.randint(1,3)
        if run == 1:
            print("-you have successfully ran away!")
            return
        else:

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        print("-you have failed to run")
        break
    elif option == "c" and (HP_.amount > 0):
        x.health = maxhealth
        HP_.amount -= 1
        print("-you have successfully healed you now have " +
str(HP_.amount) + " health packs left.")
        break
    elif option == "c" and HP_.amount == 0:
        print("-you dont have any health packs at this moment please try
another option")
        p = False
    else:
        print("-invalid option please try again")
if p:
    k = (y.damage * dice2)
    print(f"The {y.m_name} has attacked you and did " + str(k) + " damage!")
    x.health -= k
    if x.health < 0:
        x.health = 0
    health(x)
    playeralive()

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def conversation2():
    print("-Now that you have your creature you can begin your journey lets start off
with your first battle.")
    time.sleep(s)
    print("-you will have 3 options, to attack and to run away, and to heal using
Health Packs that you can buy in the shop.")
    time.sleep(s)
    print("-after fighting you will gain coins that can be spent at shops around
egypt")
    time.sleep(s)
    print("-now onto the battle, heres a rizzler try to fight it")

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def room1():
    global name, coins, talk1, talk2, talk3, talk4, ty, talk5
    print("Hi im Coach Coombs and welcome to my computer science room where all the
kids are happy and wonderful")
    time.sleep(s)
    name = input("Whats your name?")
    print(f"Well hello {name}, Nice to meet you")
    time.sleep(s)
    print("Feel free to walk around and talk to my students or head on over to the
next area!")
    time.sleep(s)
    while True:
        print("(a)Talk to Theo")
        print("(b)Talk to Roy")
        print("(c)Talk to Felix")
        print("(d)Talk to Liam")
        print("(e)Go to Airport")
        go = input("-What would you like to do? ").lower()
        if go == "a":
            while True:
                if not talk1:
                    print("-you have already talked to Theo, try talking to others")

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        time.sleep(s)
        break
    else:
        tc1 = input("Yo wassup im Theodore Givler I like taco bell, do
you like tacobell? (y/n)").lower()
        time.sleep(s)
        if tc1 == "y":
            talk1 = False
            print(f"oh betski, I like you {name} heres some coins")
            time.sleep(s)
            coins += 2
            print(f"-Theo gave you 2 coins! you now have {coins} total
coins.")
            time.sleep(s)
            break
        if tc1 == "n":
            print("oh ok then bye...")
            time.sleep(s)
            talk1 = False
            break
        elif True:
            print("-invalid answer please try again")
            time.sleep(s)
    elif go == "b":
        while True:
            if not talk2:
                print("-you have already talked to Roy, try talking to others")
                time.sleep(s)
                break
            else:
                tc2 = input("Hi im Roy!, You want some test answers, I got them
from chatgpt. (y/n) ").lower()
                time.sleep(s)
                if tc2 == "y":
                    talk2 = False
                    print("Oh sorry I forgot, Coach Coombs told me not to. I
better listen.")
                    time.sleep(s)
                    print("here some coins though as a sorry")
                    time.sleep(s)
                    coins += 1
                    print(f"-Roy has given you 1 coin! you now have {coins}
total coins")
                    time.sleep(s)
                    break
                if tc2 == "n":
                    talk2 = False
                    print("good job that was a test from Coach Coombs!")
                    time.sleep(s)
                    print("Here he told me to give you some coins")
                    time.sleep(s)
                    coins += 3
                    print(f"-Roy has given you 3 coins! you now have {coins}
total coins")
                    time.sleep(s)
                    break
                elif True:
                    print("-invalid answer please try again")
                    time.sleep(s)

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elif go == "c":
    while True:
        if not talk3:
            print("-you have already talked to Felix, try talking to
others")
            time.sleep(s)
            break
        if not ty:
            tc3 = input("You ready to fight me yet? (y/n) ").lower()
            time.sleep(s)
            if tc3 == "y":
                print("if you beat me in a fight ill tell you how to
progress!")
                time.sleep(s)
                fight(x,mob_2)
                print("you beat me fair and square!")
                time.sleep(s)
                print("listen, Dont ever tell Liam you dont like the low
taper fade meme isnt good. Trust me")
                time.sleep(s)
                talk3 = False
                break
            if tc3 == "n":
                print("boo hoo your no fun!")
                time.sleep(s)
                break
            elif True:
                print("-invalid answer please try again")
                time.sleep(s)

        else:
            tc3 = input("Hi, im felix do you wanna fight? Ill tell you a
secret. (y/n) ").lower()
            time.sleep(s)
            if tc3 == "y":
                fight(x,mob_2)
                print("you beat me fair and square!")
                time.sleep(s)
                print("listen, Dont ever tell Liam you dont like the low
taper fade meme isnt good. Trust me")
                time.sleep(s)
                talk3 = False
                break
            if tc3 == "n":
                print("boo hoo your no fun!")
                time.sleep(s)
                ty = False
                break
            elif True:
                print("-invalid answer please try again")
                time.sleep(s)
elif go == "d":
    while True:
        if not talk4:
            print("-you have already talked to Liam, try talking to others")
            time.sleep(s)
            break
        else:

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        tc4 = input("Im Liam. I'm Locked in Rn. Do you like Low Taper
Fades??. (y/n) ").lower()
        time.sleep(s)
        if tc4 == "y":
            talk4 = False
            print("YES I LOVE YOU HERES SOME COINS!!!")
            time.sleep(s)
            coins += 10
            print(f"-Liam has given you 10 coin! you now have {coins}
total coins")
            time.sleep(s)
            break
        if tc4 == "n":
            talk4 = False
            print("...")
            time.sleep(s)
            lm1 = input("are you deadhuzz? (y/n) ").lower()
            time.sleep(s)
            if lm1 == "n":
                print("I knew you were joking here's some coins")
                time.sleep(s)
                coins += 8
                print(f"-Liam has given you 8 coin! you now have {coins}
total coins")
                time.sleep(s)
                break
            if lm1 == "y":
                lm2 = input("ONE MORE CHANCE ARE YOU DEADHUZZ ABOUT NOT
LIKING THE LOW TAPER FADE MEME (y/n) ").lower()
                time.sleep(s)
                if lm2 == "y":
                    print("-Liam has killed you")
                    time.sleep(s)
                    quit()
                if lm2 == "n":
                    print("wow you really scared me for a second
there!")
                    time.sleep(s)
                    print("here's some coins for a fellow low taper fade
memer")
                    time.sleep(s)
                    coins += 5
                    print(f"-Liam has given you 5 coin! you now have
{coins} total coins")
                    time.sleep(s)
                    break
            elif True:
                print("invalid answer please try again")
                time.sleep(s)
        elif go == "e":
            while True:
                leaving = input("do you want to leave? You cannot come back.(y/n)")
                if leaving == "y":
                    print("-you have now left for the airport")
                    return
                if leaving == 'n':
                    break
        else:
            print("invalid answer please try again")

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        time.sleep(s)
def room2():
    global name, coins, talk5
    print("you have arrived at the airport, try to find a way to get a ticket")
    while True:
        print("(a)Talk to Random lady")
        print("(b)Talk to manager")
        print("(c)Talk tuah")
        print("(d)Talk to shopkeeper")
        print("(e)Go to egypt")
        go = input("-What would you like to do? ").lower()
        if go == "a":
            while True:
                h = input("hey young man wanna fight? (y/n)").lower()
                if h == "y":
                    print("get ready for me!!!")
                    fight(x,mob_3)
                    print("that was a good fight come back any time")
                    break
                elif h == "n":
                    print("ok well feel free to fight me anytime")
                    break
                else:
                    print("-invalid answer please try again")
            elif go == "b":
                while True:
                    if not talk5:
                        print("I'm busy go away")
                    else:
                        j = input("hello can I help you, do you perhaps have a problem
with me? (y/n) ").lower()
                        if j == "y":
                            print("Oh I'm So sorry let me compensate you!")
                            coins += 5
                            print(f"-Manager has given you 5 coin! you now have {coins}
total coins")
                            talk1 = False
                            break
                        elif j == "n":
                            print("oh ok then have a good day!")
                            talk1 = False
                            break
                        else:
                            print("-invalid answer please try again")
            elif go == "c":
                while True:
                    print("-You should listen to the Talk Tuah Podcast!")
                    if coins >= 2:
                        coins -= 2
                        print(f"-you have lost 2 coins you now have {coins} coins left")
                        break
                    else:
                        print("-This is supposed to take 2 coins but your so broke I
cant even LMAO")
                        break
            elif go == "d":
                airport_shop()
            elif go == "e":
                while True:

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going = input("-are you sure you want to go? you cant come back. (y/
n) ").lower()
    if going == "y":
        if ticket.amount >= 1:
            print("-okie dokie have a good trip!")
            return
        else:
            print("-you do not have a ticket!!")
            break
    if going == "n":
        break
else:
    print("-invalid answer please try again")
def room3():
    global joe_house, alr_joe, coins, lilb_alr, bigb_f, jc_alr, bigb_present, name
    while True:
        print("(a)Talk to joe")
        print("(b)Talk to lil bro")
        print("(c)Talk to John Cena")
        print("(d)Talk to Jack Black")
        if joe_house:
            print("(e)Go to Joe's house")
        ask = input("-What do you want to do? ").lower()
        if ask == "a":
            while True:
                if alr_joe:
                    print(f"Hey {name} im Joe nice to meet you!")
                    alr_joe = False
                if joe_house:
                    print("-Looks like Joe has left, you could probably find him at
his mansion.")
                    time.sleep(s)
                    break
                else:
                    beg = input(f"{name} you wouldn't happen to have a dollar or 2
would you? (y/n) ").lower()
                    if beg == "y":
                        if coins >= 1:
                            coins -= 1
                            print("THANK YOU SO MUCH I NEEDED IT SO MUCH")
                            time.sleep(s)
                            print(f"-you have given joe 1 coin, you now have {coins}
coins")
                            time.sleep(s)
                            print("I was a dollar off my yacht purchase")
                            time.sleep(s)
                            print("To thank you feel free to swing by my mansion
anytime!")
                            time.sleep(s)
                            joe_house = True
                            break
                        else:
                            print("-you don't have enough coins")
                            time.sleep(s)
                            break
                    if beg == "n":
                        print("oh, thats ok...")
                        time.sleep(s)
                        print("you got me later though right?!")

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        time.sleep(s)
        break
    else:
        print("-invalid answer please try again")
elif ask == "b":
    while True:
        if lilb_alr:
            print("Hi im lil bro, I think I lost my big bro if you find him
let me know please.")
            time.sleep(s)
            print("thanks. I'm going to get back to rizzing the huzz now.")
            time.sleep(s)
            lilb_alr = False
            break
        if not lilb_alr:
            bigb_found = input("you found my big bro yet? (y/n) ")
            if bigb_found == "y" and bigb_f == True:
                print("REALLY HES AT A DIDD... I MEAN A JOE PARTY!?!?!")
                time.sleep(s)
                print("Ok well thanks so much atleast now i know where hes
at")
                time.sleep(s)
                print("heres some coins as thanks!")
                time.sleep(s)
                coins += 15
                print(f"-lil bro gave you 15 coins you now have {coins}
coins total")
                time.sleep(s)
                bigb_present = True
                break
            elif bigb_found == "y":
                print("Liar no you didn't")
                time.sleep(s)
                break
            elif bigb_found == "n":
                print("ahh ok then")
                time.sleep(s)
                break
elif ask == "c":
    while True:
        if jc_alr:
            print("Yo im john cena you prob know about me alr")
            time.sleep(s)
            print("since ur a fan you can fight me, lets go")
            time.sleep(s)
            fight(x,mob_3)
            time.sleep(s)
            jc_alr = False
            print("good fight and well fought, feel free to challenge me
whenever!")
            time.sleep(s)
            break
        else:
            print("back to fight me?")
            print("bring it on you won't beat me this time!")
            fight(x,mob_3)
            print("ahh ok nvm you beat me")
            print("again feel free to challenge me whenever")
            break

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elif ask == "d":
    print("Hello im jack Black owner of the Black Jacks")
    print("Black Jacks is a Black market that has various")
    if bigb_done:
        black_jack2()
    else:
        black_jack()
    print("thanks for visiting!")
elif ask == "e" and joe_house:
    print("-You are now heading to Joe's Mansion")
    room4()
    return
def room4():
    global new
    if new:
        print("-you are now infront of Joe's mansion")
        time.sleep(s)
        print("-There looks to be a body guard out front")
        time.sleep(s)
        print("Hi sir let me see your id to see if your on the list")
        time.sleep(s)
        print("-you now realize you dont have an id you forgot yours at home!")
        time.sleep(s)
        print("well without an id you cant get in, sorry")
        time.sleep(s)
        new = False
    while True:
        print("(a) Give Security ID")
        print("(b) Break in using brute force")
        print("(c) Leave Joe's house")
        option = input("what will you do?").lower()
        if option == "a":
            if Fake_ID.amount >= 1:
                print("oh my apologies you are on the list, come on in!")
                time.sleep(s)
                room5()
            else:
                print("if you dont have an id get out of here!")
                time.sleep(s)
        elif option == "b":
            break_into = input("-are you sure you want to do this? (y/n)").lower()
            time.sleep(s)
            if break_into == "y":
                print("Hey you cant come in here!")
                time.sleep(s)
                print("HEY I SAID STOP!")
                time.sleep(s)
                print("Ok now you've done it now you gatta fight me and my 2
friends!")
                time.sleep(s)
                fight(x,mob_3)
                time.sleep(s)
                print("you may have beat me but now you gatta fight dave!")
                time.sleep(s)
                fight(x,mob_4)
                time.sleep(s)
                print("you beat dave!?")
                time.sleep(s)
                print("ok well now you have to fight jerry!")

```

```

        time.sleep(s)
        fight(x,mob_5)
        time.sleep(s)
        print("oh wow ok your strong!")
        time.sleep(s)
        print(f"come on in")
        time.sleep(s)
        room5()
    elif break_into == "n":
        print("-good choice.")
        time.sleep(s)
    else:
        print("-invalid answer please try again")
elif option == "c":
    print("-going back to Town")
    time.sleep(s)
    room3()
else:
    print("-invalid answer please try again")
def room5():
    global new1, name, new2, bigb_done, bigb_f
    print("you are now in joes house")
    while True:
        print("(a)Talk to Joe")
        print("(b)Talk to Security")
        print("(c)Talk to Party goer")
        print("(d)Talk to Big Bro")
        print("(e)Go through ominous door")
        print("(f)Go back to Town")
        option = input("what will you do?").lower()
        if option == "a":
            if new1:
                print(f"Oh hey {name} sorry I heard you had trouble getting in.")
                time.sleep(s)
                print("well sorry about that, but hang around and talk to some
people")
                time.sleep(s)
                print("just stay away from that back door..")
                time.sleep(s)
                print("seriously dont go near it.")
                time.sleep(s)
                new1 = False
            else:
                print(f"hey {name} hope your having fun!")
                time.sleep(s)
                print("again though dont go near that door.")
                time.sleep(s)
        if option == "b":
            print("hey wassup")
            time.sleep(s)
            print("you wanna fight me?")
            time.sleep(s)
            print("ok lets go!")
            time.sleep(s)
            fight(x,mob_5)
            time.sleep(s)
            print("fun fight come back anytime!")
            time.sleep(s)
        if option == "c":

```

```

while True:
    if new2:
        print("hi are you wanna joes friend, nice to meet you")
        time.sleep(s)
        print("since your new around here ill tell you a secret")
        time.sleep(s)
        print("That ominous door wasn't always there.")
        time.sleep(s)
        print("one day Joe hired some contractors to build that room")
        time.sleep(s)
        print("I heard its a prison, or some sort of evil layer..")
        time.sleep(s)
        print("ehh who really cares though, he throws awesome party's
and that's all I care about!")
        time.sleep(s)
        break
    else:
        print("hi new guy ill see you around!")
        time.sleep(s)
        break
    if option == "d":
        if bigb_done:
            print("thanks again, and dont forget to go to the shop and see what
you can buy!")
            time.sleep(s)
        elif bigb_present:
            print("Oh hey i heard you told lil bro where I was")
            time.sleep(s)
            print("thanks for that I bet he was worried")
            time.sleep(s)
            print("well as thanks heres a voucher")
            time.sleep(s)
            print("I think you can use it at Black Jacks to buy some new stuff")
            time.sleep(s)
            print("well thanks again!")
            time.sleep(s)
            bigb_done = True

        else:
            print("yo wassup man if you see my lil bro let him know where im at
please")
            time.sleep(s)
            bigb_f = True

```

```

if option == "e":
    if LPK.amount >= 1:
        print("-you have unlocked the door with the Lock Picking Kit")
        time.sleep(s)
        sure = input("-are you sure you want to go inside you may not be

```

```

able to return you might want to be prepared! (y/n ").lower()
    if sure == "y":
        print("-going into ominous room...")
        time.sleep(s)
        room6()
    elif sure == "n":
        print("-Ok Make sure you are prepared before venturing further")
        time.sleep(s)
    else:
        print("invalid answer please try again")
        time.sleep(s)
else:
    print("-its locked, you might need a key.")
    time.sleep(s)
if option == "f":
    room3()
else:
    print("invalid option please try again")
def room6():
    print("-you have entered into the doors and you see stairs")
    time.sleep(s)
    print("-as you go down these stairs you hear yelling for help")
    time.sleep(s)
    print("HELLO?! Help PLEASE! PLEASE HELP")
    time.sleep(s)
    print("-as you turn the corner you see Coach Coombs in a prison Cell!!!")
    time.sleep(s)
    print(f"oh hey its you! if you help me out of here ill buy you property!")
    time.sleep(s)
    print("My evil twin brother trapped me down here to steal my hair")
    time.sleep(s)
    print("I was supposed to greet you in my class but he trapped me down here")
    time.sleep(s)
    print("hes been impersonating me ever since!")
    time.sleep(s)
    print("-Joe walks down and sees you")
    time.sleep(s)
    print("[Joe] - Well well well, look who we have here")
    time.sleep(s)
    print("-Joe rips off his face mask")
    time.sleep(s)
    print("-REVEALING HE WAS COACH COOMBS EVIL BROTHER ALL ALONG")
    time.sleep(s)
    print("[Joe] - If you want to get out of here your going to have to fight me!")
    time.sleep(s)
    mob_6 = mob("JoeMAMA", x.damage * 30, x.damage * 30, 8,1000)
    fight(x,mob_6)
    time.sleep(s)
    print("no way!")
    time.sleep(s)
    print("YOU BEAT ME!")
    time.sleep(s)
    print("I CANT BELIEVE THIS NO WAY!")
    time.sleep(s)
    print("AHAHAHAHAHAHHHHHHHHHH")
    time.sleep(s)
    print("- Joe explodes and everyone has a happy ever after!")
    time.sleep(s)
    quit()

```



```
print("-Great choice, " + rotting + " will serve you well")
time.sleep(s)
conversation2()
time.sleep(s)
fight(x,mob_1)
print("-good job on your first fight now its time for you to go off on your own and
learn how to buy property in egypt gl!!!")
time.sleep(s)
room1()
time.sleep(s)
room2()
time.sleep(s)
print("welcome to Egypt")
print("you can now roam around the world")
print("explore and find a way to buy property")
room3()
quit()
```