```python
import os
os.system

def intro():
    print("""
     You and a group of friends sneak into a haunted house during Halloween night.
Legend says there are many horrors that lay
    inside the house, but the group played it off as just a spooky story. As they
enter the house, they are met with a dust
    filled, musty-smelling room from a glance, the house seems to be run down like
no one has been here in decades.
    cobwebs incasing almost every nook and cranny, but as they continue into the
house, they encounter something
    extremtly unnatural  The group hears a strange noise in the basement, but they
also see a glowing green hue that
    naturally impossible, which are you going to investigate?
    \n Are you going to go upstairs and investigate the green hue.
    or investigate the basement.
    """)

    choice=input("Do you go 'upstairs' or 'the basement'?").lower()

    if choice =="basement":
        basement()
    elif choice== "upstairs":
        upstairs()

    else:
        print("Invalid choice. try again.")
        intro()

def basement():
    print("""
         as the group walks into the basement to investigate the sound
    They start to hear groaning and snarling coming from a room in
    the basement, and as they open the door, they see a werewolf mauling
    a young man The werewolf was large, being about 8 feet in height.
    with large claws and protruding fangs.

    """)
    choice=input("Are you going to ' save them' or 'hide':").lower()
    if choice== "save them":
        print(" The group of friends successfully fight off the werewolf and save
the young man and return to the first floor")
        first_floor1()
    elif choice== "hide":
        first_floor2()
        print("The group of friends leave the man to die and head back upstairs to
the first floor")
    else:
        print("invalid choice")
        basement()


def first_floor1():
    print("""
         The group is reunited upstairs with the man they saved after successfully
fighting off the werewolf.
As they are cathching their breath, the young man tells the group the only way to
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defeat
The werewolf is to shoot it with silver bullets. The group luckily finds a supply
of silver bullets in a drawer.
But even though the group got lucky, the werewolf is raging more than ever, and
they are faced with a choice.
\n Are they going to try to escape the house, or are they going to fight the
werewolf head-on?

            are you going to 'fight'
            or 'try to escape'
            """)
    choice=input("Are you going to ' fight' or try to 'escape'").lower()
    if choice== "fight":
        win("The group successfully kills the werewolf and survives the night")
    elif choice== "hide":
        die(" As the group tried to hide they are caught by the werewolf and maulec
to death")
    else:
        print(" invalid choice")
        first_floor1()

def first_floor2():
    print("""
          As the group left the man to die, they headed back upstairs and reflected
on what they saw and if it was even real.
but unfortunately for the group, they weren't as sneaky as they thought, and the
werewolf sensed their presence.
The group is faced with a hard choice. Are they going to try to fight the werewolf
head-on, or are they going
to try to escape the house.

""")
    choice=input(" Are you going to 'fight' or try to 'escape:'").lower()
    if choice=="fight":
        die(" Because the group didnt save the man they didnt have enough manpower
to kill the werewolf they were all mauled")
    elif choice== "escape":
        win("As the group didnt have enough manpower to deafeat the werewolf they
cleverly escape the werewolf and survive the night")

    else:
        print("invalid choice")
        first_floor2()


def upstairs():
    print("""
          As the group goes upstairs to investigate the mysterious green glow, they
hear groaning and a
faint knocking on the door The group is faced with a choice: open the door and
install the sound.
or leave and not investigate, which will you choose?


          """)
    choice=input(" Are you going to leave or investigate?:")
    if choice=="investigate":
        die(" The group is overwhelemed and killed by the ghoul")
    elif choice == "leave":
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            win(" The group doesnt investigate and makes it out of the house safely
")
    else:
        print("invalid choice")

def win(reason):
    print("\nYOU WON:"+reason)
    play_again()

def die(reason):
    print("\nGAME OVER:"+reason)
    play_again()

def play_again():
    choice=input("\nDo you want to play again? (yes or no)").lower()
    if choice=="yes":
        intro()
    else:
        print("Thanks for playing my game <3 !!!!!")

    #start of game ``
intro()
```