**Game Overview**

In this game, you start as a traveler in a small village. As you explore, you will encounter various chapters with choices that affect the outcome of the game. From staying in an inn to fighting trolls and finding treasure, your decisions will determine the story's direction.

Each chapter represents a new environment or challenge, with the game progressing based on your choices. Can you find the hidden treasure and navigate through the obstacles?

**Features**

* **Multiple Chapters**: Navigate through different environments, each with its own unique challenges.
* **Choice-driven Gameplay**: Your decisions in each chapter affect the outcome of the game.
* **Text-based Interface**: A classic CLI-based interface for a retro gaming experience.
* **Replayability**: Try different choices to see how the story unfolds in different ways.
* **Python-powered**: Built entirely in Python for simplicity and ease of modification.

**System Requirements**

* **Operating System**:
  + Linux, macOS, or Windows
* **Python**:
  + Python 3.9+ is required.
* **Hardware**:
  + Minimum 1 GB of RAM
  + 100 MB of free disk space
* **Software**:
  + A terminal or command-line interface to run the game.

**Installation and Setup**

**Clone the Repository**

First, clone the repository to your local machine. Make sure you have Python 3.9+ installed. After cloning the repository and installing Python, run the game.

**How to Play**

1. **Starting the Game**:
   * When you run the game, you'll begin in the first chapter where you will make decisions.
2. **Making Choices**:
   * At each chapter, you will be presented with a set of choices (e.g., "Stay in", "Read letter", "Go into town").
   * Type the number corresponding to your choice and press Enter.
3. **Game Progression**:
   * Based on your choices, the game will progress to new chapters. Every chapter presents new challenges.
4. **Endings**:
   * The game may end at various points, either when you win or make choices that lead to a "Game Over".
5. **Replayability**:  
     
   * You can replay the game and try different choices to explore alternate paths and endings.

**Project Structure:**

**game.py**: This file contains the main game loop and runs the entire adventure.

**room.py**: The first chapter of the game where the player chooses their initial actions.

**town.py**: The second chapter where the player can explore a bustling town with activities.

**shop.py**: The third chapter where the player can buy supplies for their journey.

**trolls.py**: The fourth chapter where the player encounters trolls and must decide how to handle them.

**tunnels.py**: The fifth and final chapter where the player must navigate tunnels to find treasure.