import random

def start\_game():

print("Welcome to Mystery Dungeon!")

print("Your mission: find the hidden treasure while surviving traps, monsters, and surprises!\n")

enter\_dungeon()

def enter\_dungeon():

print("The dungeon entrance looms before you. Enter?")

choice = input("Type 'yes' to enter or 'no' to leave: ").lower()

if choice == 'yes':

mysterious\_guide()

elif choice == 'no':

print("You turn back. The treasure remains hidden.")

else:

print("Invalid choice. Try again.")

enter\_dungeon()

def mysterious\_guide():

print("\nA hooded figure approaches. 'I can guide you,' they say. Trust them?")

choice = input("Type 'trust' to accept or 'ignore' to continue alone: ").lower()

if choice == 'trust':

print("The guide gives you a glowing map. 'It shows only part of the truth,' they warn.")

first\_path()

elif choice == 'ignore':

print("You ignore them. Their eerie laughter fades as you move ahead.")

first\_path()

else:

print("Invalid choice. Try again.")

mysterious\_guide()

def first\_path():

print("\nYou reach a fork in the path: Left (flickering torches) or Right (darkness).")

choice = input("Type 'left' or 'right': ").lower()

if choice == 'left':

encounter\_monster()

elif choice == 'right':

secret\_door()

else:

print("Invalid choice. Try again.")

first\_path()

def encounter\_monster():

print("\nA monster blocks your path! Fight, flee, or bribe?")

choice = input("Type 'fight', 'flee', or 'bribe': ").lower()

if choice == 'fight' and random.choice([True, False]):

print("You defeat the monster! You find a healing potion.")

find\_treasure()

elif choice == 'flee':

print("You escape but stumble into a trap!")

trap\_room()

elif choice == 'bribe' and random.choice([True, False]):

print("The monster accepts your gold and lets you pass.")

find\_treasure()

else:

print("You are defeated. Game over.")

def secret\_door():

print("\nYou find a hidden door. Open it?")

choice = input("Type 'open' to open or 'ignore' to move on: ").lower()

if choice == 'open' and random.choice([True, False]):

print("You find cursed treasure and are trapped forever. Game over.")

elif choice == 'open':

print("You find rare gems and escape! You win!")

else:

print("You leave the door and continue.")

find\_treasure()

def trap\_room():

print("\nYou’re trapped in a spike-filled room with a ticking timer!")

choice = input("Type 'disarm' to disarm the trap or 'search' to find an exit: ").lower()

if choice == 'disarm' and random.choice([True, False]):

print("You disarm the trap and escape safely.")

find\_treasure()

elif choice == 'search':

print("You find a hidden exit and escape!")

find\_treasure()

else:

print("The trap activates. Game over.")

def find\_treasure():

print("\nAt the end of the dungeon, you find a treasure chest. Open it?")

choice = input("Type 'open' to open or 'leave' to walk away: ").lower()

if choice == 'open' and random.choice([True, False]):

print("The chest contains the hidden treasure! You win!")

elif choice == 'open':

print("The chest was a mimic! It devours you. Game over.")

else:

print("You leave the chest and exit the dungeon safely.")

# Start the game

start\_game()