Program Code:

def start\_adventure():  
 print("You wake up in a mysterious forest. The air is thick and foggy.")  
 print("You have two paths in front of you.")  
 print("1. Take the left path.")  
 print("2. Take the right path.")  
  
 choice1 = input("Which path will you take? (1/2): ")  
  
 if choice1 == "1":  
 print("You walk down the left path and hear a rustling noise.")  
 print("A wild wolf jumps out in front of you!")  
 print("1. Fight the wolf.")  
 print("2. Run away.")  
  
 choice2 = input("What will you do? (1/2): ")  
  
 if choice2 == "1":  
 print("You fight bravely, but the wolf is too strong. You are defeated.")  
 print("GAME OVER.")  
 elif choice2 == "2":  
 print("You run as fast as you can and find a safe cave to hide in.")  
 print("After a while, you make your way back home safely. You win!")  
 else:  
 print("Invalid choice. GAME OVER.")  
  
 elif choice1 == "2":  
 print("You take the right path and find a beautiful waterfall.")  
 print("You feel at peace and decide to rest by the water.")  
 print("Suddenly, a friendly traveler appears.")  
 print("1. Talk to the traveler.")  
 print("2. Keep walking.")  
  
 choice2 = input("What will you do? (1/2): ")  
  
 if choice2 == "1":  
 print("You have a nice conversation and the traveler gives you a magical map!")  
 print("With the map, you find your way home safely. You win!")  
 elif choice2 == "2":  
 print("You continue walking and eventually get lost in the forest.")  
 print("You wander until you are too tired to go on. GAME OVER.")  
 else:  
 print("Invalid choice. GAME OVER.")  
  
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 print("Invalid choice. GAME OVER.")  
  
  
# Start the story  
start\_adventure()

**OUTPUT:**

