

```
#Treasure
```

```
def treasure():
```

```
    print("\nYou are now in a treasure room!")
```

```
    print("And there is a door too!")
```

```
    print("What would you do? (1 or 2)")
```

```
    print("1). Take treasure and go through the door.")
```

```
    print("2). Just go through the door.")
```

```
    answer = input(">")
```

```
    if answer == "1":
```

```
        # Player is dead, call game_over() function with the "reason" argument
```

```
        game_over("Treasure is not real, and I will make you die!")
```

```
    elif answer == "2":
```

*# Player won the game*

*print("\n Congrats you win the game!")*

*# Activates play\_again() function*

*play\_again()*

*else:*

*# Calls game\_over() with "reason" argument*

*game\_over("Enter a Number Dude!!")*

*# snake room*

*def snake\_room():*

*print("\nThere are snakes here.")*

*print("Behind the snake is another door.")*

*print("Snakes are sleeping!")*

*print("What would you do? (1 or 2)")*

*print("1). Disturb them.")*

*print("2). You go without making noise.")*

```
answer = input(">")
```

```
if answer == "1":
```

```
    game_over("Snakes will kill you.")
```

```
elif answer == "2":
```

```
    # Player can go to Tresure Room
```

```
    print("\n Good choice,You can go out th  
rough door now!")
```

```
    treasure()
```

```
else:
```

```
    # Calls game_over() function with the "r  
eason" argument
```

```
    game_over("Enter a Number Dude!!!")
```

```
# monster room
```

```
def monster_room():  
    print("\nNow you entered the room of a  
monster!")  
    print("The monster is sleeping.\nBehind the  
monster, there is another door. What would  
you do? (1 or 2)")  
    print("1). Go through the door silently.")  
    print("2). Be Brave, Kill the monster and show  
your courage!")  
  
    answer = input(">")  
  
    if answer == "1":  
  
        # Player can go to Treasure Room  
        treasure()  
    elif answer == "2":  
        game_over("The monster was hungry, he  
/it ate you.")
```

else:

*# Calls game\_over() function with the "reason" argument*

game\_over("Enter a Number Dude!!.")

def play\_again():

print("\nDo you want to play again? (y or n)")

answer = input(">").lower()

if "y" in answer:

*# If player typed "yes" or "y" start the game from the beginning*

start()

else:

*# If user types anything besides "yes" or "y", exit() the Game*

```
exit()
```

```
def game_over(reason):
```

```
    print("\n" + reason)
```

```
    print("Game Over!")
```

```
    play_again()
```

```
def start():
```

```
    print("\nYou are standing in a dark room.  
")
```

```
    print("There is a door to your left and right,  
which one do you take? (l or r)")
```

```
    answer = input(">").lower()
```

```
    if "l" in answer:
```

```
        # If player typed "left" or "l" lead him  
        /her to Snake_room()
```

```
        snake_room()
```

*elif "r" in answer:*

*#If player typed "right" or "r" lead him/her to monster\_room()*

*monster\_room()*

*else:*

*#Calls game\_over() function with the "reason" argument*

*game\_over("Enter a Number properly?")*

*# start the game*

*start()*