import time

# Function to display text with a slight delay for better user experience

def display\_text(text, delay=1):

print(text)

time.sleep(delay)

# Function to get user input with error handling

def get\_user\_choice(prompt, options):

while True:

user\_input = input(prompt).strip().lower()

if user\_input in options:

return user\_input

else:

print("Invalid choice. Please select a valid option.")

# Introduction

display\_text("Welcome to the Text Adventure Game!")

display\_text("You find yourself in a mysterious forest.")

# Main game loop

while True:

display\_text("What would you like to do?")

user\_choice = get\_user\_choice("1. Go deeper into the forest\n2. Turn back and leave\nYour choice: ", ["1", "2"])

if user\_choice == "1":

# Path 1: Go deeper into the forest

display\_text("You venture deeper into the forest...")

display\_text("You encounter a talking animal who offers you a riddle.")

riddle\_answer = get\_user\_choice("Do you want to attempt the riddle?\n1. Yes\n2. No\nYour choice: ", ["1", "2"])

if riddle\_answer == "1":

display\_text("Here's the riddle: What has keys but can't open locks?")

user\_answer = input("Your answer: ").strip().lower()

if user\_answer == "a piano":

display\_text("You solved the riddle and received a valuable gem! Well done!")

else:

display\_text("Your answer was incorrect. The forest's magic transports you back to the beginning.")

else:

display\_text("You decide not to attempt the riddle and continue your journey.")

else:

* # Path 2: Turn back and leave

display\_text("You choose to turn back and leave the forest.")

display\_text("Thanks for playing! You can always come back for another adventure.")

break