```python
1  # Now we have a premise. We are in a room and we have two door to choose from.
2  # We are still in the blue room. What do we do with the treasure chest?
3  # New code starts at line 32
4  #
5  # Run this code a few times and see what happens with different choices.
6  # It's good to test all options and see if that's what you expected.
7
8  ##### ACTIONS #####
9  def you_died(why):
10     # You expect a reason why the player died. It's a string.
11     print("{}. Good job!".format(why))
12
13     # This exits the program entirely.
14     exit(0)
15
16 ### END ACTIONS ###
17
18 ##### ROOMS #####
19 def blissful_ignorance_of_illusion_room():
20     # The variable treasure_chest is an object type called a list
21     # A list maybe empty as well.
22     # So our treasure_chest list contains 4 items.
23     treasure_chest = ["diamonds", "gold", "silver", "sword"]
24     print("You see a room with a wooden treasure chest on the left, and a sleeping guard on the right in front of the door")
25
26     # Ask player what to do.
27     action = raw_input("What do you do? > ")
28
29     # This is a way to see if the text typed by player is in the list
30     if action.lower() in ["treasure", "chest", "left"]:
31         print("Oooh, treasure!")
32
33         print("Open it? Press '1'")
34         print("Leave it alone. Press '2'")
35         choice = raw_input("> ")
36
37         # Try just leaving 1 and 2 as a number
38         # Change to string and see what happens
39         if choice == "1":
40             print("Let's see what's in here... /grins")
41             print("The chest creaks open, and the guard is still sleeping. That's one heavy sleeper!")
42             print("You find some")
43
44             # FOR LOOP
45             # for each treasure (variable created on the fly in the for loop)
46             # in the treasure_chest list, print the treasure.
47             for treasure in treasure_chest:
48                 print(treasure)
49
50             # Tip: Type this in your Python interpretor to see how it works.
51             #   >>> treasure_chest = ["diamonds", "gold", "silver", "sword"]
52             #   >>> for treasure in treasure_chest:
53             #   >>>     print(treasure)
54             #
55             # Things to do while you are in the interpretor
56             #   >>> treasure_chest[0]
57             # This will print out the first item in the list.
58             # Remember, in almost all programming languages, everything starts at "0"
59             # Try getting the 2nd, 3rd and 4th item in the list.
60             #
61             #   >>> treasure_chest[0:2]
62             # You will see the result printed on the next line
63             # It gives you the first two items on the list.
64             #
65             # Try playing around some more.
66         else:
67             print("The guard is more interesting, let's go that way!")
68
69 def painful_truth_of_reality_room():
70     print("There you see the great evil Cthulhu.")
71     print("He, it, whatever stares at you and you go insane.")
72     print("Do you flee for your life or eat your head?")
73
74     next_move = raw_input("> ")
75
76     # Flee to return to the start of the game, in the room with the blue and red door or die!
77     if "flee" in next_move:
78         start_adventure()
79     else:
80         # You call the function you_died and pass the reason why you died as
81         # a string as an argument.
82         you_died("You died. Well, that was tasty!")
83 ### END ROOMS ###
84
85 def start_adventure():
86     print("You enter a room, and you see a red door to your left and a blue door to your right.")
```

```python
87        door_picked = raw_input("Do you pick the red door or blue door? > ")
88
89        # Pick a door and we go to a room and something else happens
90        if door_picked == "red":
91            painful_truth_of_reality_room()
92        elif door_picked == "blue":
93            blissful_ignorance_of_illusion_room()
94        else:
95            print("Sorry, it's either 'red' or 'blue' as the answer. You're the weakest link, goodbye!")
96
97    def main():
98        player_name =  raw_input("What's your name? >")
99        print("Your name is {}".format(player_name.upper()))
100
101        start_adventure()
102
103    if __name__ == '__main__':
104        main()
```