```python
# Now we have a premise. We are in a room and we have two door to choose from.
# We are still in the blue room. What do we do with the treasure chest?
# New code starts at line 49
#
# Run this code a few times and see what happens with different choices.
# It's good to test all options and see if that's what you expected.

##### ACTIONS #####
def you_died(why):
    # You expect a reason why the player died. It's a string.
    print("{}. Good job!".format(why))

    # This exits the program entirely.
    exit(0)

### END ACTIONS ###

##### ROOMS #####
def blissful_ignorance_of_illusion_room():
    # The variable treasure_chest is an object type called a list
    # A list maybe empty as well.
    # So our treasure_chest list contains 4 items.
    treasure_chest = ["diamonds", "gold", "silver", "sword"]
    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")

    # Ask player what to do.
    action = raw_input("What do you do? > ")

    # This is a way to see if the text typed by player is in the list
    if action.lower() in ["treasure", "chest", "left"]:
        print("Oooh, treasure!")

        print("Open it? Press '1'")
        print("Leave it alone. Press '2'")
        choice = raw_input("> ")

        # Try just leaving 1 and 2 as a number
        # Change to string and see what happens
        if choice == "1":
            print("Let's see what's in here... /grins")
            print("The chest creaks open, and the guard is still sleeping. That's one heavy sleeper!")
            print("You find some")

            # for each treasure (variable created on the fly in the for loop)
            # in the treasure_chest list, print the treasure.
            for treasure in treasure_chest:
                print(treasure)

            # So much treasure, what to do? Take it or leave it.
            print("What do you want to do?")

            # INTRODUCING len()
            # Go to the Python interpreter.
            #   >>> treasure_chest = ["diamonds", "gold", "silver", "sword"]
            #   >>> len(treasure_chest)
            # This should give you how many items is in a list.
            #
            #   >>> len("diamonds")
            # This should give you how long the string is.
            print("Take all {} treasure, press '1'".format(len(treasure_chest)))
            print("Leave it, press '2'")

            treasure_choice = raw_input("> ")

            if treasure_choice == "1":
                # ESCAPE CHARACTERS
                # We encountered this when escaping those single or double quotes in the beginning.
                # Go to the Python interpreter.
                #   >>> print("hello")
                #   >>> print("\thello")
                #   >>> print("\nhello")
                #   >>> print("I\nam here,\n\tbut why!\n\nEscaping charaters.")
                #
                # See https://docs.python.org/2.7/reference/lexical_analysis.html#string-literals
                print("\tWoohoo! Bounty and a shiney new sword. /drops your crappy sword in the empty treasure chest.")

                # STRING MANIPULATION
                # Here's a handy way to join items in a list.
                # Go to the Python intrepeter.
                #   >>> treasure_chest = ["diamonds", "gold", "silver", "sword"]
                #   >>> ', '.join(treasure_chest)
                # What happens here is we created a string ', ' (comma with a space), and use the
                # string's in-built function called join() to join up your list items and
                # creates a comma separated string. Really handy, better than writing your own. :-)
                print("\tYou just received [{}]".format(", ".join(treasure_chest)))

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87              elif treasure_choice == "2":
88                  print("It will still be here (I hope), right after I get past this guard")
89      else:
90          print("The guard is more interesting, let's go that way!")
91
92
93  def painful_truth_of_reality_room():
94      print("There you see the great evil Cthulhu.")
95      print("He, it, whatever stares at you and you go insane.")
96      print("Do you flee for your life or eat your head?")
97
98      next_move = raw_input("> ")
99
100     # Flee to return to the start of the game, in the room with the blue and red door or die!
101     if "flee" in next_move:
102         start_adventure()
103     else:
104         # You call the function you_died and pass the reason why you died as
105         # a string as an argument.
106         you_died("You died. Well, that was tasty!")
107 ### END ROOMS ###
108
109 def start_adventure():
110     print("You enter a room, and you see a red door to your left and a blue door to your right.")
111     door_picked = raw_input("Do you pick the red door or blue door? > ")
112
113     # Pick a door and we go to a room and something else happens
114     if door_picked == "red":
115         painful_truth_of_reality_room()
116     elif door_picked == "blue":
117         blissful_ignorance_of_illusion_room()
118     else:
119         print("Sorry, it's either 'red' or 'blue' as the answer. You're the weakest link, goodbye!")
120
121 def main():
122     player_name =  raw_input("What's your name? >")
123     print("Your name is {}".format(player_name.upper()))
124
125     start_adventure()
126
127 if __name__ == '__main__':
128     main()
```