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#include <stdio.h>
#include <stdlib.h>
int main ()
{
    void print_gun ();
    void intro_screen ();
    void question_1 ();
    void question_2 ();
    void question_3 ();
    void question_4 ();
    void question_5 ();
    void dead ();
    void arrested ();
    void bibliography();
    void score (int sucker, int sharpie, int wiseguy, int
attention);
    void cheated(int has_cheated, int sucker, int sharpie, int
wiseguy);
    char entry;
    char cheat_code[15];
    int sucker;
    int max_attention = 3;
    int sharpie;
    int wiseguy;
    int attention;
    int questions_asked;
    int next_question;
    int asked_1, asked_2, asked_3, asked_4, asked_5;
    int has_cheated;
    int difficulty;
    while (1) {
        sucker = 0;
            max_attention = 3;
        sharpie = 0;
        wiseguy = 0;
        attention = 0;
            questions_asked = 0;
            next_question = 0;
            asked_1 = 0;
            asked_2 = 0;
            asked_3 = 0;
            asked_4 = 0;
            asked_5 = 0;
            has_cheated = 0;
            difficulty = 0;
        entry = 'a';
        intro_screen ();
            scanf(" %c", &entry);
        while (1) {
            if (entry == 'E' || entry == 'e') {

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        exit (0);
    }
    if (entry == 'B' || entry == 'b') {
        bibliography();
        printf("What would you like to do
next?\n");
        scanf(" %c", &entry);
    }
    if (entry == 'P' || entry == 'p') {
        break;
    }
    if (entry == 'd' || entry == 'D') {
        printf("Enter a difficulty from 1 (super
easy) to \n");
        printf("4 (super hard):\n");
        scanf(" %d", &difficulty);
        while(1){
            if (difficulty < 1 || difficulty
> 4) {
                printf("Error: invalid
difficulty.\n");
                printf("Please try
again:\n");
                scanf("%d",
&difficulty);
            }
            else {
                break;
            }
        }
        max_attention = 5 - difficulty;
        printf("What would you like to do
next?\n");
        scanf(" %c", &entry);
    }
    if (entry == 'c' || entry == 'C') {
        printf("You must have some business
connections.\n");
        scanf(" %s", &cheat_code);
        if (strcmp(cheat_code,
"untouchable") == 0) {
            max_attention = 10;
            printf("Cheat code entered
successfully.\n");
            has_cheated = 1;
        }
        else if (strcmp(cheat_code,
"fall_guy") == 0) {
            questions_asked = 1;
            printf("Cheat code entered

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while(entry != 'a' && entry != 'b' && entry != 'c') {
    printf("Error: invalid entry \n");
    printf("Please choose either a, b, or c.\n");
    scanf(" %c", &entry);
}
if (entry == 'a') {
    sucker += 1;
}
if (entry == 'b') {
    sharpie += 1;
}
if (entry == 'c') {
    wiseguy += 1;
    attention += 1;
}
if(attention >= max_attention) {
    if(rand() % 2 == 1) {
        dead();
    }
    else {
        arrested();
    }
    break;
}

        asked_1 = 1;
        questions_asked += 1;
    }
    if (next_question == 2 && asked_2 == 0) {
        question_2 ();
        scanf(" %c", &entry);
        while(entry != 'a' && entry != 'b' && entry != 'c') {
            printf("Error: invalid entry \n");
            printf("Please choose either a, b, or c.\n");
            scanf(" %c", &entry);
        }
        if (entry == 'a') {
            sucker += 1;
        }
        if (entry == 'b') {
            wiseguy += 1;
            sharpie += 1;
        }
        if (entry == 'c') {
            wiseguy += 1;
            attention += 2;
        }
        if(attention >= max_attention) {
            if(rand() % 2 == 1) {
                dead();
            }
        }
    }
}

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        else {
            arrested();
        }
        break;
    }

        asked_2 = 1;
        questions_asked += 1;
    }
    if (next_question == 3 && asked_3 == 0) {
question_3 ();
    scanf(" %c", &entry);
    while(entry != 'a' && entry != 'b' && entry != 'c') {
        printf("Error: invalid entry \n");
        printf("Please choose either a, b, or c.\n");
        scanf(" %c", &entry);
    }
    if (entry == 'a') {
        sucker += 1;
        attention += 2;
    }
    if (entry == 'b') {
        wiseguy += 1;
    }
    if (entry == 'c') {
        wiseguy += 1;
        attention += 1;
    }
    if(attention >= max_attention) {
        if(rand() % 2 == 1) {
            dead();
        }
        else {
            arrested();
        }
        break;
    }
        asked_3 = 1;
        questions_asked += 1;
    }
    if (next_question == 4 && asked_4 == 0) {
        question_4 ();
        scanf(" %c", &entry);
    while(entry != 'a' && entry != 'b' && entry != 'c') {
        printf("Error: invalid entry \n");
        printf("Please choose either a, b, or c.\n");
        scanf(" %c", &entry);
    }
    if (entry == 'a') {
        sharpie += 1;
    }
}

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if (entry == 'b') {
    sucker += 1;
}
if (entry == 'c') {
    wiseguy += 1;
    attention += 1;
}
if(attention >= max_attention) {
    if(rand() % 2 == 1) {
        dead();
    }
    else {
        arrested();
    }
}
break;
}
    asked_4 = 1;
    questions_asked += 1;
}
    if (next_question == 5 && asked_5 == 0) {
        question_5();
        scanf(" %c", &entry);
    }
while(entry != 'a' && entry != 'b' && entry != 'c') {
    printf("Error: invalid entry\n");
    printf("Please choose either a, b, or c.\n");
    scanf(" %c", &entry);
}
if (entry == 'a') {
    wiseguy += 1;
    attention += 1;
}
if (entry == 'b') {
    sharpie += 1;
}
if (entry == 'c') {
    sucker += 1;
}
if(attention >= max_attention) {
    if(rand() % 2 == 1) {
        dead();
    }
    else {
        arrested();
    }
}
break;
}
    asked_5 = 1;
    questions_asked += 1;
}
}

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printf("          | < | \n");
printf("          \| \| \n");
printf("          | \| \n");
printf(" You attracted too much attention.\n");
printf(" Now you're sleeping with the fishes.\n");
}
void intro_screen ()
{
printf("
***** \n");
printf(" *** ARE YOU A SUCKER,
*** \n");
printf(" ***          A SHARPIE,
*** \n");
printf(" ***          OR A WISEGUY?
*** \n");
printf(" ***          with bonus WARSHOW DLC included.
*** \n");
printf(" ***          ,_,'_____,
*** \n");
printf(" ***          /_____|
*** \n");
printf(" ***          Press E to exit,          / /_C_|
*** \n");
printf(" ***          B for bibliography,          / /
*** \n");
printf(" ***          D for difficulty,          |_/
*** \n");
printf(" ***          or P to play.
*** \n");
printf(" ***
*** \n");
printf("
***** \n");
}
void question_1 ()
{
printf(" [ ] \n");
printf(" | | \n");
printf(" / \| \n");
printf(" |_____| \n");
printf(" | XXX | \n");
printf(" |_____| \n");
printf(" |_____| \n");
printf(" You own a bar, but alcohol was just declared illegal. \n");
printf(" Do you: \n");
printf(" a) dump your alcohol down the sink\n");
printf(" b) sell what you have, but buy no more\n");
printf(" or c) get a local gang to sell you more hooch\n");
}

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void question_2 ()
{
printf("      _\n");
printf("    _|_|_|_|_|_\n");
printf("   /_____|\n");
printf("  | /| | | | |\n");
printf("  |  \\|_|_|_|_|_\n");
printf("   \\_____  \\|\n");
printf("    | | | | \\| |\n");
printf("   _|_|_|_|_|/\n");
printf("  |_____|/\n");
printf("    |_|  |_|_\n");
printf(" A local business has been harassed repeatedly. \n");
printf(" Do you:\n");
printf("   a) call the police\n");
printf("   b) charge the business a 'protection' fee\n");
printf(" or c) offer your services as a hitman\n");
}

void question_3 ()
{
printf("  \n");
printf(" |\\_____/\\_____/|\n");
printf(" |          |\n");
printf(" | To Protect |\n");
printf(" | And Serve  |\n");
printf(" |          |\n");
printf("  \\          /\n");
printf("  \\_____/|\n");
printf("\n");
printf(" An 'associate' of yours threatens to go to the police.\n");
printf(" Do you:\n");
printf("   a) ignore him\n");
printf("   b) bribe him\n");
printf(" or c) kill him\n");
}

void question_4 ()
{
printf("      _____\n");
printf("     /|_____|_____|_\n");
printf("    &\\ / |_____|_\n");
printf("   _/ _|_____|_\n");
printf("  /      -| |_\n");
printf(" /      /|_____|_\n");
printf(" |      |_\n");
printf(" |      |_\n");
printf(" /_____  \\|\n");
printf(" Your neighbor hands you a bag of oily guns\n");
printf(" and asks you to hide them.\n");
printf(" Do you:\n");
printf("   a) do as he says\n");
}

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*** \n");
printf("   ***           ~~~~~~
*** \n");
printf("   ***           < BUY YOURS TODAY! >
*** \n");
printf("   ***           vvvvvvvvvvvvvvvvvv
*** \n");
printf("   ***           *Available wherever high quality armaments
*** \n");
printf("   ***           are sold. Supplies may be limited.
*** \n");
printf("
***** \n");
}
void bibliography ()
{
printf("           Works Cited\n\n");
printf("Lupsha, Peter. 'American Values and Organized Crime: Suckers
and Wiseguys.'\n");
printf("   The American Self: Myth, Ideology and Popular Culture. Ed.
Sam Girgus. \n");
printf("   Albuquerque: University of New Mexico Press, 1982.\n\n");
printf("Warshow, Robert. 'The Gangster as Tragic Hero.' n.d. Web. 1
October 2013.\n");
printf("   http://www.multiminds.org/masters2006/Gangster.pdf\n\n");
}
void score (int sucker, int sharpie, int wiseguy, int attention)
{
if (sucker > sharpie && sucker > wiseguy) {
printf("   You are a sucker. You live within the confines of the
law, and do not\n");
printf("seek to create criminal opportunities for yourself.
\n");
printf("According to Lupsha, you would be 'trapped in the
nickel-and-dime world\n");
printf("of ordinary work' (Lupsha 150).\n");
if (attention >= 2) {
printf("For someone who stays within the confines of the
law,\n");
printf("you sure do attract a lot of attention.\n");
}
else {
printf("You managed to fly below the radar of gangs and
the police,\n");
printf("...at least.\n");
}
printf("\nIt seems like you missed the point of this game.
\n");
}
else if (sharpie > sucker && sharpie > wiseguy) {

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    printf("    You are a sharpie.");
    printf("You don't seek out criminal opportunities, you let them
find you.\n");
        printf("Though you're not afraid to participate in something
illegal like\n");
        printf("bootlegging, you wouldn't start an operation yourself.
\n");
        if (attention > 1) {
            printf("You had the police hot on your tail, but you
escaped. For now.\n");
        }
        else {
            printf("You managed to evade the police and other gangs
skillfully.\n");
        }
        printf("You did okay.\n");
    }
else if (wiseguy > sucker && wiseguy > sharpie) {
    printf("    You are a wiseguy.\n");
    printf("Congratulations! You're the head of a criminal
organization.\n");
    printf("You take what you can, and give nothing back. You
worked your way \n");
    printf("to the top, and are now of the elite group of
'soldiers' who appear\n");
    printf("to make an easy buck without working' (Lupsha 150).
\n");
        if (wiseguy < 4 || attention > 3) {
            printf("You didn't always make the best decision, but you
still made it\n");
            printf("to the top.\n");
        }
        else {
            printf("You skillfully maneuvered past the cops and your
rivals.\n");
        }
        printf("You take control of your own destiny.\n");
    }
else {
    printf("    You don't really fit any of the categories. Sometimes
you avoid\n");
    printf("crime, sometimes you await it, and sometimes you seek
it out.\n");
        if (attention >= 2) {
            printf("Your eclectic approach attracted some attention
though.\n");
        }
        else {
            printf("At least you avoided attracting too much
attention.\n");
        }
    }
}

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    }
    printf("You picked randomly, didn't you?\n");
}
}
void cheated(int has_cheated, int sucker, int sharpie, int wiseguy)
{
    if (has_cheated == 1) {
        if (sucker > sharpie && sucker > wiseguy) {
            printf("You cheated but you still lost.\n");
        }
        else if (sharpie > sucker && sharpie > wiseguy) {
            printf("But let's not forget you cheated.\n");
        }
        else if (wiseguy > sucker && wiseguy > sharpie) {
            printf("But you cheated, so is this really a
victory?\n");
        }
    }
}
}

```