

```
<html>
```

```
<head>
```

```
<title>歷史覺醒：思想之旅</title>
```

```
<style>
```

```
body { font-family: Arial, sans-serif; text-align: center; background-color: #f0f0f0; }
```

```
#board { display: flex; flex-wrap: wrap; width: 600px; margin: 20px auto; }
```

```
.cell {
```

```
width: 50px; height: 50px; border: 1px solid black; display: inline-block; line-height: 50px; cursor: pointer; background-color: white;
```

```
position: relative;
```

```
overflow: hidden;
```

```
}
```

```
.player-flag {
```

position: absolute;

top: 5px;

left: 5px;

width: 40px;

height: 40px;

border-radius: 50%;

display: flex;

justify-content: center;

align-items: center;

font-size: 20px;

font-weight: bold;

```
}
```

```
.playerA .player-flag {
```

```
    background-color: red;
```

```
    color: white;
```

```
}
```

```
.playerB .player-flag {
```

```
    background-color: blue;
```

```
    color: white;
```

```
}
```

```
.playerA { background-color: white; color: white; }
```

```
.playerB { background-color: white; color: white; }
```

```
.religion { background-color: gray; }
```

```
.history { background-color: gold; }
```

```
.yin { background-color: purple; color: white; }
```

```
#status { margin: 10px; font-size: 18px; }
```

```
#message { margin: 10px; color: darkred; font-weight: bold; max-width: 600px; word-wrap: break-word; }
```

```
#command-input { padding: 10px; margin: 5px; width: 200px; }
```

```
</style>
```

```
</head>
```

```
<body>
```

```
<h1>歷史覺醒：思想之旅</h1>
```

```
<div id="board"></div>
```

```
<div id="status">探索者: 0 | 守舊者: 0 | 回合: 1 | 當前玩家: 探索者 | 圈數: 0</div>
```

```
<div id="message"></div>
```

```
<div>
```

```
  <input type="text" id="command-input" placeholder="輸入命令 (擲骰子/結束/重置)">
```

```
</div>
```

```
<script>
```

```
  const boardSize = 24;
```

```
  const playerA = { pos: 1, wisdom: 0, laps: 0 }; // 探索者
```

```
  const playerB = { pos: 1, wisdom: 0, laps: 0 }; // 守舊者
```

```
let currentPlayer = 'A';
```

```
let dice = 0;
```

```
let turn = 1;
```

```
const religionCells = [6, 12, 18, 24];
```

```
const historyCells = [4, 8, 12, 16, 20, 24];
```

```
const yinCells = [3, 9, 15]; // 隨機選定的陰府格子
```

```
// 宗教卡牌
```

```
const religionCards = [
```

```
  "宗教教條束縛了你的思想，智慧點數-1。宗教的本質是控制，而非解脫。",
```

```
  "你被宗教儀式迷惑，智慧點數-2。宗教以儀式掩蓋真相，讓人放棄獨立思考。",
```

"宗教假面具蒙蔽你，智慧點數-1。偽善只是控制的工具。",

"你陷入教派爭端，智慧點數-2。宗教分裂人類，引發無盡衝突。",

"宗教規範壓抑你的自由，智慧點數-1。真正的智慧來自質疑。",

"你盲目服從教義，智慧點數-2。盲信阻礙人類進步。",

"宗教戰爭摧毀你的理性，智慧點數-1。歷史證明宗教是爭端的根源。",

"你被宗教恐懼支配，智慧點數-1。恐懼是控制思想的武器。",

"宗教迷信讓你迷失，智慧點數-2。迷信是真相的最大敵人。",

"你被宗教權威壓迫，智慧點數-1。權威掩蓋真相，讓人屈服。"

];

// 歷史事件卡牌

const historyCards = [

"你面臨戰爭與和平的選擇。選擇戰爭：智慧點數-1（短期利益，長期損害）；選擇和平：智慧點數+1（犧牲個人，促進文明）。",// 選擇和平

學習
"你發現知識的力量。選擇學習：智慧點數+2（知識是覺醒之光）；選擇忽視：智慧點數-1（無知是歷史的詛咒）。",// 選擇

"族群衝突爆發。選擇競爭：智慧點數-1（弱肉強食的循環）；選擇合作：智慧點數+1（團結是進步之基）。",// 選擇合作

"資源匱乏的困境。選擇掠奪：智慧點數-1（貪婪引發毀滅）；選擇分享：智慧點數+1（共享避免衝突）。",// 選擇分享

反思
"你見證歷史重複。選擇反思：智慧點數+1（理解過去才能改變未來）；選擇無視：智慧點數-1（無知重蹈覆轍）。",// 選擇

"技術進步的抉擇。選擇發展：智慧點數+2（科技推動文明）；選擇保守：智慧點數-1（停滯是衰退之始）。",// 選擇發展

疑
"你面對信仰危機。選擇質疑：智慧點數+1（獨立思考是覺醒之門）；選擇盲信：智慧點數-1（信仰蒙蔽真相）。",// 選擇質

"社會制度的誕生。選擇平等：智慧點數+1（公平促進和諧）；選擇壓迫：智慧點數-1（不公埋下禍根）。",// 選擇平等

"你發現陰府的痕跡。選擇探索：智慧點數+1（真相超越控制）；選擇逃避：智慧點數-1（逃避讓你受困）。",// 選擇探索

"人類自相殘殺的悲劇。選擇停止：智慧點數+1（和平是智慧之果）；選擇參與：智慧點數-2（暴力是歷史的傷痕）。" // 選擇停止

];

// 陰府事件

const yinEvents = [

"陰府調整命運，所有玩家位置後退 3 格。陰府主宰宇宙，凡人無力抗衡其意志。",

"陰府干預歷史，所有玩家失去 1 智慧點數。歷史的循環中，人類不斷重蹈覆轍。",

"陰府施加試煉，所有玩家智慧點數-1。陰府考驗你的意志，覺醒需付出代價。",

"陰府改變規則，所有玩家停止一回合。宇宙主宰無常，人類命運難測。",

"陰府揭示真相，所有玩家智慧點數+1。陰府偶爾顯露真意，但你是否能理解？"

];

```
// 初始化棋盤
```

```
function initBoard() {
```

```
    const board = document.getElementById('board');
```

```
    board.innerHTML = '';
```

```
    for (let i = 1; i <= boardSize; i++) {
```

```
        const cell = document.createElement('div');
```

```
        cell.className = 'cell';
```

```
        cell.id = `cell-${i}`;
```

```
        cell.textContent = i;
```

```
        if (religionCells.includes(i)) cell.classList.add('religion');
```

```
        if (historyCells.includes(i)) cell.classList.add('history');
```

```
        if (yinCells.includes(i)) cell.classList.add('yin');

        board.appendChild(cell);

    }

    updateBoard();

    // 顯示操作說明

    document.getElementById('message').textContent = '請在輸入欄輸入命令：擲骰子, 結束回合, 重置遊戲';

    document.getElementById('message').style.color = 'darkblue';

    document.getElementById('message').style.fontWeight = 'bold';

}

// 更新棋盤顯示
```

```
function updateBoard() {  
  
    for (let i = 1; i <= boardSize; i++) {  
  
        const cell = document.getElementById(`cell-${i}`);  
  
        cell.className = 'cell';  
  
        cell.innerHTML = i;  
  
  
  
        if (religionCells.includes(i)) cell.classList.add('religion');  
  
        if (historyCells.includes(i)) cell.classList.add('history');  
  
        if (yinCells.includes(i)) cell.classList.add('yin');  
  
  
  
        const existingFlagA = cell.querySelector('.player-flag.playerA');  
  
        if (existingFlagA) existingFlagA.remove();  
    }  
}
```

```
const existingFlagB = cell.querySelector('.player-flag.playerB');
```

```
if (existingFlagB) existingFlagB.remove();
```

```
if (playerA.pos === i) {
```

```
    cell.classList.add('playerA');
```

```
    const flagA = document.createElement('div');
```

```
    flagA.className = 'player-flag playerA';
```

```
    flagA.textContent = '探';
```

```
    cell.appendChild(flagA);
```

```
}
```

```
if (playerB.pos === i) {
```

```
cell.classList.add('playerB');
```

```
const flagB = document.createElement('div');
```

```
flagB.className = 'player-flag playerB';
```

```
flagB.textContent = '守';
```

```
cell.appendChild(flagB);
```

```
}
```

```
}
```

```
document.getElementById('status').textContent =
```

```
`探索者: ${playerA.wisdom} (圈數: ${playerA.laps}) | 守舊者: ${playerB.wisdom} (圈數: ${playerB.laps}) | 回合: ${turn} | 當前  
玩家: ${currentPlayer === 'A' ? '探索者' : '守舊者'} | 骰子: ${dice || '未擲'};
```

```
}
```

```
// 擲骰子
```

```
function rollDice() {
```

```
    if (dice === 0) {
```

```
        dice = Math.floor(Math.random() * 6) + 1;
```

```
        document.getElementById('message').style.color = 'darkred'; // 還原訊息顏色
```

```
        document.getElementById('message').style.fontWeight = 'bold';// 還原訊息粗體 (可選)
```

```
        document.getElementById('message').textContent = `[$ {currentPlayer === 'A' ? '探索者' : '守舊者'}] 你擲出了 ${dice} 點！`;
```

```
        movePlayer();
```

```
    } else {
```

```
        document.getElementById('message').style.color = 'darkred'; // 還原訊息顏色
```

```
        document.getElementById('message').style.fontWeight = 'bold';// 還原訊息粗體 (可選)
```

```
        document.getElementById('message').textContent = `[$ {currentPlayer === 'A' ? '探索者' : '守舊者'}] 本回合已擲過骰子，請先
```

結束回合。`;

}

}

// 移動玩家

function movePlayer() {

const player = currentPlayer === 'A' ? playerA : playerB;

let newPos = player.pos + dice;

if (newPos > boardSize) {

newPos = newPos - boardSize;

player.laps++;

}


```
    player.pos = newPos;

    handleEvent(newPos);

    updateBoard();

    checkGameEnd();

}
```

```
// 處理事件
```

```
function handleEvent(pos) {

    const player = currentPlayer === 'A' ? playerA : playerB;

    if (religionCells.includes(pos)) {

        const card = religionCards[Math.floor(Math.random() * religionCards.length)];
```

```
document.getElementById('message').style.color = 'darkred'; // 還原訊息顏色
```

```
document.getElementById('message').style.fontWeight = 'bold';// 還原訊息粗體 (可選)
```

```
document.getElementById('message').textContent = `[${currentPlayer === 'A' ? '探索者' : '守舊者'}]` + card;
```

```
player.wisdom -= card.includes('-2') ? 2 : 1;
```

```
} else if (historyCells.includes(pos)) {
```

```
const card = historyCards[Math.floor(Math.random() * historyCards.length)];
```

```
const choice = confirm(card + "\n 按確定選擇正面選項，按取消選擇負面選項");
```

```
document.getElementById('message').style.color = 'darkred'; // 還原訊息顏色
```

```
document.getElementById('message').style.fontWeight = 'bold';// 還原訊息粗體 (可選)
```

```
document.getElementById('message').textContent = `[${currentPlayer === 'A' ? '探索者' : '守舊者'}]` + card;
```

```
if (choice) {
```

```
    player.wisdom += card.includes('+2') ? 2 : 1;
```

```
} else {  
  
    player.wisdom -= card.includes('-2') ? 2 : 1;  
  
}  
  
} else if (yinCells.includes(pos)) {  
  
    const event = yinEvents[Math.floor(Math.random() * yinEvents.length)];  
  
    document.getElementById('message').style.color = 'darkred'; // 還原訊息顏色  
  
    document.getElementById('message').style.fontWeight = 'bold';// 還原訊息粗體 (可選)  
  
    document.getElementById('message').textContent = `[${currentPlayer === 'A' ? '探索者' : '守舊者'}]` + event;  
  
    if (event.includes('後退 3 格')) {  
  
        playerA.pos = Math.max(1, playerA.pos - 3);  
  
        playerB.pos = Math.max(1, playerB.pos - 3);  

```

```
} else if (event.includes('失去 1')) {  
  
    playerA.wisdom--;  
  
    playerB.wisdom--;  
  
} else if (event.includes('停止一回合')) {  
  
    turn++;  
  
} else if (event.includes('+1')) {  
  
    playerA.wisdom++;  
  
    playerB.wisdom++;  
  
}  
  
} else {  
  
    document.getElementById('message').style.color = 'darkred'; // 還原訊息顏色  
  
    document.getElementById('message').style.fontWeight = 'bold'; // 還原訊息粗體 (可選)
```

```
document.getElementById('message').textContent = `[${currentPlayer === 'A' ? '探索者' : '守舊者'}] 安全通過，歷史的旅程仍在繼續。`;
```

```
}
```

```
}
```

```
// 結束回合
```

```
function endTurn() {
```

```
  if (dice !== 0) {
```

```
    const previousPlayerName = currentPlayer === 'A' ? '探索者' : '守舊者';
```

```
    currentPlayer = currentPlayer === 'A' ? 'B' : 'A';
```

```
    dice = 0;
```

```
    turn++;
```

```
updateBoard();
```

```
document.getElementById('message').style.color = 'darkred'; // 還原訊息顏色
```

```
document.getElementById('message').style.fontWeight = 'bold';// 還原訊息粗體 (可選)
```

```
document.getElementById('message').textContent = `[${previousPlayerName}] 回合結束，現在輪到 [${currentPlayer === 'A' ?  
'探索者': '守舊者'}]。`;
```

```
} else {
```

```
document.getElementById('message').style.color = 'darkred'; // 還原訊息顏色
```

```
document.getElementById('message').style.fontWeight = 'bold';// 還原訊息粗體 (可選)
```

```
document.getElementById('message').textContent = `[${currentPlayer === 'A' ? '探索者': '守舊者'}] 請先擲骰子。`;
```

```
}
```

```
}
```

```
// 檢查遊戲結束
```

```
function checkGameEnd() {
```

```
    if (playerA.wisdom >= 10) endGame('探索者因思想覺醒獲勝！');
```

```
    else if (playerB.wisdom >= 10) endGame('守舊者因思想覺醒獲勝！');
```

```
    else if (playerA.laps >= 3 && playerA.pos === 1) endGame('探索者完成歷史循環獲勝！');
```

```
    else if (playerB.laps >= 3 && playerB.pos === 1) endGame('守舊者完成歷史循環獲勝！');
```

```
}
```

```
// 遊戲結束
```

```
function endGame(result) {
```

```
    const player = currentPlayer === 'A' ? playerA : playerB;
```

```
let finalMessage = `${result}\n`;

if (player.wisdom >= 10) {

    finalMessage += "你已覺醒，理解了宗教的假象與歷史的真相。智慧是人類前進的唯一道路。";

} else if (player.wisdom >= 5) {

    finalMessage += "你雖未完全覺醒，但已開始質疑宗教與歷史的局限。繼續追求真相吧。";

} else {

    finalMessage += "你仍深陷宗教與歷史的迷霧。歷史教訓告訴我們：盲信阻礙人類進步。";

}

alert(finalMessage);

resetGame();

}
```



```
// 重置遊戲
```

```
function resetGame() {
```

```
    playerA.pos = 1; playerA.wisdom = 0; playerA.laps = 0;
```

```
    playerB.pos = 1; playerB.wisdom = 0; playerB.laps = 0;
```

```
    currentPlayer = 'A';
```

```
    dice = 0;
```

```
    turn = 1;
```

```
    document.getElementById('message').textContent = "";
```

```
    initBoard();
```

```
}
```

```
// 處理命令輸入
```

```
function handleCommand(command) {
```

```
    const normalizedCommand = command.trim().toLowerCase();
```

```
    if (normalizedCommand === '擲骰子' || normalizedCommand === '擲' || normalizedCommand === 'roll') {
```

```
        rollDice();
```

```
    } else if (normalizedCommand === '結束回合' || normalizedCommand === '結束' || normalizedCommand === 'end') {
```

```
        endTurn();
```

```
    } else if (normalizedCommand === '重置遊戲' || normalizedCommand === '重置' || normalizedCommand === 'reset') {
```

```
        resetGame();
```

```
    } else if (normalizedCommand === '幫助' || normalizedCommand === 'help' || normalizedCommand === '?') {
```

```
        document.getElementById('message').textContent = '可用命令：擲骰子, 結束回合, 重置遊戲';
```

```
    }
```

```
else {
```

```
    document.getElementById('message').textContent = '無效命令，請輸入 擲骰子, 結束回合, 或 重置遊戲。輸入 幫助 或 ?  
顯示可用命令。';
```

```
}
```

```
}
```

```
// 監聽輸入欄的 Enter 鍵事件
```

```
document.getElementById('command-input').addEventListener('keypress', function(event) {
```

```
    if (event.key === 'Enter') {
```

```
        const command = document.getElementById('command-input').value;
```

```
        handleCommand(command);
```

```
        document.getElementById('command-input').value = '';
```

```
}
```

```
});
```

```
// 啟動遊戲
```

```
initBoard();
```

```
</script>
```

```
</body>
```

```
</html> 請結合文件以及代碼 寫一篇文案廣告
```