Hidden in the corner of the dragon's lair is a trap door. Opening it, you find a narrow spiral staircase leading down.

At the bottom are the castle's dungeons. Looking through portcullises into the cells, you see the skeletal remains of the dungeon's unfortunate prisoners. In the very last cell, though, there's someone alive – it's the princess, who had been kidnapped by the dragon! Even in her dirty cell, she's radiantly beautiful, and your heart skips a beat.

You open her cell door and she throws her arms around you in gratitude. "My hero!" she exclaims. Much as you'd like to bask in her admiration, you remind her that you still have to escape.

You can go exit the dungeons to the left and go back up the stairs, or you can try to find a shortcut through the dark hole to the west (though you'll have to push through a nasty, sticky cobweb).

Hoping that the minotaur isn't too bright, you lie down behind a rock and try to hide. Unfortunately, your plan is unsuccessful – the beast sees you and grabs you by your collar, lifting you straight into the air. You've been captured!

The minotaur drags you through the maze toward its lair. Your heart pounds as you see the bones of its previous victims strewn about the floor. It throws you on the ground and licks its lips in anticipation of eating you for dinner, and you cast your eyes about the chamber trying to think of a way to escape.

The monster's muscles ripple as it lifts its deadly axe above its head. In desperation, you point over its shoulder and yell, "Behind you!" The minotaur turns its head, and you leap to your feet and run past it. You can't believe it – the oldest trick in the book worked! This time, you manage to outrun the minotaur and escape the maze.

Feeling lucky to be alive, you continue on the path, which now leads toward a dark forest. You also see a gleaming castle high up on the cliffs, to your right.

Reluctantly, the princess follows you inside the dark entrance.

You realize that you're inside the same cave that brought you to the land of Xanadu in the first place. In fact, you think you can see the faintest glimmer of yellow light far, far down the tunnel. Your heart beats faster as you realize that you'll be able to go back to your own time.

However, the princess is unsure about whether she should come with you. On one hand, you're the brave hero who killed the dragon and rescued her! On the other hand, she's not sure if she wants to leave her homeland.

You and the princess discuss the dilemma at length, and in the end, she makes her decision.

Has the princess followed her heart and left her home to join you in your time? Or has she maintained her upright responsibilities to her subjects and tearfully gone back to her castle without you?

Across the room, you see an object pulsing with light. Carefully stepping around the chests and artworks in the treasure chamber, you see that the light is coming from a small object lying on a velvet pillow - it's a golden ring set with deep red rubies and a fire opal.

Marveling at the ring's craftsmanship, you read an inscription on the inside: you've found the Dextrus of Tempus! You can feel magic power emanating from the ring and are about to slip it on your finger when, to your surprise, the harp whispers to you!

"Be careful, my lord! The Dextrus of Tempus is an item of great arcane might, but its power is unpredictable. It can make you grow or shrink; it could turn your enemies to stone or you into a mouse. It might randomly pour forth a stream of butterflies. It could even suddenly transport you to a different place, without warning."

The harp's message makes you pause. You could throw caution to the wind and put the ring on, or store it in your pocket and exit through a small door to the southeast.

Magic harps apparently aren't all alike, thankfully, because the one you have isn't shouting to alert the giant to your presence! The hallway you're in leads to an ornate door, which you open.

Behind the door lies a treasure chamber, filled with riches beyond your wildest imagination! Chests stuffed with silver coins, priceless works of art, and finely wrought jewelry fill the room. Since you're not here for petty personal gain, you don't loot the room, but you do take just a few coins and gems as keepsakes.

Just as you're about to leave, you see a flash in the southwest corner of the chamber.

Straight ahead of you is a giant's castle. (The giant sign saying "Giant's Castle" on the ramparts is a pretty strong giveaway.) You'd prefer not to face the giant directly, so you ponder your options for sneaking in.

You see a flock of sheep grazing down the slope to your left – maybe you could hide yourself in the flock? You also see a small hole in the castle wall to your right.

Out of the dungeons you go, leading the princess up the staircase and back out of the dragon's lair. She clings to you for safety, sending an electric tingle through you every time she squeezes your hand.

Before you can escape the complex entirely, you hear an ear-splitting roar and feel the ground rumble. The princess screams as a giant lumbers into view! He's easily twenty feet tall, and carries a huge wooden club that he swings menacingly in your direction.

You grab the princess by the arm and run faster than you've ever run in your life, never daring to look behind you. At long last, after crossing a bridge, you pause, panting, and see that the giant has given up the chase. You, the princess, and the entire kingdom are safe!

After catching your breath, you and the princess need to figure out what to do next. You can return to her castle, of course, which is several miles away to the north. However, there's also an eerily familiar cave entrance a short distance away to the northwest.

Striding quickly along the path, you enter a dark forest. After walking for a mile or so upstream along a quickly-flowing creek, you see several wagons up ahead through the trees. Entering the encampment, you meet a band of nomads dressed in brightly colored tunics and wearing fancy jewelry. The leader of the nomads addresses you.

"We are Gypsies," he says, "and you are welcome to stay with us tonight. There are many dangerous creatures in the lands of Xanadu. Of course, if you must continue on your journey, we will not hinder you."

You weigh your options: should you stay with the Gypsies or continue on the path?

You have made your decision. What did you decide?

Pushing the door open, you are stunned to see a huge dragon sleeping in the middle of a vast chamber. Its eyes flick open, and you are transfixed by fear as it raises its neck, flaps its leathery wings, and snorts smoke out of its nostrils.

Then you remember that this must be the dragon that has terrorized the kingdom! You dodge to the side as it breathes a gout of fire toward you; then, time seems to stand still as you thrust your sword into under its scales and into its neck. It roars loudly and snaps its massive jaws at you, but you jump back nimbly. You watch as it flails one more time and crashes to the ground. You have killed the dragon! You slice a scale from its neck as a victory trophy, and ponder your next move: return to the castle up in the mountains, or find a way down into the dungeons?

As you descend the long path toward the misty valley, you see several scattered huts and farmhouses. Standing near the exit of one of the buildings are two middle-aged men who eye you curiously as you approach.

They ask what you are doing in the land of Xanadu, and tell you about a beautiful princess who is desperately looking for a brave hero to slay a fearsome dragon that plagues the kingdom. Eventually, they return to their work and you continue west along the road.

The bottom of the valley is eerily quiet, with no signs of human inhabitation. You cautiously make your way between numerous huge boulders, wondering where you're headed, when suddenly you hear a loud grunting noise. You're not sure what it is, but it sounds like it's coming from behind some large rocks to the southeast.

Accepting the Gypsies' invitation, you join them for a delicious supper of roasted pheasant and stewed vegetables. After dinner, you sing festive songs and dance with them around the fire. Eventually, you drift to sleep under the open sky, wrapped in a warm patchwork quilt.

When you awake the next morning, however, the joyous mood of the Gypsies has disappeared. Their leader tells you grimly that the beautiful princess of Xanadu has been kidnapped by a terrible dragon!

You ask how you can help. The Gypsy chief looks skeptical, but he tells you that the dragon's lair is to the northwest and offers to give you a fine broadsword if you are determined to fight the creature.

He also mentions that there is a fabled magic ring called the Dextrus of Tempus that could aid you in your cause, which is rumored to be owned by a giant who lives in a castle to the west.

Exploring for few minutes leads you to a door with soft, beautiful music coming from beyond it. Opening the door carefully, you see an incredible sight: a fine, golden harp sitting on a mahogany table, playing a song without anyone strumming its strings!

You grab the harp, which stops playing when you touch it, and exit through another door on the other side of the room. "Just don't yell out to the giant, like in some other stories," you admonish the harp.

To your astonishment, the harp replies, "Yes, my lord."

You're in a long hallway leading south as far as you can see, but ahead of you, you can see a big red door to the west.

Treading carefully, you creep around a boulder to investigate the grunting sound, and see a creature with the body of a man but the head of a bull - a monstrous minotaur! Raising its massive axe, it snorts and bellows angrily as you turn and run.

As you flee in terror, the minotaur chases you through the maze of stones, steadily coming closer. Rounding a corner, you find yourself trapped in a dead end with high stone walls and no exit! Wait – is that a cave entrance to your left? You could risk running into the dark cave, or you could lie down behind a stone and try to hide from the horrible beast.

Sitting on the ground near the flock is a discarded sheepskin. You grab it and wrap it around your body to disguise yourself as a sheep – maybe you can sneak into the castle when the flock is brought inside!

You manage to get close to the castle undetected, but then a sudden fog forms around you. It's so thick you can't see your hand in front of your face, and after a few minutes of wandering aimlessly, you admit you're hopelessly lost and throw off your wool covering. You're not even sure if you're inside or outside the castle, though there's a gravel path at your feet.

Then, faintly, you can hear music; it's hard to tell exactly where it is, but you think the source might be up and to the right of you. You could try to find the music, or you could continue down the path.

Emerging from the cave into the State Park, you and the princess blink in the bright sunshine. At first, you can't believe you're actually back in your own place and time, but when you find the ranger station at the park entrance, you know it's real. The princess is amazed by all of the cars driving in and out of the parking lot – and the other park visitors are bewildered by the strange "costume" the princess is wearing!

You delight in showing the princess – whom you learn is named Elizabeth – the technological wonders of the modern world: computers, airplanes, and especially televisions. Though she misses her homeland of Xanadu at first, she gradually comes to love life with you in your world. For your part, you sometimes miss the thrill of fighting a dragon or escaping from a giant – but you're happy to have traded all the wonders of the past for a life with Elizabeth.

And, in fact, you and Elizabeth live happily ever after.