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Gingerly, the princess follows you inside the dark cave entrance. She doesn't seem very happy; her sad expression makes you think thoughts of Xanadu again.

But just as you're thinking of turning around and going back, you see some rock formations that make you realize that you're inside the same cave that brought you here to this world 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 this means that you'll be able to go back to your own time soon. Feeling quite anxious about it, you animatedly try to explain everything to the princess, including describing the modern world that you came from and all the wonderful things it has to offer.

Although she seems fascinated about the descriptions of your home, you can tell she doesn't quite understand everything you're saying, and she 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 doesn't want to leave her homeland.

You and the princess discuss the dilemma at length, and in the end, she throws up her hands and says that you'll just have to decide for her. Should she return to the kingdom she left behind? Or would it be downright better to stay with her rescuer?

*If you insist that she
come with you, turn to
page 32.*

*If you let her leave,
turn to page 2.*