

14

Out of the dungeons you go, leading the princess back through the halls and up the stone spiral staircase, expediently going as the both of you exit past 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 castle entirely, you hear an ear-splitting roar and feel the ground rumble. The princess screams as the giant lumbers into view! He's easily twenty feet tall, and as he comes closer you can see that he is carrying a huge wooden club, which he brandishes menacingly at you. After all, you have invaded his complex, slain his pet dragon, and stolen his treasure; he's not happy about it!

You grab the princess by the arm and run faster than you've ever run in your life! 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!

While catching your breath, you think about what to do next. You can return with the princess to her castle, of course, which is quite a while away to the north. However, there's also an eerily familiar cave entrance a short distance away to the northwest, which the princess seems a bit apprehensive about.

If you return to the castle, turn to page 3.

If you insist on entering the cave, turn to page 6.