**Music Store**

The first thing I notice when I enter the store is the impressive collection of guitars, all of them hanging on the left wall.

Right. Huge guitar sale.

Looking around, I begin exploring the store. In one area, there are display cases of albums and shelves filled with musical-related books. In another, there’s a small row of electronic keyboards, and I have to resist the temptation to press on the keys as I pass by.

Wow... I would’ve loved this place when I was a kid.

Prim (shy thinking):

As I continue my exploration of the store, I notice a familiar figure at the end of the aisle, staring at a row of rather expensive-looking electric pianos.

Prim.

Prim (exit):

Involuntarily, all my interactions with her flood into my mind and a struggle ensues as I try not to visibly cringe from the embarrassment.

But if I speak with her now, maybe I can clear everything up. Mara would like that, too.

At the same time though, if I sneak out of the store now, I can probably leave before she notices me. And avoiding the risk of having anotherawkward conversation and making her uncomfortable again might be the better option...

Greet her

{

As I consider leaving, Mara’s disappointed face appears in my mind.

Well…

Here goes nothing, I guess.

}

Sneak out

{

I decide to play it safe and quietly shuffle to the front of the store, even though I know Mara’s gonna be disappointed.

Ah well. Guess I can always try again later.

}