```python
import random
import time


def print_slow(text):
    for char in text:
        print(char, end='', flush=True)
        time.sleep(0.03)
    print()


def main():
    print_slow("Welcome to the Quest to Rescue the Princess!")
    print_slow("You are a brave adventurer on a mission to rescue the kidnapped princess from the evil dragon.")
    print_slow("You find yourself at a crossroads. Which path will you choose?")

    while True:
        print_slow("1. Take the dark forest path.")
        print_slow("2. Cross the rickety bridge.")
        choice = input("Enter your choice (1/2): ")

        if choice == '1':
            forest_path()
            break
        elif choice == '2':
            bridge_path()
            break
        else:
            print_slow("Invalid choice. Please enter '1' or '2'.")


def forest_path():
    print_slow("You enter the dark and mysterious forest. The path is shrouded in mist.")
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    print_slow("You come to a fork in the road. What do you do?")

    while True:
        print_slow("1. Go left towards an eerie, glowing cave.")
        print_slow("2. Go right deeper into the forest.")
        choice = input("Enter your choice (1/2): ")

        if choice == '1':
            explore_cave()
            break
        elif choice == '2':
            deeper_forest()
            break
        else:
            print_slow("Invalid choice. Please enter '1' or '2'.")

def bridge_path():
    print_slow("You cautiously step onto the rickety bridge, suspended high above a chasm.")
    print_slow("Halfway across the bridge, you hear creaking and groaning. What will you do?")

    while True:
        print_slow("1. Continue crossing the bridge quickly.")
        print_slow("2. Turn back to the other side.")
        choice = input("Enter your choice (1/2): ")

        if choice == '1':
            dragon_attack()
            break
        elif choice == '2':
            main()
            break
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        else:
            print_slow("Invalid choice. Please enter '1' or '2'.")


def explore_cave():
    print_slow("You enter the eerie, glowing cave. Inside, you find a treasure chest.")
    print_slow("What do you want to do?")

    while True:
        print_slow("1. Open the chest.")
        print_slow("2. Leave the cave.")
        choice = input("Enter your choice (1/2): ")

        if choice == '1':
            print_slow("As you open the chest, a cloud of poisonous gas is released. You collapse and lose consciousness.")
            print_slow("Game over! You couldn't rescue the princess.")
            break
        elif choice == '2':
            print_slow("You leave the cave and continue your quest.")
            deeper_forest()
            break
        else:
            print_slow("Invalid choice. Please enter '1' or '2'.")


def deeper_forest():
    print_slow("You venture deeper into the forest. It becomes increasingly dense and eerie.")
    print_slow("Suddenly, you encounter a group of forest creatures who seem to be leading you somewhere.")

    print_slow("What will you do?")

    while True:
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        print_slow("1. Follow the creatures.")
        print_slow("2. Continue on your own path.")
        choice = input("Enter your choice (1/2): ")

        if choice == '1':
            rescue_princess()
            break
        elif choice == '2':
            print_slow("You decide to continue on your own path.")
            print_slow("Unfortunately, you get lost in the dense forest, and the princess remains
captive.")
            print_slow("Game over! You couldn't rescue the princess.")
            break
        else:
            print_slow("Invalid choice. Please enter '1' or '2'.")

def dragon_attack():
    print_slow("As you continue crossing the bridge, a fierce dragon appears!")
    print_slow("You have no choice but to confront the dragon.")
    print_slow("What will you do?")

    while True:
        print_slow("1. Fight the dragon with your sword.")
        print_slow("2. Try to reason with the dragon.")
        choice = input("Enter your choice (1/2): ")

        if choice == '1':
            print_slow("You engage in a fierce battle with the dragon.")
            if random.choice([True, False]):
                print_slow("You defeat the dragon and save the princess!")
                print_slow("Congratulations! You've successfully rescued the princess.")
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        else:
            print_slow("The dragon overpowers you, and you perish in the battle.")
            print_slow("Game over! You couldn't rescue the princess.")
        break
    elif choice == '2':
        print_slow("You attempt to reason with the dragon, but it's too furious to listen.")
        print_slow("The dragon attacks, and you perish.")
        print_slow("Game over! You couldn't rescue the princess.")
        break
    else:
        print_slow("Invalid choice. Please enter '1' or '2'.")


def rescue_princess():
    print_slow("You follow the creatures who lead you to a hidden glen.")
    print_slow("In the glen, you find the princess, bound and guarded by the creatures.")
    print_slow("You negotiate with the creatures, and they release the princess into your care.")
    print_slow("Congratulations! You've successfully rescued the princess.")


if __name__ == "__main__":
    main()
```