

Hueber Lektüren

The Game

Sue Murray

Illustrated by Craig Phillips

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Orloff's castle. I am his prisoner again. The new wizard comes and finds me, and he frees me. Then he resets the game. And we do it again and again. That is the game.'

'But don't you want to stop playing the game? Come with me!'

The princess smiles. 'Thank you, but no. I live in the game. Zalimar is my home. Goodbye, Dylan, and good luck!' She goes out of the cave.

Dylan looks through the screen. Now he sees another boy in another room. The boy is clicking on *Yes* to the question *Do you want to exit the game?*

'Oh, no, you don't,' says Dylan. He shouts, '*Emoc ni ereh...emoc ni ereh!*' and pulls the boy through the computer screen and into the cave.

'Where am I?' asks the boy.

'You are in my cave, young man...'

The new boy is looking in the book of spells. Dylan goes to the red button and presses it.

There is a loud noise and a flash of silver light...and Dylan is in his room again.

He looks at his computer screen. *Orloff's Castle* is on the screen. Dylan reads: *You have 1,000,000 points.*

Wow! he thinks. *I'm the King of Zalimar now!*

He sees the princess. She's Orloff's prisoner again.

He looks at the new Wizard of Zalimar in his cave. He's frightened.

Then Dylan's mother comes into his room and smiles. 'Oh, Dylan, Dylan! There you are!'

Dylan, Dylan: Here you are:

'Hi, Mum,' says Dylan. 'It's okay, I'm turning the game off now.' Through the screen, he says to the new wizard, 'Read the book! Good luck!'

The question *Do you want to exit the game?* comes on the screen.

Dylan clicks on *Yes*.

And his computer screen goes black.

Activities

Chapter 1

Before you read

A. Look at the picture on page 5 and circle the correct answers.

1. What are these men doing?
a. eating b. walking c. fighting
2. What is the building in the picture?
a. a castle b. a school c. a hospital

B. Find these words in your dictionary. Use them in the sentences.

again and again flash strong wizard

1. Max can carry that box of books. He is very _____.
2. Pat is looking for his dog. He calls, 'Rex? Rex?' _____.
3. That book is about King Arthur and his old _____, Merlin.
4. We see a _____ of lightning and then we hear the thunder.

C. Listen to Track 3 on the CD and answer these questions.

1. Where is Dylan?
a. in his room b. in Orloff's castle
2. In the game, who can you get help from?
a. Count Orloff b. the Wizard of Zalimar
3. Who says, 'Dylan, are you playing on your computer?'
a. Princess Zia b. Dylan's mother

After you read

COMPREHENSION

A. Circle the correct answers.

1. What are Count Orloff's colours?
a. blue and white b. green and gold c. red and black
2. What is the name of Dylan's new computer game?
a. *Princess Zia* b. *Orloff's Castle* c. *The Wizard of Zalimar*
3. What colour is Sir Dylan of Zalimar's hair?
a. red b. black c. silver
4. What level is Dylan up to in the game?
a. Level 1 b. Level 5 c. Level 10

B. Circle T for true or F for false for these sentences.

1. In the game, Dylan is Sir Dylan of Zalimar. T/F
2. Dylan plays his new computer game every night. T/F
3. In the game, Dylan is a king. T/F
4. Dylan's mother says, 'You can play again, Dylan.' T/F

C. Complete these sentences.

1. Sir Dylan of Zalimar has a silver sword and a _____.
2. In the game, you try to get into the castle and find _____.
3. The Wizard of Zalimar can help you with his magic _____.
4. When Dylan's mother comes into his room, she says that it is ten _____.

D. Write short answers to these questions.

1. How many guards does Sir Dylan of Zalimar kill?

2. When Sir Dylan of Zalimar dies, how many points does Dylan have?

3. What colour is the Wizard of Zalimar's cloak?
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4. What does the wizard's hand grab?
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LANGUAGE ACTIVITIES

A. Write the correct prepositions in the spaces.

across into on near

1. Sir Dylan of Zalimar stands in the forest _____ the castle.
2. The guards run _____ the grass and come into the forest.
3. The guard's sword goes _____ Sir Dylan's chest.
4. Dylan looks at Sir Dylan's body _____ the ground.

B. Write the missing vowels to make verbs from Chapter 1.

- | | |
|-----------|------------|
| 1. k _ ll | 3. f _ ght |
| 2. d _ _ | 4. h _ t |

WHAT DO YOU THINK?

How do you think Dylan feels when the Wizard of Zalimar's hand comes through the computer screen? Why?

Chapters 2 and 3

Before you read

A. Look at the picture on page 11 and circle the correct answers.

1. Where is Dylan?
a. in his room b. in a cave c. in a forest
2. What is the wizard giving Dylan?
a. a mirror and a picture b. a candle and a pot c. a book and a wand