

Hueber Lektüren

# The Game

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VORSCHAU

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# Contents

Chapter 1	Dylan dies again	4
Chapter 2	Into the game	9
Chapter 3	The new Wizard of Zalimar	13
Chapter 4	Orloff's castle	16
Chapter 5	Do you want to exit the game?	22
Activities		25
Glossary		33
Key		36

VORSCHAU



## Dylan dies again

Sir Dylan of Zalimar stands in the forest near the castle of Count Orloff. He looks up at the tall, grey castle.

*The princess is in there, Sir Dylan thinks. I have to find her. I have to free her. Now.*

Then three men come out of the castle. They are wearing red and black – Count Orloff's colours.

*Orloff's guards! Oh no!* thinks Sir Dylan. *Can they see me?*

He hears a voice from a window high in the castle. 'Guards! Over there – in the forest. There's a knight. Kill him!' Sir Dylan looks up and sees Count Orloff at the window. And Orloff is pointing at him!

The guards run across the grass and come into the forest. They have their swords out.

*Am I going to die?* Sir Dylan thinks. *Can I fight three guards?*

He takes his sword and fights one guard. The guard dies. *Yes!*

He fights another guard. *Yes!* That guard dies too.

Sir Dylan fights the third guard, but this guard is strong. Sir Dylan's sword hits the guard's shield again and again. The guard's sword hits Sir Dylan's shield and Sir Dylan falls to the ground.

'Die, Knight of Zalimar!' the guard shouts. His sword goes under Sir Dylan's shield and into his chest.

And Sir Dylan dies.

'No!' Dylan shouts. He looks at his body – Sir Dylan's



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## Into the game

Dylan looks at his arm. It's *silver* – and it's glowing! He looks at his body. Now it is silver too, and it's glowing!

*What's happening to me?* thinks Dylan. He tries to pull his arm out of the wizard's hand, but he can't.

Dylan hears the wizard's voice. '*Emoc ni ereh...emoc ni ereh...*'

*What's he saying?* thinks Dylan. *Is that a magic spell?*

Then there's smoke and a loud noise and a flash of silver light...and the wizard pulls Dylan out of his chair, through the screen and into the computer!

Dylan is on the ground. He looks up at the wizard. 'Where am I?'

The wizard helps Dylan to stand up. 'You are in my cave, young man.'

'Huh?' says Dylan.

'Look,' says the wizard.

They are in a dark cave. There are books and papers on the floor and pictures and mirrors on the wall. It is the Wizard of Zalimar's cave from the computer game. Dylan closes his eyes. *I'm in my room, I'm in my room*, he thinks. But he opens his eyes – and he's not in his room.

'Am I in Zalimar?' asks Dylan.

'You are.'

'But...where's my room?'

'There's your room – through there,' says the wizard. One of the pictures on the wall is a screen. And through it,

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!'

'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



## Chapter 4

### Before you read

A. Look at the picture on page 17 and circle the correct answers.

1. Where is this?  
a. in a cave   b. in a castle   c. in a forest
2. What animal is on the path in front of Dylan?  
a. a wolf   b. a lion   c. a bear

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

corridor   pocket   put on   staircase

1. Seth puts the money in his \_\_\_\_\_.
2. 'Children's books are on the first floor,' says the librarian. 'Go up that \_\_\_\_\_ and turn left.'
3. The students walk along the \_\_\_\_\_ to their classroom.
4. The boys \_\_\_\_\_ their jackets and go outside.

C. Listen to Track 5 on the CD and answer these questions.

1. What does Dylan have to find?  
a. a tree   b. a door
2. Where does Dylan see glowing words?  
a. on the map   b. on the wall
3. What colour is the stone Dylan pushes?  
a. black   b. grey

### After you read

#### COMPREHENSION

A. Circle the correct answers.

1. What does Dylan put on before he walks out of the cave?  
a. the wizard's hat   b. the wizard's boots  
c. the wizard's cloak
2. What colour are the wolf's teeth?  
a. grey   b. red   c. silver
3. What spell does Dylan use when he is in the forest with the wolf?  
a. 'Stop Moving'   b. 'Start Running'   c. 'Stop Glowing'
4. What does Dylan stand behind when he sees the knight?  
a. the castle   b. a tree   c. the wolf