

EARN +1,000 XP
You've completed your journey!
 Now it's time to level-up and reveal your specialization. Take the quiz to learn what type of Reading Champion you are!

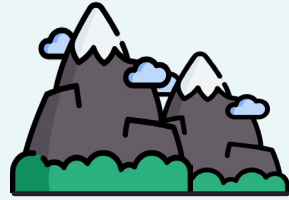
After that, either teleport to the lake and rest up with the Reading Champion of Old, or go back to the start and choose a different path!

If you choose to journey again, you may travel with all the XP, gear, allies, and power-ups you've already collected.

THE END **THE END**

+POWER-UP

You walk into the violet light and receive the power of instant intelligence.



+110 XP

Together, you begin the treacherous climb to the light at the snow-capped summit.

+100 XP

Your ally points to a glowing violet light at the mountain's peak.

+POWER-UP

The champion gives you their power of kinetic knowledge.

+100 XP

When you grab the coin out of her mouth, a crack of lightning teleports you to an ancient lake. (Go to the lake)

+GEAR

You push open the heavy lid to reveal a shimmering invis-shield.



+120 XP

The golden key that you took from the sheep magically unlocks the chest.

+GEAR

You catch up to the sheep before a gold coin. She snatches it up, trying to eat it.



SELECT

LEFT FOLLOW THE SHEEP
RIGHT SHOUT, "I'M IN CHARGE!"

+120 XP
ANCIENT LAKE

You meet the legendary Reading Champion of Old. They ask you to tell them your funniest joke.

+60 XP

"All's wool that ends wool," you say. Betty does not appreciate the pun. She runs away.

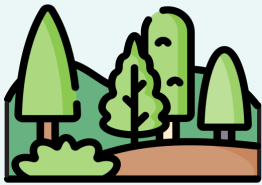


+100 XP

You head for the mountains with Betty in tow and stumble upon a golden chest.

+80 XP

Joke's on you! The magical sheep teleports you to a dark cave. (Go to the cave)



+ALLY

The sheep is eternally grateful. She becomes your wooly shadow.



+60 XP

You say, "You're in baaahd shape!" Betty is furious.




SELECT

UP SAVE THE SHEEP
LEFT MAKE "PUN" OF THE SITUATION

+20 XP

You find a sheep stuck in a tree with a golden key and the name "Betty" tied around her neck.





+90 XP

You stumble upon a chasm and Rocco the robot lies across it, allowing you to cross.

+ALLY

In a deep robo-voice, it says, "My name is Rocco, and I will help you escape!" It immediately breaks down.

+80 XP

The gear fits perfectly into the back of a rusty robot you find on the path. It powers up with a belch of black smoke.

+70 XP

You walk down the mountain path and pick up a palm-sized gear sticking out of the dirt.

+GEAR

You name him "Lenny." He follows after you, allowing you to take his shield.

+ALLY

You offer the dragonling the only food you have: candy corn. He gobbles it up and begs for more.

+60 XP

SELECT
 UP → LEAVE THE CAVE
 LEFT → EARN HIS TRUST

+60 XP

Peering through the goggles, you spot a shiny object miles ahead.

+GEAR

You tug on it and a pair of black eagle-eye goggles tumble to the ground.

+50 XP

It's a red dragonling that snarls as you approach. He's guarding a shimmering invisishield.

+30 XP CAVE

You see a spikey red creature soar into a dark cave.

START

You're TRAPPED and must ESCAPE!
 But you can't do it alone.
 You must gather power and allies to become a true Champion capable of such a feat.
 Let fate decide where to take you—flip a coin!

+20 XP

You head to the mountains for a better view.

+40 XP

SELECT
 UP → FOLLOW THE CREATURE
 DOWN → HEAD DOWN SOUTH
 RIGHT → TAKE A SNACK BREAK

+50 XP

A seagull soars over your head. Its feathers appear to shimmer.

+50 XP

You climb an apple tree, looking for a tasty snack and spy a thin leather strap hanging on a branch high above.

+10 XP

SELECT
 LEFT → HEADS
 RIGHT → TAILS

+70 XP

You say the word "flight" and summon a magic carpet. After a thrilling flight, you hear a strained bleat.

+POWER-UP

The feathers give you the power to summon syllables.

+60 XP

Startled by a sudden gust of wind, the seagull flaps hard, sending several feathers fluttering to the ground.

TRAPPED IN THE SAME OLD SUMMER? ESCAPE THROUGH A BOOK!