

SUMMER READING GETS GAMIFIED!

Dear Teachers, Librarians, Parents, and Guardians,

Welcome to Dustin Brady's Summer Reading Challenge – inspired by his hit series *Trapped in a Video Game*, *Escape from a Video Game*, and *World's Worst Time Machine*. Here, readers find themselves **TRAPPED** in the same old summer and must **ESCAPE!**

How? Through a book!

Twenty minutes of reading fills their energy bar allowing them to move a game piece of their choice one space forward. Along the way, they will choose their path, collect experience (XP), rare gear, and powerups as they venture to become a Reading Champion.

Completing the journey determines what class of Reading Champion players are. The specialization quiz at the end will help them find out!

The best part is they can dare to play again, trekking new routes and collecting additional items, allies, and XP.

BONUS: To earn even more XP, readers can read books and complete activities listed on the Andrews McMeel Kids website. The list included Dustin Brady's series and other fan-favorites from *Phoebe and Her Unicorn* to *Big Nate*, *Wallace the Brave*, *Breaking Cat News*, and many more! Books on the list give an additional +50 XP and completing activities gives +25 XP!

Have fun **ESCAPING!**

