

MEET THE



**KYLE**

Age: 11

Favorite Food: potato chips

Biggest Secret: doesn't brush his teeth
before bed

Pet Peeve: dogs wearing sweaters

Best Quality: resilience

CHARACTERS



"ABBY"

Age: 11

Favorite Food: macaroni and cheese

Biggest Secret: enjoys listening to classical music

Favorite Hobby: shooting things with her slingshot

Best Quality: always has good timing

1 FIRST FAIL

“That was close!” Jake smiled.

He was playing *One Castle*. His best friend, Kyle, was there. Abby McQuade was over too. They were in Jake’s living room.

The kids had just dodged a *liongator*. It was half-lion, half-alligator.



Jake and Abby were new friends. They used to fight about everything. *Clan Castles*



changed all that. Jake and Kyle had been playing. The game went crazy. It came into the real world. Abby helped them beat it.

Erik van Syke helped too. He made the first *Clan Castles* game. They all worked as a team. Together they beat King Nojra and Prince Robo. These were evil twin brothers. They were half-men, half-dragons.

That was the second adventure. Another happened before it. Jake and Kyle had been playing *Clan Castles*. The game sucked them in! They beat all 99 castles. Then they defeated King Nojra.

They were still fighting Nojra and Robo. This time it was in *One Castle*. The game was fun. It was Van Syke's new project. He had given them an early copy.

“Yes! Level 20! I am on fire!” Kyle pumped his fist in the air.



“Stay focused,” Abby said.

One Castle took place in a single castle. There were 100 levels. Each one moved up a floor. They went all the way to space. Every level was harder than the last.



You could leave the castle too. Players could explore around it.

Jake, Kyle, and Abby didn't have time for that. They were too busy. Crazy animals were trying to kill them. So were Nojra and Robo.



The kids played on Kyle's iPad. Each player controlled a section. They took turns. But they also worked together.

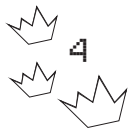


“Hey,” Kyle said. “A chess game!”

Everyone looked at the screen. There was a blue chess board. On one side stood their characters. These looked just like them. Regular pieces were mixed in too.

The pieces on the other side were different. One looked like Nojra. Another was Robo. Some were weird animals.

“Good thing we know how to play.” Jake smiled.



“Yeah,” Kyle said. He checked out the board.



Kyle liked chess. His turns took forever though. He thought about his first move carefully. Then he planned his next move too.

Jake and Abby watched him. Five minutes went by.

“Come on, Kyle,” Jake said. “Better move soon. Before Erik van Syke makes a new game!” He laughed.

“Shh!” Kyle snapped. “This is important.”
Kyle touched the screen. His character

moved. It was quickly stopped. A *spiderfly* jumped out. It spun him into a web.



Then Kyle disappeared from the board.
He had to start over at Level 1.

“You jerk!” Kyle yelled.

“What did I do?” Jake asked.

“I wasn’t ready yet. You rushed me!” Kyle turned off his iPad. “Forget this,” he sighed. “I’m going home.” Then he left.

“You did rush him,” Abby said. She picked up a bag. It was long and skinny.



Her archery set, Jake guessed. Abby liked slingshots. But her aim was better with a bow and arrow. She started taking lessons after *Clan Castles* came into the real world.

“You’re leaving too?” Jake asked.

“Yeah,” Abby said. She opened the front door. “My lesson is in ten minutes. You should text Kyle. Tell him you are sorry.”

