

PICK YOUR PATH. BEAT THE GAME. BE THE HERO.

ESCAPE

FROM A

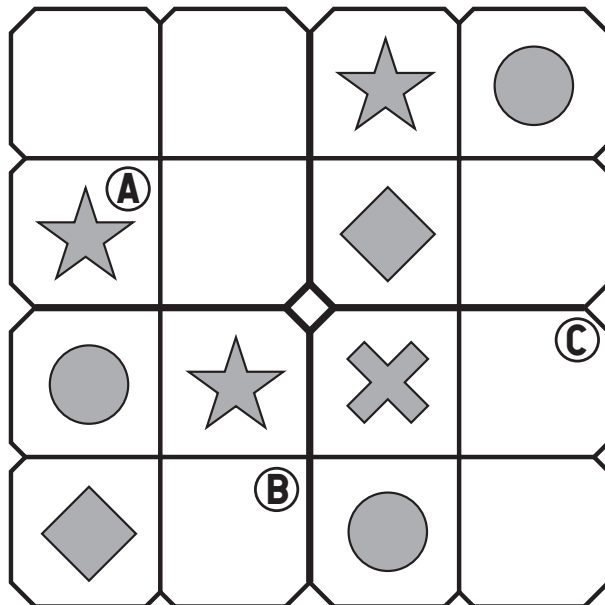
VIDEO GAME

THE SECRET OF PHANTOM ISLAND



***Escape From a Video Game* worksheet.**
Follow along!

FROM PAGE 39



$$\star = 1$$

$$\diamond =$$

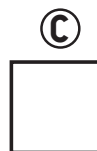
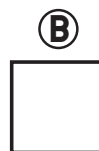
$$\times =$$

$$\circ =$$

$$\star + \diamond = 10$$

$$\diamond - \circ = 6$$

$$\circ + \circ + \times + \times + \star = 7$$



TURN TO

P.

1

FROM PAGE 54

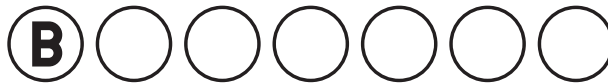
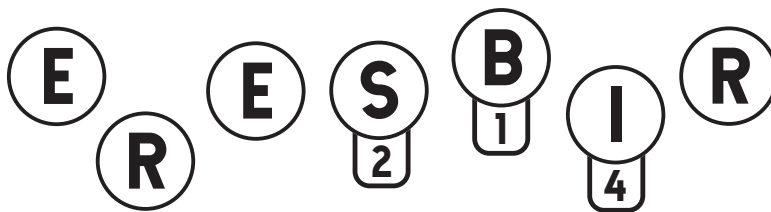
Enter the numbers you discovered in the red, green, and blue challenges to learn which page you should turn to for your final challenge.



TURN TO

P. _____

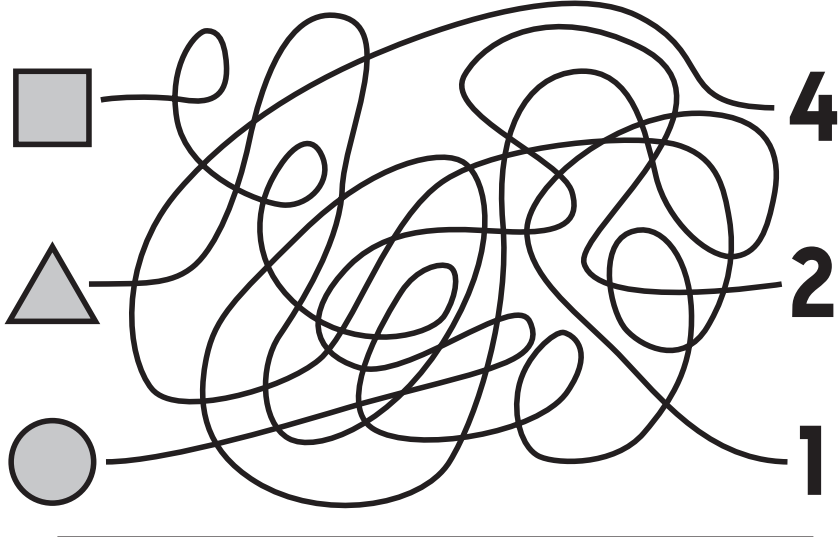
FROM PAGE 123



TURN TO

P. 1

FROM PAGE 135



TURN TO

P.



Secret Message

Fill in the secret letter that goes with each achievement. When you enter all the letters, you'll spell a phrase. Enter that phrase at escapefromavideogame.com to unlock a secret story.

___ **WORLD'S EASIEST BOOK REPORT**

___ **EARLY CELEBRATION**

___ **TERRIBLE RED BULL COMMERCIAL**

___ **NICE VIEW**

___ **NEVER TRUST A VINE**

___ **SERIOUSLY. NEVER TRUST A VINE.**

___ **INSTANT BLACK BELT**

___ **HOLLYWOOD BUZZBEE**

___ **PATIENCE IS A VIRTUE**

___ **GRIZZLY WASHINGTON**

___ **KILL THE ALARM CLOCK**

___ **EASIEST PUZZLE**

___ **POET LAUREATE**

___ **YOU'RE THE ROPE**

___ **HAREBRAINED, INJUDICIOUS, AND DAFT**

___ **WHO'S THE MONSTER NOW?**

___ **MAP MASTER**

___ **WELCOME HOME**

___ **YOU DINGUS**

___ **MUSHROOM KINGDOM**

___ **GREAT QUESTIONS**

___ **TOP-NOTCH SURVIVAL INSTINCTS**

___ **FRIENDLY MONSTER**

___ **DINNER'S READY**

___ **ROLLER COASTER OF DOOM**

___ **DAD! STOP!**

___ **PHANTOM PHANTOM ISLAND**

___ **42**

___ **SECRET NOTE**

___ **YOU'RE A MEAN ONE, MR. GRINCH**

___ **AAARRRGLBL**

___ **MINE CART MADNESS**

___ **PIRANHA PLATFORMING**

___ **DO THE MATH**

___ **SNAKE SLEEPOVER**

___ **MONSTER MASH**

___ **JOHNNY EVILSEED**

___ **YOU'RE NOT YOSHI**

___ **DOWN IS THE NEW UP**

___ **PIRANHA TANK**

___ **TIRED TODDLERS**

___ **MORE LIKE THE WRONG BROTHERS**

___ **HERO**