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Opening extract from Beat the Game

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You're a computer game whiz and you've just received a strange email. It's inviting you to test your skills on a new computer game called Knight's Peril! You're about to start the game when a warning pops up.



Correct! A duplicate of you appears, before being taken to the RAM.

Back in the game, you find the doors are all locked. You look for a key and notice two chests labeled with letters. There's a plaque on the wall.

THE KEY IS INSIDE THE CHEST LABELED WITH THE NAME OF THE FASTEST AND MOST DURABLE DRIVE.

55D

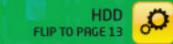
Knight's Peril COLLECT 26 CUBIES

BEWARE!

Once you start the game, you cannot leave until you complete it. Your mission is to collect 26 cubies throughout the game. The cubies will make a Rubik's Cube—your key to the exit, where you must defeat the Black Knight. Make your choice and press CONTINUE or CANCEL.



CLICK ON CONTINUE TO START YOUR ADVENTURE ON PAGE 16 Which chest do you choose?



HDD



SSD

GO TO PAGE 33



LEVEL



Wise choice! ASCII, or the American Standard Code for Information Interchange, is one of the oldest codes used to represent characters on the screen.

You release the door and enter level one. The first cubie is above you. You touch it to collect it. How easy! There are lots of platforms above you, connected by ladders and ropes.



A smiley face pops up and speaks to you!

> Reach the top to complete the level. Climb the ladders and ropes, but avoid the trapdoors. Bewareo dragons will try to scorch you! Smiley faces like me will provide tips and hints.

You start to climb the first ladder, but the rungs. suddenly disappear and you fall off. Rubbing your arm, you look up and words appear.

BINARY FORTRAD X15

STEP ONTO THE RUNG MARKED BY THE **NAME OF A PROGRAMMING** LANGUAGE.

Which rung do you step on first?

HEAD TO PAGE 28

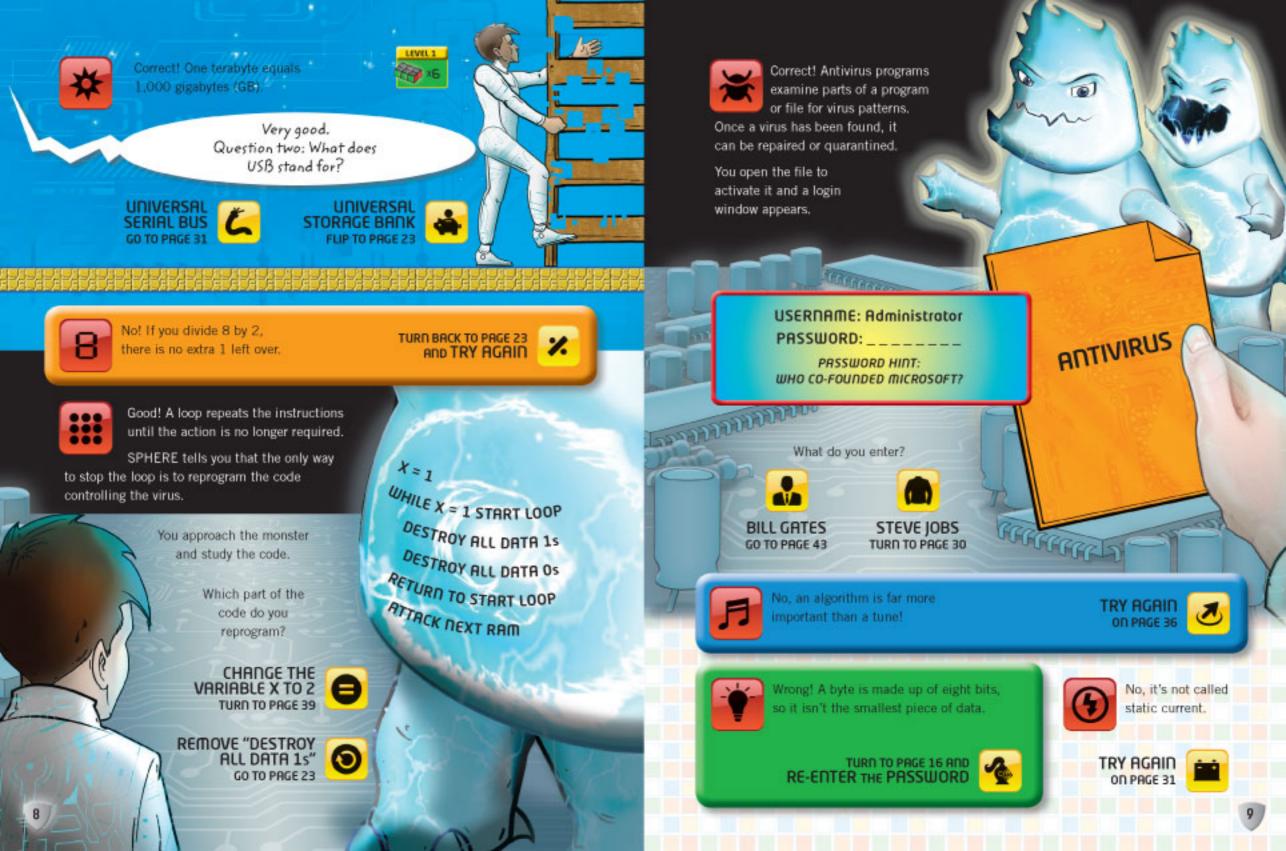
101

Ro

FLIP TO PRGE 37

GO TO PAGE 20

6





14

Well spotted! Brainiac is a made-up name for a computer.

You open the door to level three. Behind it is a bridge leading to another platform. You can see 5 cubies on the other side!

> As you start walking across the bridge, a plank breaksthen another and another. You're stranded in the middle. The Master Programmer's voice fills the air.

> > Call C



The bridge represents the computer's power system. One false step and your computer will lose power -and it'll be game over for you!

The gameplay screen dims, showing the power levels have gone down. Oh dear! A screen drops down in front of you.

TO EARN NEW PLANKS AND BOOST THE COMPUTER'S POWER, ANSWER THE FOLLOWING QUESTIONS CORRECTLY. EACH INCORRECT ANSWER EQUALS A LOSS IN POWER.

WHAT IS THE UPS?



POWER SUPPLY TURN TO PAGE 31

UNIVERSAL POWER SYSTEM GO TO PAGE 26

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COCCOUNT.