



# CHAPTER 1: DUNGEON DISCOVERY

Whatever the monsters are planning to do with you, it can't be good. You begin to feel around the cold stone walls and dusty floor of the dungeon cell; looking closely for any signs of a way out. You finally discover a small cryptic message written on the floor in the far corner of the cell. Brushing away the dust covering half of it, you realize that this could be a message left by a previous prisoner of this cell.

Solve the addition and subtraction questions to discover what the note is trying to tell you. Use your answers to match and place the letters into the empty boxes to reveal the clue.

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126	50	50	126	81	81	14	8	23	14	473	138	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
126	558	196	62	311	138	196	317	14	8	681	558	50
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
126	81	14	14	196	311	338	138	681	195	257		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
175	681	50	681	558	43	126	317	473	558	558	311	81

45 + 151 = <input type="text"/>	263 + 295 = <input type="text"/>	509 + 172 = <input type="text"/>	96 + 377 = <input type="text"/>
<input type="text"/> S	<input type="text"/> N	<input type="text"/> I	<input type="text"/> U
788 - 650 = <input type="text"/>	87 - 25 = <input type="text"/>	910 - 860 = <input type="text"/>	399 - 142 = <input type="text"/>
<input type="text"/> R	<input type="text"/> W	<input type="text"/> D	<input type="text"/> K
64 + 247 = <input type="text"/>	678 - 340 = <input type="text"/>	27 + 290 = <input type="text"/>	156 - 133 = <input type="text"/>
<input type="text"/> E	<input type="text"/> B	<input type="text"/> T	<input type="text"/> Y
49 + 77 = <input type="text"/>	500 - 492 = <input type="text"/>	159 + 36 = <input type="text"/>	212 - 198 = <input type="text"/>
<input type="text"/> A	<input type="text"/> F	<input type="text"/> C	<input type="text"/> O
91 + 84 = <input type="text"/>	421 - 378 = <input type="text"/>	52 + 29 = <input type="text"/>	
<input type="text"/> H	<input type="text"/> G	<input type="text"/> L	

**Color in the correct brick below:**

3,299	4,856	3,707	4,151	5,064	3,992	4,046	3,515	4,581
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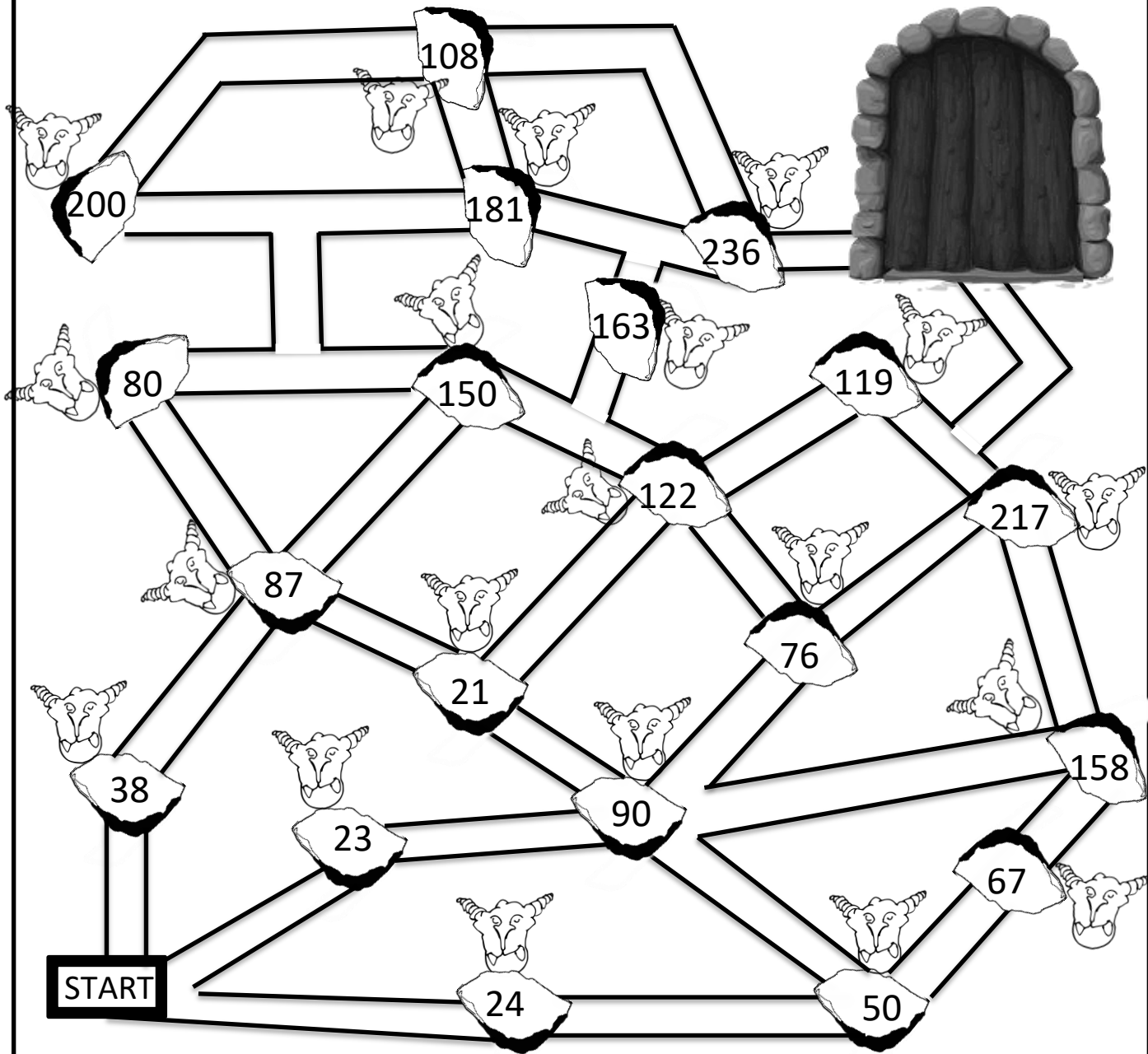
You push the brick to see what happens . . .



## CHAPTER 2: MONSTER MAZE

You pull out the loose brick and peer inside. All you can see is a dark tunnel. Having no other option, you decide to crawl through it. With no idea where the tunnel leads, you only hope that it is a way out. However, the easy straight path you've been traveling abruptly comes to an end and you find yourself in a dimly lit room with three paths going in different directions. Which way to go?

Don't be fooled by the sleeping monsters against the rocks! Some are not really asleep and will catch you if their paths are crossed. **You can safely walk past a sleeping monster if the number on the rock is divisible by 2.** However, if the number is NOT divisible by 2 you cannot walk past that rock, otherwise you will wake the monster! Good luck and try make it to the door safely!



Well done! You made it safely to the door! Before opening it, one of your friends suddenly appears through the maze. Happy to see each other, you both take a deep breath as you brace yourselves for what is on the other side of the door...



## CHAPTER 3: POTION COMMOTION

As you and your friend open the door, you discover a room full of potions. Wondering what the monsters use these potions for, your friend suggests, "Maybe one of these potions could be useful to us, what do you think?" You nod in agreement, but realize how are you to know what each potion does?

Solve the math in the boxes below. Use your answers to match with the potion bottles and discover the correct labels for each bottle (this will also help you choose a potion afterwards).

$$10 \times 2 = \underline{\hspace{2cm}}$$

*(Frog mutation)*

$$10 \times 6 = \underline{\hspace{2cm}}$$

*(Speedy Elixir)*

$$10 \times 9 = \underline{\hspace{2cm}}$$

*(Grow Fur)*

$$10 \times 3 = \underline{\hspace{2cm}}$$

*(Invisibility)*

$$10 \times 10 = \underline{\hspace{2cm}}$$

*(Boost Strength)*

$$10 \times 5 = \underline{\hspace{2cm}}$$

*(Shrink in Size)*

$$10 \times 12 = \underline{\hspace{2cm}}$$

*(Grow in Size)*

$$10 \times 7 = \underline{\hspace{2cm}}$$

*(Disappear)*

$$10 \times 4 = \underline{\hspace{2cm}}$$

*(Time Warp)*

$$10 \times 8 = \underline{\hspace{2cm}}$$

*(Extra Fangs)*

$$10 \times 11 = \underline{\hspace{2cm}}$$

*(Destroy Wall)*

$$10 \times 15 = \underline{\hspace{2cm}}$$

*(Spider Mutation)*

Label each potion below using the numbers on them to match with the labels in your answers. Then carefully choose ONE potion that you will be using later in the story. Color the bottle of your choice to show which one you take off the shelf.
















Keep the potion you chose handy, it may be useful soon . . .



## CHAPTER 4: MONSTER CHASE

You stuff the potion vial into your pocket and quickly turn to your friend to hurry it up. As the both of you begin to look for a way out of the room, the door from the maze creaks open and a monster sees you! The monster lets out a loud roar, and within minutes you're surrounded by a dozen monsters angrily approaching you.

Look for the box with the potion name that you chose in Chapter 3. Complete the math questions in that box, then add up all of your answers to get the **grand total number**. You will need this grand total number to match to the scenarios at the bottom of the page. If your scenario tells you to choose another potion, you must choose a new potion from Chapter 3 to try and return to this page to complete the math questions in that box. Keep trying potions until you get the scenario that tells you to proceed to Chapter 5.

### Frog Mutation

$$58 + 73 = \underline{\quad}$$

$$3 \times 5 = \underline{\quad}$$

$$172 - 87 = \underline{\quad}$$

$$10 \div 2 = \underline{\quad}$$

$$20 + 6 + 84 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Speedy Elixir

$$94 + 28 = \underline{\quad}$$

$$8 \times 5 = \underline{\quad}$$

$$280 - 37 = \underline{\quad}$$

$$14 \div 2 = \underline{\quad}$$

$$19 + 16 + 50 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Grow Fur

$$18 + 44 = \underline{\quad}$$

$$6 \times 5 = \underline{\quad}$$

$$694 - 435 = \underline{\quad}$$

$$2 \div 2 = \underline{\quad}$$

$$33 + 12 + 8 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Invisibility

$$77 + 43 = \underline{\quad}$$

$$10 \times 5 = \underline{\quad}$$

$$461 - 295 = \underline{\quad}$$

$$8 \div 2 = \underline{\quad}$$

$$62 + 3 + 30 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Boost Strength

$$34 + 96 = \underline{\quad}$$

$$5 \times 5 = \underline{\quad}$$

$$586 - 314 = \underline{\quad}$$

$$24 \div 2 = \underline{\quad}$$

$$45 + 11 + 26 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Shrink in Size

$$47 + 39 = \underline{\quad}$$

$$7 \times 5 = \underline{\quad}$$

$$385 - 208 = \underline{\quad}$$

$$20 \div 2 = \underline{\quad}$$

$$53 + 28 + 19 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Grow in Size

$$24 + 86 = \underline{\quad}$$

$$4 \times 5 = \underline{\quad}$$

$$633 - 404 = \underline{\quad}$$

$$6 \div 2 = \underline{\quad}$$

$$65 + 17 + 32 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Disappear

$$99 + 14 = \underline{\quad}$$

$$11 \times 5 = \underline{\quad}$$

$$290 - 61 = \underline{\quad}$$

$$16 \div 2 = \underline{\quad}$$

$$90 + 35 + 15 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Time Warp

$$81 + 43 = \underline{\quad}$$

$$12 \times 5 = \underline{\quad}$$

$$367 - 197 = \underline{\quad}$$

$$12 \div 2 = \underline{\quad}$$

$$58 + 28 + 18 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Extra Fangs

$$16 + 79 = \underline{\quad}$$

$$1 \times 5 = \underline{\quad}$$

$$598 - 321 = \underline{\quad}$$

$$4 \div 2 = \underline{\quad}$$

$$34 + 72 + 7 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Destroy Wall

$$22 + 54 = \underline{\quad}$$

$$9 \times 5 = \underline{\quad}$$

$$290 - 58 = \underline{\quad}$$

$$22 \div 2 = \underline{\quad}$$

$$31 + 27 + 40 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

### Spider Mutation

$$84 + 49 = \underline{\quad}$$

$$2 \times 5 = \underline{\quad}$$

$$465 - 199 = \underline{\quad}$$

$$18 \div 2 = \underline{\quad}$$

$$77 + 46 + 8 = \underline{\quad}$$

$$\text{Grand Total} = \underline{\quad}$$

- 405** – The monsters grab hold of you and return you to your dungeon cell. (Choose another potion)  
**492** – The monsters catch you and take you to their leader. (Choose another potion)  
**497** – The potion doesn't work and the monsters laugh as they chase you. (Choose another potion)  
**464** – The potion backfires and you find yourself frozen instead. (Choose another potion)  
**521** – You accidentally drop your potion and have no where to hide. (Choose another potion)  
**462** – The potion ends up sending you straight back to your dungeon cell. (Choose another potion)  
**549** – The monsters are too fast, they quickly tie you and your friend up. (Choose another potion)  
**545** – As you drink the potion you begin to feel strange and suddenly faint. (Choose another potion)  
**408** – The potion helps both you and your friend escape! (Proceed to Chapter 5)  
**346** – Unfortunately the potion sends you into a cage full of slimy slugs. (Choose another potion)  
**476** – The potion slows your pace, ending up in a defeat of the chase (Choose another potion)  
**435** – The monsters knock the potion out of your hand before you get a chance to use it. (Choose another potion)



## CHAPTER 5: SHUTTING DOWN THE MONSTER PORTAL

The effects of the potion begin to wear off and you return to normal. You and your friend let out a sigh of relief for managing to get away from the monsters; that was close! Cautiously opening another door of the monster mansion you enter into a bright glowing room of burning resonators and what appears to be a portal.

The sounds of grunts and struggles come from the back corner. Bravely, you quietly go to investigate where the sounds are coming from. Preparing yourself to find a monster, you are surprised when it is your other lost friend tied up and gagged. After releasing your friend from the restraints, you continue to inspect the glowing room. Your friend comments, "The monsters seem to travel in and out of that portal. Maybe if we can find a way to shut it down, we can stop them somehow."

You and your friends decide that is a good idea and begin to think about how to shut down the monster portal before a monster finds you.

There are four burning resonators surrounding the portal. They all need to be turned off to shut down the monster portal in the middle. To turn them off, plug the numbers on the gems into the empty gem slots around each resonator. To successfully turn off the resonator, the added total of the numbers on the gems around it must equal exactly 100. Each gem can only be used once (there will be some left over)! Use the three empty bonus gems to add your own numbers that you can use too.

**The added total of the numbers around each burning resonator must equal exactly 100 to be turned off.**

**Bonus Gems – Add your own numbers to use.**

2	3	4	5	6	7	8	9	10	11	15
18	19	20	22	26	30	39	40	45	52	60

*As each burning resonator turns off, the power charges feeding the portal stop. A rumble, shake and thunder fill the room as the portal begins to turn dark and starts to shut down . . .*



## CHAPTER 6: ALMOST THERE . . .

The portal lets out one final quake, making the mansion shake! All that is left behind is but a colorful shiny orb on the floor. You go to pick up the orb and stare at it, you turn to your friends and express, "This must be the key to the monsters' realm. At least now no more new monsters can come into our world."

Your friend replies, "I don't care, there are still monsters here and we need to get out!"

You and your friends continue to scramble through the mansion in hope of finding a way out. The front door eventually comes to view, and you all begin to rush towards it. Just before reaching the door knob, about a dozen monsters charge in and surround you with their drooling fangs. You pull out the orb from your pocket and present it to the monsters. All shocked, the monsters step back as the leader comes toward you. He growls and tries to strike a bargain with you, "Give me that orb and you can go free."

You have two choices → Choose one of the options below that you would like to do, then solve the math underneath that section to reveal your ending of the story.

### **OPTION 1**

Agree to hand over the orb to the monster leader.

$$5 \times 6 = \underline{\hspace{2cm}}$$

$$165 + 32 = \underline{\hspace{2cm}}$$

$$599 - 350 = \underline{\hspace{2cm}}$$

$$10 \times 4 = \underline{\hspace{2cm}}$$

$$280 - 175 = \underline{\hspace{2cm}}$$

$$128 + 86 = \underline{\hspace{2cm}}$$

$$2 \times 12 = \underline{\hspace{2cm}}$$

**Choose either the greatest answer or the least answer above to find out what happens next. Write down the number that you pick before discovering your ending.**

### **OPTION 2**

Destroy the orb by throwing it into a nearby burning fire place.

$$9 \times 10 = \underline{\hspace{2cm}}$$

$$71 + 149 = \underline{\hspace{2cm}}$$

$$65 - 17 = \underline{\hspace{2cm}}$$

$$5 \times 5 = \underline{\hspace{2cm}}$$

$$203 + 58 = \underline{\hspace{2cm}}$$

$$700 - 436 = \underline{\hspace{2cm}}$$

$$11 \times 5 = \underline{\hspace{2cm}}$$

**Choose either the greatest answer or the least answer above to find out what happens next. Write down the number that you pick before discovering your ending.**

*Make sure you write down the number you have chosen before turning the page to discover your ending!*



## **CHAPTER 7: HOW IT ENDS**

Read only the paragraph marked with the number that you chose in Chapter 6. If you do not see your number, you must go back to check that you completed the math questions correctly and choose either the least or greatest answer from your option column.

*Under each paragraph is a special item that you receive based on your ending.*

**249** - You hand over the orb to the monster leader. As promised, he opens the front door and allows your friends through. But with a sudden force, he puts his claw on your chest and lets out an evil cackle, "Your friends may go, but you are to stay and become one of us." With that, two other monsters pull you back and force a strange potion down your throat. Within seconds you begin to grow fur, claws and sharp fangs . . . You have now become a monster yourself.

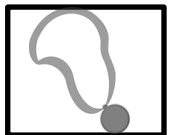


**24** – You and your friends are allowed to leave the mansion as the monster leader takes the orb from you. As you all turn around and look at the mansion one last time, you see the grounds begin to shake and a bright glow shines through all of the windows. Your friend cries, "The portal, they must have opened it again. Now more monsters will come into our world."

Even though sad, you are all grateful that you managed to escape the monster mansion alive and can go back home.



**264** - You abruptly move towards the fire place and throw the orb into its burning flames! The orb melts and all of the monsters look horrified as they too begin to melt. Moments after, you and your friends walk freely out of the Monster Mansion. After everyone in town hears about how you put a stop to the monster portal and got rid of the monsters in the mansion, you and your friends become local heroes. The Forbidden Forest is no longer forbidden anymore, and the forest is now renamed after you! You also receive a medal for courage.



**25** – The monsters try to stop you as you dash towards the fire place. Although they pin you down, your amazing throwing skills manages to land the orb into the burning pits. Angrily, the monsters drag you and your friends back to the dungeons where you await your fate once again. Your friends look disappointed, but you smile and announce, "This time I managed to get the key off the guards and I remember the way out, we will escape tonight whilst they are all asleep."

