**Story 1 The Jail of Magic**

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| **Page** | **Activity** | **Answers** |
| p.19 | Activity 1 | 1.  1) everyone  2) lost  3) glad  4) meet |
| 2.  1) Oh no! What is that shadow?  2) I’ll get you. You are going back to the cave.  3) Now! Turn on the lights!  4) Dark! We are here to save Olivia. |
| p.20 | Activity 2 | 1.  1) army  2) brave  3) near  4) jail |
| 2.  jail  get  army  lights  fight |
| p. 21 | Activity 3 | 1.  1) plan  2) lock  3) newspaper  4) angry |
| 2.  1) Come out Dark.  2) Shadow men! Stop the kids! Get them!  3) Turn on the lights!  4) The lights are too strong. I need a new plan.  5) Where is Dark?  6) He is gone. |
| p. 22 | Activity 4 | 1.  1) quick  2) place  3) jail cells  4) open |
| 2.  1) We need to find Olivia.  2) Olivia is not in Magic Land.  3) Why are you in Magic Land.  4) We are here for you. |

**Story 2 The Story of Dark**

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| **Page** | **Activity** | **Answers** |
| p.19 | Activity 1 | 1.  1) princess  2) king  3) teacher  4) voice |
| 2.  1) Past  2) Now  3) Now  4) Past  5) Past |
| p. 20 | Activity 2 | 1.  1) join  2) strong  3) weak  4) crystal  5) send |
| 2.  1) Vance  2) Devin  3) Vance  4) Devin  5) Devin |
| p. 21 | Activity 3 | 1.  1) world  2) steal  3) learn  4) beat |
| 2.  beat  special  men  monster  powerful |
| p. 22 | Activity 4 | 1.  1) guards  2) give up  3) study  4) scary |
| 2.  1) strong  2) wizard  3) dangerous  4) crystal 5) parents |

**Story 3 The Crystal of Power**

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| **Page** | **Activity** | **Answers** |
| p.19 | Activity 1 | 1.  1) lights  2) parents  3) find  4) shadow |
| 2.  story  monster  Mountain  knight  fire |
| p. 20 | Activity 2 | 1.  1) sharp  2) tired  3) climb  4) huge |
| 2.  1) Don’t stay in one place. The bear-dogs will find you.  2) Ahhh!!! Bear-dogs! Help!  3) Quick! Run this way.  4) Climb the tree, Jack. It’s safe up here. |
| p. 21 | Activity 3 | 1.  1) castle  2) sandwich  3) tears  4) free |
| 2.  1) hungry  2) feeds  3) castle  4) tears  5) crystal |
| p. 22 | Activity 4 | 1.  1) getting away  2) win  3) army  4) together |
| 2.  1) You win this time. But you will never catch me!  2) Dark is going through the hole. He’s going to the real world.  3) We must follow him!  4) But how can we get home?  5) That is shadow magic. I can open it. But it need three days. |