

GAMERS TRILOGY

By George Ivanoff

TEACHERS' NOTES

BOOK 1: GAME ON!

ISBN 9781925804423

BOOK 2: LEVEL UP!

ISBN: 9781925804430

BOOK 3: GAME OVER!

ISBN: 9781925804447

Recommended for age 11+

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They feature trilogy overview notes, as well a separate notes for each of the books.

GAMERS TRILOGY OVERVIEW

Tark and Zyra are two computer game characters who are self-aware and can think for themselves. Over the course of three novels, they go on a journey of discovery – uncovering the truth about their world and about themselves.

In Book 1, Tark and Zyra are inside a computer game. They are oblivious to their true situation and they unknowingly play the game.

In Book 2, they are still inside the game but they are aware of it. They no longer play the game and are actively trying to find a way out.

In Book 3, they exit the game and enter the real world, only to discover things are not as straightforward as they expected.

Key Points

- Fast-paced plot will keep the interest of its young teenage audience.
- Strong female lead as well as male lead, making it appealing for girls as well as boys.
- Issues of identity and reality are engaged.
- Concepts of freedom and free will are examined.
- Combines elements of fantasy and science fiction.
- Includes elements of gaming.

THE AUTHOR

George Ivanoff is a Melbourne author who's written more than 100 books for children and teenagers. As well as the *Gamers* trilogy, his books include the interactive *You Choose* series, the *RFDS Adventures*, the *OTHER WORLDS* series, and the non-fiction *Survival Guides*; as well as a ton of school readers and educational books. His books and stories have been shortlisted for numerous awards and he's even won a few of them, including a YABBA. George drinks too much coffee, eats too much chocolate and watches too much *Doctor Who*. He has one wife, two children and an uncontrollable imagination.

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FROM THE AUTHOR

George Ivanoff on writing the *Gamers* trilogy:

"My main goal with the *Gamers* books was to write the sort of novels that I would have loved to read as a 13-year-old. My secondary goal was to entice computer game-playing teens, who might not normally pick up a novel, to give reading a go and to hopefully discover that reading can be just as much fun as playing a game.

"As a teenager I spent a lot of time wondering what sort of person I would be when I grew up. And I craved the perceived freedom I would have when I finally finished school. I also spent many hours pondering the bizarre notion that I, and everyone else in the world, might just be pawns in some game controlled by a higher power. So when I came to writing these books, I wove these concepts of reality, identity and freedom into the narrative."

PRINCIPAL CHARACTERS

Tark

Tark is a 16-year-old thief. In fact, he has been a 16-year-old thief for as long as he can remember. He's handy with a sword and wears a cloak with magic properties but has still managed to acquire a few scars. He specialises in robbing people travelling through the Forest. With his partner in crime, Zyra, he is trapped within a game that he has no control over.

Zyra

Zyra is a 16-year-old thief with a red mohawk and numerous piercings. She likes to dress for the occasion and always carries two knives and a set of throwing stars. Like Tark, she has been a 16-year-old thief for as long as she can remember. Zyra specialises in robbing the homes of the ultra-rich people who live on the Hill. With her partner in crime, Tark, she is trapped within a game that she has no control over.



Questions:

- How has discovering the truth and exiting the game affected Tark and Zyra?
- At the end of Book 3, are they still the same people they were at the start of Book 1?

TRILOGY

The *Gamers* trilogy is a sequential series of books in which the story progresses. Although *Game On!* can be read as a stand-alone, a greater understanding of the characters and situations can be gained from reading the three books in sequence.



Questions:

- Does your perception of Tark and Zyra from *Game On!* change with the reading of the second and third books? Have the characters developed beyond what they were in the first book?
- In *Level Up!* it is revealed that the Fat Man from *Game On!* was actually the Ultimate Gamer using an avatar to play a game. And in *Game Over!* it is revealed that the Ultimate Gamer was an avatar for Designer Prime when he entered the game. How does this affect the story of Book 1?
- The way people speak is an important aspect of all three books. How are characters differentiated by the way they speak? When speech patterns are modified, how does this affect the characters concerned?

WRITING

The final scene in the trilogy is set inside the game and has Tark and Zyra exiting. Write an additional scene describing what happens when they have exited.

In addition to the three books, the author has also written a short story “Gamers’ Inferno” which appeared in the anthology *Trust Me, Too*. That story is self-contained and is set within an environment in the game that readers do not encounter in the three books. It also has a completely new set of characters. Write your own story, with your own characters, set within any environment in the game. You can use one of the environments mentioned in the books, or you can make up your own.

OTHER STORIES ABOUT COMPUTER GAMES

Read some other novels or watch some films that involve computer games and compare them to the *Gamers* trilogy. What are the differences? What are the similarities? How do the different writers approach their subject matter?

Books:

Space Demons (and its sequels, *Skymaze* and *Shinkei*) by Gillian Rubinstein

Ready Player One by Ernest Cline

Mindcull by KH Canobi

Films:

TRON (1982) – <http://www.imdb.com/title/tt0084827/>

TRON Legacy (2010) – <http://www.imdb.com/title/tt1104001/>

Ready Player One (2018) – <https://www.imdb.com/title/tt1677720/>

CHANGES

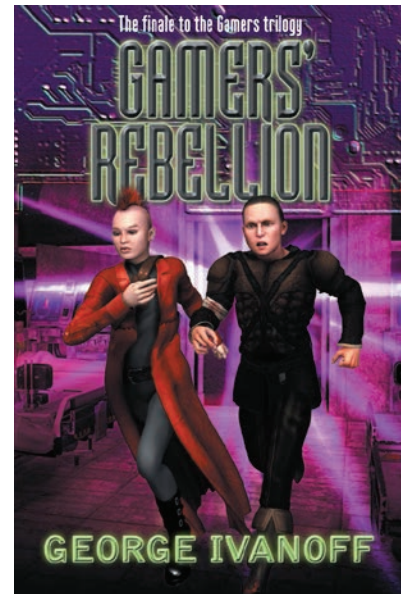
The *Gamers* trilogy was originally published between 2009 and 2013. In 2020 they are republished with new covers, new titles and new marketing. Compare the original covers and names with the new ones.



Questions:

- Which covers work better? Why do you think the books were republished with new covers?
- Which titles work better? Why do you think the books were republished with new titles?

Old titles and covers



New titles and covers



TEACHERS' NOTES

GAMERS BOOK 1: GAME ON!

ISBN 9781925804423

BLURB ON BACK COVER

Tark and Zyra are teenage thieves in a world of magic and science, where dragons and mages exist alongside drones and lasers. In their quest to reach Designers Paradise, they realise their world is not what it appears to be, and their sanctuary is about to face destruction ...



QUOTE

'Fast and fun, a thrilling ride with enough blood, slime and toad-flinging to satisfy RL Stine.'

CAROLE WILKINSON, author of the *Dragonkeeper* novels.

SYNOPSIS

Tark and Zyra are teenage thieves living in a fantastical world filled with danger, in which magic and technology co-exist. They strive to gain entrance to a place called Designers Paradise. In order to gain entrance, they must steal keys and money to pay for the time they spend there. They face many dangers and challenges along the way, but they finally succeed.

Those who gain entry to Designers Paradise are able to immerse themselves in virtual reality games. Tark and Zyra, whose lives are filled with danger and death, choose to play a game called 'Suburbia' – a game in which they live peaceful, uneventful lives, simply going to school and hanging out at the mall with friends. But they are pursued into 'Suburbia' by the Fat Man, who is intent on controlling Designers Paradise. In order to stop him, Tark and Zyra must seek out the Designers. But when they reach the control centre of Designers Paradise they are faced with a revelation that makes them question the nature of Designers Paradise and their own world.

CHARACTERS

Tark

Tark is a 16-year-old thief. In fact, he has been a 16-year-old thief for as long as he can remember. He's handy with a sword and wears a cloak with magic properties but has still managed to acquire a few scars. He specialises in robbing people travelling through the Forest. With his partner in crime, Zyra, he is trapped within a game that he has no control over.



Questions:

- Tark's robbing of Princeling Galbrath is not an isolated event. Find passages in the text, which indicate that Tark has robbed other travellers in the Forest.
- What is the piece of clothing that Tark likes best?

Zyra

Zyra is a 16-year-old thief with a red mohawk and numerous piercings. She likes to dress for the occasion and always carries two knives and a set of throwing stars. Like Tark, she has been a 16-year-old thief for as long as she can remember. Zyra specialises in robbing the homes of the ultra-rich people who live on the Hill. With her partner in crime, Tark, she is trapped within a game that she has no control over.



Questions:

- Is Zyra a leader or a follower? Find passages in the text to support your answer.
- What is the piece of clothing that Zyra likes best?

Princeling Galbrath

Galbrath is a 14-year-old princeling, ruling over a small principality. He is spoiled, vengeful and determined to gain entry to Designers Paradise at any cost. But he is also lonely, and longs for a simple life.



Questions:

- Is Princeling Galbrath a hero or a villain (or perhaps a little of both)? Find passages in the text to support your answer.
- Why does Princeling Galbrath enter 'Suburbia'?

The Fat Man

The Fat Man is the person who has a finger in every pie. He has enough money and power to do anything he likes, and yet he wants more. He has a deadly plan to achieve this. But his plan could result in the destruction of Designers Paradise ... and The World.



Questions:

- The actions of Tark, Zyra and Princeling Galbrath are motivated by a desire to gain entry to Designers Paradise. What motivates the Fat Man? Find passages in the text to support your answer.
- Why did the Fat Man want the dragon's body?

The Cracker

The Cracker is a ruthless professional criminal. He'll take on any job, big or small, and he always has the right piece of technology for each job.



Questions:

- The Cracker has crossed paths with Zyra prior to the events in this novel. Find passages in the text that show this.
- Has the Cracker met Tark prior to the events in this novel?

Other Characters

Game On! is peopled with a variety of weird and wonderful characters — from Edgar the dragon and his enormous wife Vera; to the ancient mage Windamore the Mighty and his replacement Skurgebroth the Undefeated.



Questions:

- The dragon appears in only one scene in the novel, before he dies. But you learn more about him later through his wife Vera. What are the things you find out about the dragon?
- Which characters in Game On! use magic rather than technology? Do any of the characters use both?
- Most of the characters in Game On! respect the Designers and obey their rules. Are there any characters who do not?

LANGUAGE

Not everyone in *Game On!* speaks in the same way. The speech of some characters (such as Tark and Zyra) is a devolved 'street-speak' in which many words are shortened or changed. Other characters (such as the Fat Man) speak in a more refined way.



Questions:

- What does the way Tark and Zyra speak, tell you about them?
- The Cracker mostly uses the 'street-speak', but not always. Why do you think this is the case?
- Make a list of the 'street-speak' words that are different from normal words.
- Vera has a very particular way of speaking. What are some of the characteristics of her speech?

THEMES AND DISCUSSION POINTS

Genres

Game On! includes elements characteristic of science fiction, such as lasers, robots and other technology; but also includes many fantasy elements, such as dragons and magic.



Questions:

- Is *Game On!* science fiction or fantasy? Can it be both?
- Are lasers, robots and other pieces of technology enough to make a story science fiction? What makes a science fiction story, science fiction?

Identity

When characters in *Game On!* enter Designers Paradise to play a game, they take on an avatar — a persona with an appearance that may differ from their own.



Questions:

- When Tark, Zyra and Princeling Galbrath enter the 'Suburbia' game, they become John, Tina and Giles. What are the differences between the original characters and their avatars? What is the same? What does this reveal about each of their characters?
- There is little difference between the Cracker in his world and Mr Cracker in 'Suburbia'. What does this tell you about his character?

Reality

Tark and Zyra attempt to escape the harsh realities of their world by going to Designers Paradise, where they play games by entering a simulated environment. But the reality of their own world is called into question.



Questions:

- Tark and Zyra's world is a simulated environment, but it is real to them. Does that make it real?
- In our world, many people play computer games. It can be an escape from the pressures of school or work in the real world. Some of these people spend a great deal of their leisure time playing these games. Is it possible for people to spend too much time playing games like this?

TITLE



Questions:

- How does the title, *Game On!*, relate to the story?
- Do you think it is an appropriate title?
- Make a list of possible alternative titles.

COVER

Look at the cover for *Game On!*.



Questions:

- What does the cover tell you about the book?
- Do you think it is an appropriate cover?
- Describe or draw a possible alternative cover.



THE CRAFT OF WRITING



Questions:

- The book's prologue provides some hints as to what is to come. Why do you think the author included this prologue?
- The exact nature of Designers Paradise is not revealed immediately. Why do you think the author chose to do this? At what point in the novel did you realise that the world Tark and Zyra are living in is a game?
- *Game On!* is written in the third person. Why do you think the author chose to write in the third person, instead of the first person from the point of view of one of the main characters?
- The main characters, Tark and Zyra, are the story's heroes . . . but they are also thieves. Does this make them less appealing as characters? Why do you think an author would give heroic characters some un-heroic traits?

WRITING

In Chapter 1 you find out that Tark stole his boots from a duke. Write a scene about how he stole the boots.

Re-write Chapter 1 in first person, from the point of view of Princeling Galbrath.

When Zyra and the Cracker meet in Chapter 3, you find out that they already know each other. Write a scene about the first time they met.

TEACHERS' NOTES

GAMERS BOOK 2: LEVEL UP!

ISBN: 9781925804430

BLURB ON BACK COVER

For Tark and Zyra, life was literally just a game, controlled by the all-powerful Designers. But then they broke the rules and life got a whole lot more complicated ... and deadly. Pursued by a powerful computer virus they must locate the Ultimate Gamer with the help of some unexpected allies, and face their greatest challenge – finding a way out of the game.



QUOTE

“It is the best computer game you will ever play and you play it by reading it.”

Michael Pryor, Author of *The Laws of Magic*

SYNOPSIS

Tark and Zyra are teenage thieves living in a fantastical world filled with danger, in which magic and technology co-exist. Realising that their world is really just a constructed environment within an elaborate computer game, they break the rules. Although now excluded from playing the game, they are still trapped within its environments, pursued by what appears to be a computer virus.

Desperate to get out of the game, they team up with the Outers – a community of people who have also broken the rules and been excluded from the game. Tark and Zyra now discover that they are not even original — merely copies of constructed characters from the game — and that there are other versions of Tark and Zyra. To complicate matters even further, they also meet Hope, the teenage daughter of a previous version of themselves.

The Outers have a cheat code and knowledge of the Ultimate Gamer, the mythical character who supposedly possesses the secret to exiting the game. As Zyra and Hope start on a journey to find the Ultimate Gamer, Tark and the other Outers are left to deal with the computer virus, which turns out to be more than it first appears.

CHARACTERS

Tark

Tark is a 16-year-old thief. In fact, he has been a 16-year-old thief for as long as he can remember. He's handy with a sword and wears a cloak with magic properties but has still managed to acquire a few scars. He specialises in robbing people travelling through the Forest. With his partner in crime, Zyra, he is trapped within a game that he has no control over.



Questions:

- What are Tark's feelings towards Zyra? Find passages in the text to support your answer.
- What is Tark's relationship with Tee?

Zyra

Zyra is a 16-year-old thief with a red mohawk and numerous piercings. She likes to dress for the occasion and always carries two knives and a set of throwing stars. Like Tark, she has been a 16-year-old thief for as long as she can remember. Zyra specialises in robbing the homes of the ultra-rich people who live on the Hill. With her partner in crime, Tark, she is trapped within a game that she has no control over.



Questions:

- Is Zyra a leader or a follower? Find passages in the text to support your answer.
- What is Zyra relationship with Hope?

Hope

Hope is an Outer and so is not involved with playing the game. She is the teenage daughter of a previous version of Tark and Zyra.



Questions:

- What is Hope's opinion of Zyra? Find passages in the text to support your answer.
- Why does Hope end up cooperating with Zyra?

Gal

Gal is an Outer and so is not involved with playing the game. Tark and Zyra knew him in the game as Princeling Galbrath — a character who was an adversary of theirs.



Questions:

- What is Gal's opinion of Tark? Find passages in the text to support your answer.
- What is Gal's reaction to Tark's revelation that he speaks the way he does by choice?

Tee

Tee is the leader of the Outers. He is, in fact, an earlier version of Tark, and the father of Hope.



Questions:

- What are Tee's motivations in wanting to find the Ultimate Gamer?
- In your opinion, is Tee a good leader? Find passages in the text to support your answer.

Bobby

Bobby is the mythical Ultimate Gamer that the Outers have been searching for. He has the power to manipulate the game and assume any avatar that he wishes.



Questions:

- What is the first avatar that the Ultimate Gamer uses to spy on Zyra and Hope?
- Is Bobby the Ultimate Gamer's avatar or is the Ultimate Gamer Bobby's avatar? Does it matter?

Other Characters

Level Up! is peopled with a variety of weird and wonderful characters — from the warrior monks in the Temple of Paths; to the Skinny Rich Dude who lives up the Hill.



Questions:

- Why is the Skinny Rich Dude now chubby?
- Why are the warrior monks essential?

LANGUAGE

Not everyone in *Level Up!* speaks in the same way. The speech of some characters (such as Tark and Zyra) is a devolved 'street-speak' in which many words are shortened or changed. Other characters (such as Bobby and Tee) speak in a more normal way.



Questions:

- Why does Zyra try to change the way she speaks?
- Why does Tark decide not to change the way he speaks?
- Each time the Ultimate Gamer uses a different avatar, the way he speaks also changes. What are his distinctive speech characteristics when he uses the Officer avatar?

THEMES AND DISCUSSION POINTS

Genres

Level Up! is a science fiction story, even though it includes some fantasy elements. It is also a fast-paced action/adventure.



Questions:

- What is it that makes *Level Up!* science fiction?
- Can a story have more than one genre?

Identity

In *Level Up!* Tark and Zyra question their own identities. Meanwhile, the Ultimate Gamer is able to take on many different identities through the use of avatars.



Questions:

- What is it that makes Tark and Zyra individuals as opposed to merely copies of previous characters in the game? Find passages in the text to support your answer.
- Tee is actually an older version of Tark. In what ways do these characters differ and in what ways are they similar?

Reality

The world in which Tark and Zyra live is merely a computer-generated environment within an elaborate game. There are also many other environments within the game. But Tark and Zyra want to leave the game and enter the real world.



Questions:

- The characters who are playing the game, perceive their environment as the real world. Does that make it real?
- In our world, many people play computer games. It can be an escape from the pressures of school or work. Some of these people spend a great deal of their leisure time playing these games. Is it possible for people to spend too much time playing games like this?

Freedom

Trapped inside a game, Tark and Zyra crave the perceived freedom of the real world. But the Ultimate Gamer sees things differently. At one point he even asks Hope and Zyra: "What do you do with freedom when you get it?"



Questions:

- The Ultimate Gamer believes he has all the freedom he needs, inside the game. Do you think he is actually free?
- What does freedom mean to you?

TITLE



Questions:

- How does the title, *Level Up!*, relate to the story?
- Do you think it is an appropriate title?
- Make a list of possible alternative titles.

COVER

Look at the cover for *Level Up!*.



Questions:

- What does the cover tell you about the book?
- Do you think it is an appropriate cover?
- Describe or draw a possible alternative cover.



THE CRAFT OF WRITING



Questions:

- For most of the story the reader is led to believe that the balls of static and the entity in the cave are computer viruses. It is not until Chapter 24 that it is revealed that the balls of static are antibodies and the entity in the cave an anti-virus program. Why do you think the author chose to make the revelation at this point?
- *Level Up!* is written in the third person. Why do you think the author chose to write in the third person, instead of the first person from the point of view of one of the main characters?
- Chapter 8 includes more than a page of binary code. Why do you think the author chose to include it? Find an online binary translator to discover what the code actually says.

WRITING EXERCISES

In Chapter 1 you find out that Zyra has previously tried other weapons against the balls of static. Write a scene describing one of these encounters.

Re-write the final scene of Chapter 19 in the first person, from Gal's point of view.

In Chapter 8 Tee and Hope tell Tark and Zyra about the cheat code. Write a story about how the Outers discovered the cheat code.

TEACHERS' NOTES

GAMERS BOOK 3: GAME OVER!

ISBN: 9781925804447

BLURB ON BACK COVER

Tark and Zyra have lived within the world of a computer game all their lives – fighting the game, fighting the Designers, fighting to get out. Finally escaping into the real world, nothing is what they expect. They soon find themselves fighting again, both out in the real world and inside the game. And it's not long before Tark and Zyra are leading a rebellion on both sides of the digital barrier.



QUOTE

“Filled with strong insights into the human mind and touching on the essence of humanity and the values of trust, friendship, truth and identity.”

BUZZ WORDS, the latest buzz on children's books

SYNOPSIS

Having discovered that they exist within a computer game, Tark and Zyra have managed to find a way out, their consciousnesses being downloaded into perfect, clone bodies. But they quickly realise that the real world is far from perfect and not at all what they expected.

Tark is kidnapped by a group of rebels trying to locate missing children and determined to put an end to the Designers' plans. Lead by a teenager named Josie, they see Tark as an opportunity to get into the game and find out what's going on. Reluctant and suspicious at first, Tark soon finds himself allied with this motley bunch of kids.

Meanwhile, Zyra is in the hands of the Designers. With the assistance of Designer Prime and his robot clone, she learns the history of the Game, the dark secret behind it and the sinister plans for its future.

Coming together, Tark and the rebels, along with Zyra and her new friends, must try to overcome Designers Alpha and Beta in order to save lives both within and outside of the game.

CHARACTERS

Tark

Tark is a 16-year-old thief. In fact, he has been a 16-year-old thief for as long as he can remember. He's handy with a sword and wears a cloak with magic properties but has still managed to acquire a few scars. He specialises in robbing people travelling through the Forest. With his partner in crime, Zyra, he has escaped the game in which he has lived all his life and entered the real world.



Questions:

- What does Tark think of his new cloned body? Find passages in the text to support your answer.
- How does Tark's relationship with Josie begin and how does it change?

Zyra

Zyra is a 16-year-old thief with a red mohawk and numerous piercings. She likes to dress for the occasion and always carries two knives and a set of throwing stars. Like Tark, she has been a 16-year-old thief for as long as she can remember. Zyra specialises in robbing the homes of the ultra-rich people who live on the Hill. With Her partner in crime, Tark, she has escaped the game in which she has lived all her life and entered the real world.



Questions:

- What does Zyra think of her new cloned body? Find passages in the text to support your answer.
- How does Zyra's relationship with Designer Prime begin and how does it change?

Robbie

Robbie is a clone of Designer Prime, Robert. He has been programmed as a robot, to do the bidding of his master. And yet he has developed his own identity.



Questions:

- What is Robbie's relationship with Designer Prime and how does it change over the course of the book?
- Robbie is described as both a clone and a robot. How can this be possible? In order to answer this, research the origin of the term 'robot'.

Designer Prime

Robert Vandenburg the Fifth is Designer Prime, the creator of the game in which Tark and Zyra used to live. He has mostly given up his authority to his successors, Designers Alpha and Beta.



Questions:

- Why has Designer Prime allowed Designers Alpha and Beta to take control of the game and the Design Institute?
- Designer Prime has a painting called "Creation" on the wall in his room. On what real-life painting is this based? What is the significance of the painting to Designer Prime?

Designers Alpha and Beta

Designers Alpha and Beta, Tina Burrows and John Hayes, were protégés of Designer Prime, but they are now in control of the Design Institute and the game.



Questions:

- What is the relationship between Alpha and Beta, and how does Tark exploit it?
- In what ways are Alpha and Beta linked to Zyra and Tark?

Josie

Josie is the teenaged leader of the rebels.



Questions:

- What is the relationship between Josie and Mel?
- In Chapter 16, why do you think Josie reacts the way she does to Tark's kiss?

Other Characters

Game Over! is peopled with a variety of weird and wonderful characters — from the Administrators; to Mel and the other rebels.



Questions:

- What motivates Third Administrator and Designer-in-Training Welbourne? Find passages in the text to support your answer.
- Why do Mel, Devon and the other kids follow Josie? Find passages in the text to support your answer.

THEMES AND DISCUSSION POINTS

Identity

As with the previous two books, *Game Over!* Deals with questions of identity.



Questions:

- Tark and Zyra now inhabit cloned bodies. Does this change who they are as people?
- Robbie is supposedly just a clone, but he has developed his own personality and is able to think for himself. How does he perceive himself as an individual?

Reality and Creation

The game is a created, artificial environment, but it contains entities that are self-aware and can think for themselves. The real world contains clones that are in the control of other people. And Designer Prime considers the possibility that their real world is, in fact, someone else's game.



Questions:

- Designer Prime becomes Bobby (the Ultimate Gamer) when he plays the game. But Bobby takes on other avatars, including the Fat Man. Who is real?
- Designer Prime created the game. Designers Alpha and Beta added environments and extended the game. Does that make them gods?

Justification

Characters in *Game Over!* have reasons to justify their actions. Both heroic and villainous characters believe that what they are doing is the right thing.



Questions:

- How does Designer Alpha justify all the harm that she has done?
- Although portrayed as a hero in the book, Josie is sometimes willing to do unethical things, such as holding Tark down and injecting him in the eye, in order to further her cause. Does the end justify the means?

TITLE



Questions:

- How does the title, *Game Over!* relate to the story?
- Do you think it is an appropriate title?
- Make a list of possible alternative titles.



COVER

Look at the cover for *Game Over!*.



Questions:

- What does the cover tell you about the book?
- Do you think it is an appropriate cover?
- Describe or draw a possible alternative cover.

THE CRAFT OF WRITING



Questions:

- Even though he is an important character, Designer Beta doesn't appear in the book until Chapter 25. Why do you think the author left his introduction until so late in the story?
- *Game Over!* is divided into 42 chapters, along with a prologue and epilogue. How do you think the author has decided on the chapter divisions? Are there similarities/differences in the structure of each chapter?

WRITING EXERCISES

As with the first two books, *Game Over!* is written in third person. Rewrite either Zyra or Tark's experience of being download into a clone body, from a first person perspective.

In Chapter 11 Devon says that Josie saved him. Write a scene about their first meeting.