

the ISLAND of DR. LIBRIS

Book It! Game

In *THE ISLAND OF DR. LIBRIS*, Billy uses the help of book characters to tackle obstacles he encounters. The Book It! game allows players to experience the fun that Billy does in the book.

SET UP

Review the game components provided for four teams to play:

- 1 ANSWER SHEET for the Game Master
- 4 sheets of OBSTACLE CARDS (1 for each team)
 - For a less challenging game, provide players with the **BOOK CHARACTER REFERENCE SHEET** and display the books for players to peruse in advance of the game.
 - Consider the books that you know your players have read when selecting the obstacle cards to use in the game. There are also blank obstacle cards on each sheet, where you can fill in your own questions or ask players to do so.
- Make your own **TRAIL PIECES** out of pieces of construction paper, ideally with one color per team.

GAME PLAY

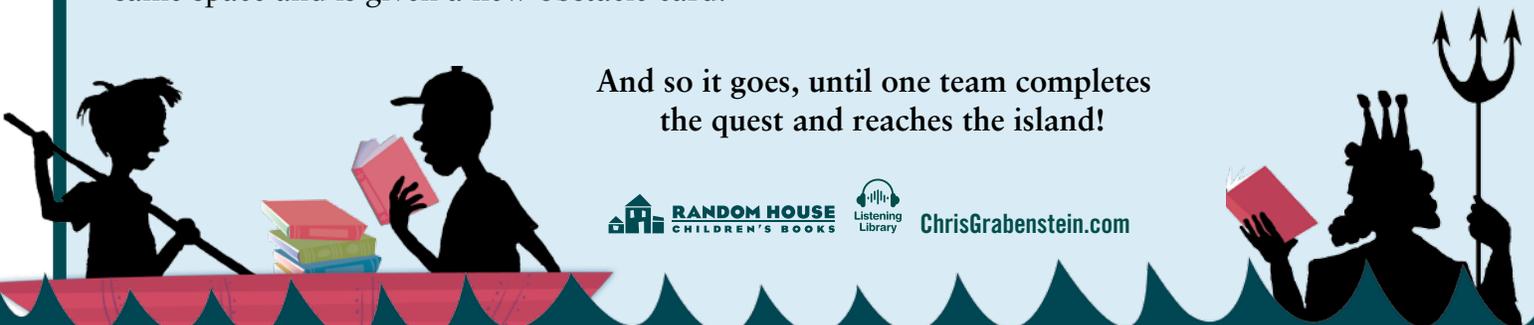
The object of the game is to get to the special island—the Island of [*Insert Game Master's Name Here*]*—*first. Players are challenged to embark on this quest, but there are many obstacles in their path. Players can pass each obstacle only with help from a well-known book character. The first team to reach the island wins.

Using their Trail Pieces, each team should form a trail to the island with you, the Game Master, at the center. Each team's trail should be a straight line from the center, where you are standing. The Game Master will then hand an obstacle card to each team, and the race is on.

The obstacle card will state the problem and give a clue to who can help. For example: You are face to face with an angry and very hungry bear. You need help from this character to sniff out honey on the island. Maybe your baby sibling knows who this is! Answer: Winnie-the-Pooh.

As soon as a team thinks they know the answer, they will raise their hands and whisper it to the Game Master. If the answer is correct, the Game Master will confirm that they may move to the next Trail Piece and begin work on the next obstacle. If the answer is incorrect, the team stays on the same space and is given a new obstacle card.

And so it goes, until one team completes the quest and reaches the island!



RANDOM HOUSE
CHILDREN'S BOOKS



ChrisGrabenstein.com



the **ISLAND** of **DR. LIBRIS**

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BOOK CHARACTER REFERENCE SHEET

Auggie from *Wonder*

The Black from *The Black Stallion*

The Cat in the Hat

Charlotte from *Charlotte's Web*

Cinderella

Corduroy from *Corduroy*

Delphine from *One Crazy Summer*

Dwight from *The Strange Case of Origami Yoda*

Eric from *The Bully Book*

Ferdinand from *The Story of Ferdinand*

Frog and Toad from *Days with Frog and Toad*

George and Harold from the Captain Underpants series

Greg from the Diary of a Wimpy Kid series

Harry Potter

Jack and Annie from the Magic Tree House series

Jess from *Bridge to Terabithia*

Jonas from *The Giver*

Kenny from *The Watsons Go to Birmingham—1963*

Laura from the Little House on the Prairie series

Max from *Where the Wild Things Are*

Miranda from *When You Reach Me*

Mrs. Jewls from the Sideways Stories from Wayside School series

Percy Jackson from the Percy Jackson and the Olympians series

Peter from *Tales of a Fourth Grade Nothing*

Peter, Susan, Edmund, or Lucy from *The Lion, the Witch, and the Wardrobe*

Raina from *Smile*

Romeo from *Romeo and Juliet*

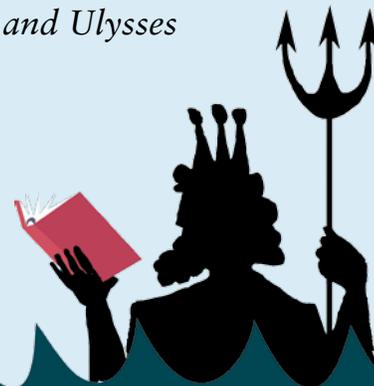
The sisters from the Penderwicks series

Stargirl

Lunch Lady from the Lunch Lady series

Ulysses from *Flora and Ulysses*

Winnie-the-Pooh

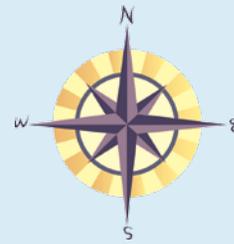




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OBSTACLE CARDS



1

You are face to face with an angry and very hungry bear. You need help from this character to sniff out honey on the island. Maybe your baby sibling knows who this is!

2

Quick! You need to hide from that sabertooth tiger coming straight at you! Whose invisibility cloak might be able to help? And maybe ask him to bring some of those special jelly beans for a snack (but not the gross ones!).

3

Yikes! A giant insect has emerged from the ground and keeps crying and sighing and refusing to move! Looks like the only way around it is to be nice. You need help from someone who knows a lot about kindness. Sharing just the right precept may do the trick!

4

Suddenly, a lightning storm hits! You need to take cover, but the only thing in sight is a cabin owned by a notoriously mean principal. You need to figure out a way to convince him to let you in. Perhaps hypnosis is the key! It would be Tra-la-laaa-mazing if that worked!

5

Yo, kids! A group of kids with the cooties, better known as the Cheese Touch, is hot on your trail. I suggest you figure out who knows how to avoid the Cheese Touch and get him or her here fast!

6

Have you heard of the evil League of Librarians? Well, shhhhh . . . they're right up ahead. You'd best go undercover and call for help!

7

Yikes! You've stepped into a ditch full of scorpions. I suggest you pray to the gods for help. It might also be helpful to call upon this kid, who has a better chance of getting their attention. Plus, he's no stranger to scorpions himself.

8

Your group has become confused, unsure of which way to go and how to focus. You must feel the force. You must call upon this finger puppet for advice!

Write Your Own Obstacle!

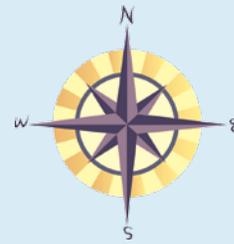
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OBSTACLE CARDS



9

The ground begins shaking violently, and you all fall in a heap. Oh no! You've broken your teeth, too, and now you're too embarrassed to continue. There's definitely one girl out there who can relate and make you feel better. Call her!

10

A very strict reading teacher appears. He will be testing your spelling. Request help from this very good speller, who may also be able to "spin" you out of this sticky situation.

11

A race is set before you. If you do not win the race, your quest ends here. You are very stressed. Summon this fast (and hairy!) character, who also happens to know how to survive in stressful situations (like fire on a ship, being stranded on an island, and winning his own race).

12

There is an absurdly tall, skinny building blocking your path. It seems to have appeared out of nowhere! If you behave very well, maybe someone will come help you. Perhaps asking a teacher would be a good idea.

13

A man approaches you and starts begging you to get a note to a girl you've never heard of. He says he's been time traveling. And he won't leave you alone until you do as he asks.

14

A fair but frighteningly evil maiden appears on a balcony blocking your way. You need help from this smooth-talking, love-obsessed young man (who also happens to be great with maidens on balconies!).

15

You've reached a tollbooth, and inside is the snootiest, tootiest, coldest guard there ever was. It's going to take more than one, two, or three people to help you get through this! Perhaps some sisters who are always up for an adventure are the ones to call.

16

You are faced with an enormous pile of black ashes. You cannot continue on your journey until these ashes are swept away. Who can help you with this task? Maybe she'll arrive in her fancy orange carriage.

Write Your Own Obstacle!

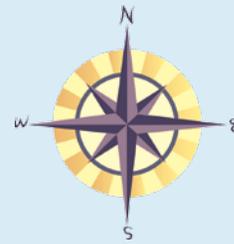
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OBSTACLE CARDS



17

A dark rain cloud has settled over you and is brainwashing you to be BORED. You just sit and stare, not interested in moving forward on your quest. You . . . are . . . bored . . . until you ask this character with a striped hat and a yen for adventure to scoop you up for some rhyming thrills.

18

There is a wild creature rumpus before you, and things are spiraling out of control. Quickly summon this boy, who enjoys wild rumpuses but knows that sometimes it's nice to tame the monsters and just go home.

19

Three upside-down bowls appear before you. You cannot pass until you choose the correct bowl, which has a button hidden underneath it. Ask this character, who is really good at searching for buttons (since he's lost one of his!), to help you with this task. Don't worry—he's a soft and cuddly guy, and happy to make friends!

20

You suddenly find yourself in a bull-fighting arena. There is an angry bull approaching, and—oh no!—YOU are holding the cape! You need help from a peace-loving animal who can invite this bull to go smell the sweet scent of flowers instead of attacking you.

21

A fast-flowing creek and a fishing pole float in the air in front of you. Only this adventure-seeking, curious girl, who grew up on the prairies of the Midwest and who knows a thing or two about fishing and farming, can help you past this obstacle.

22

The world around you has suddenly frozen! Four siblings have experience dealing with exactly this situation. Call any one of them from their armoire to ask for help around this slippery struggle.

23

A swarm of bees has surrounded you. Before they sting you, ask for help from this boy, who, with his best girl friend, has created an imaginary, secret world in the woods. These woods will keep you safe until those bees buzz off. The boy may even let you use their enchanted rope swing!

24

Watch out! A kite with teeth is flying around you! Luckily, you know of two friendly amphibians who might be afraid but who are determined to learn how to fly a kite. This pleasant duo may even make friends with the kite and ask it over for tea.

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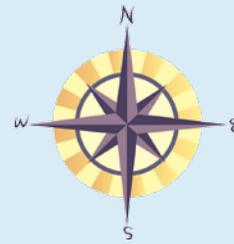
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OBSTACLE CARDS



25

A beautiful but enormous rainbow has blocked your way. It is missing the color red and needs you to paint it in before you may pass. You must receive help from this boy, who has recently discovered what the color red looks like.

26

Uh-oh! A classroom wall has separated you from the island. You must give a presentation about the Black Panthers before you can continue. Who better to call than this oldest sister, who once spent a summer with them?

27

Along the way, you need to find a way to get from point A to point B. Ask for a ride from this ten-year-old boy and his family who are driving to Alabama in the amazing Ultra-Glide.

28

A flock of frightening birds is attempting to stop you from reaching the island by dropping their massive eggs on you. You need this character's pet turtle so you can hide under his shell! But be careful that his little brother doesn't sneak along, because he'd probably cause more trouble than you can handle!

29

There is a tiny piece of cheese in your way. No human can eat or get past this magical cheese because it will explode if a human touches it. You need to borrow a pet rat from this character's shoulder to eat the magical cheese. And then maybe borrow her ukulele, just for fun.

30

Oh no! As you pause to think about how to get to the island, the school bully gets closer and closer, and he is carrying a red and black book. You need help from someone who has lots of experience dealing with bullies.

31

Quick! A large space rock is falling from the sky and is about to slam into you. You need a squirrel who can revise the story by typing in a new scene in which you develop superhuman speed to jump out of the way.

32

Along your travels, a Tyrannosaurus rex with very large, sharp teeth approaches. You need help from this brother/sister duo, whose tree house can zip you back in time just long enough to escape this meat-eating dinosaur.

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