

**ENTER IF
YOU DARE**

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THE ADVENTURES OF

a notebook-zine-journal-puzzle-adventure-logbook

SUMMER 2021





If lost, please contact...

.....

you wake up in a room...

You don't know why you're there or what you're doing. You open your eyes to see a blank ceiling above you. You stand up slowly , feeling a little bit dizzy, and when you look around the room, you see five doors.

Each door is open, and hallways stretch out like squid tentacles in five different directions. No lights illuminate the halls, but you can see a little way down the corridor. At the end of the first hallway, piles and piles of books are stacked in front of a door with a mirror. The second hallway turns right abruptly, and the wall directly across from you is covered with a huge painting. You can see a ladder descending from the ceiling in the third hallway, and a few feet into the fourth hallway, stairs descend into a dark passage. In the final hall, a huge window fills the wall across from you.

Wherever you go, you'll find new challenges and mysteries.
Enter if you dare.

To choose **the book stacked door**, go to.....Character, pg 2

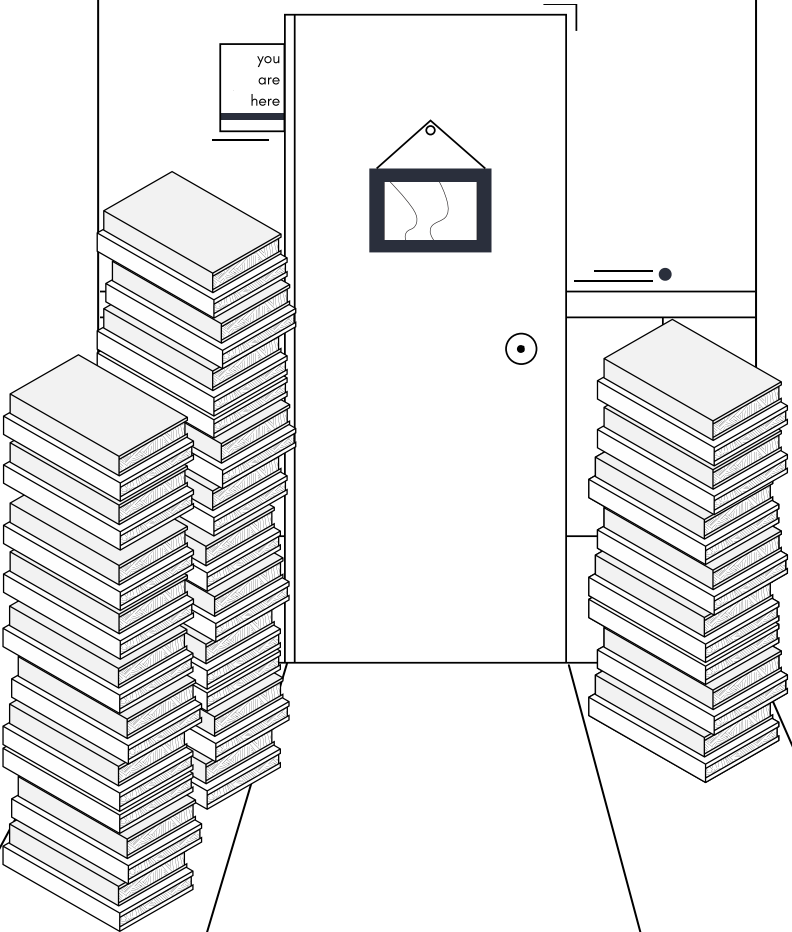
To choose **the giant painting**, go to.....Setting, pg 11

To choose **the ladder**, go to.....Conflict, pg 19

To choose **the staircase**, go to.....Action, pg 26

To choose **the window**, go to.....Resolution, pg 34

CHARACTER



what a character!

Answer the following questions to see what character archetype fits you best.

1. You see an old lady lying in the street who might need help. What do you do?

- a)** Call 911. Someone else can deal with it
- b)** Help her up and offer some advice for how to get treatment
- c)** Help her up and contact her family
- d)** Scream for help and carry her to a safe location

2. You notice someone cheating on a test, do you...

- a)** Write down the wrong answer to see if they'll take the bait
- b)** Wait until after the test to tell the teacher and try to offer some advice to the student cheating
- c)** Don't tell the teacher but instead catch up with the student after class and ask if they need help studying and if they are doing ok
- d)** Tell the teacher after class and then invite the student over to study with you to help them out

3. Your school's putting on a play. What role do you take?

- a)** The critic—your scathing review makes everyone want to hate-watch the production, leading to a sold-out run
- b)** You design the costumes—you want to help all the actors be their best
- c)** You build the sets—you don't want to be on stage, but you still want to be part of the production
- d)** The lead in the play, of course

4. You are starting a huge school project. Who do you pick as your partner?

- a) The eager student. You know you can lowkey manipulate them into doing most of the work so you can work on the subjects you actually like instead
- b) The new kid in class who needs someone to help them learn the ropes of school
- c) The smartest person in the class. You know that they know what they are doing and hope you can be helpful
- d) The kid who really doesn't care. You know that you can make them into the star student that they are meant to be

5. Your partner breaks up with you, what is your response?

- a) You tell everyone you dumped them and block them everywhere
- b) You understand that they made their choice and respect their decision
- c) You are completely blindsided and plead with them to get back together
- d) You are shocked that they are breaking up with you and it isn't the other way around, but accept their decision and offer to be friends later

A: If you chose mostly A answers then you are the *Anti-Hero*! You're not a bad person simply clever, logical, driven! You are probably annoyingly good at puzzles

B: If you chose mostly B answers then you are the *Mentor*! You are very wise and like to help people with basically anything from life advice to how to do their pre-cal homework.

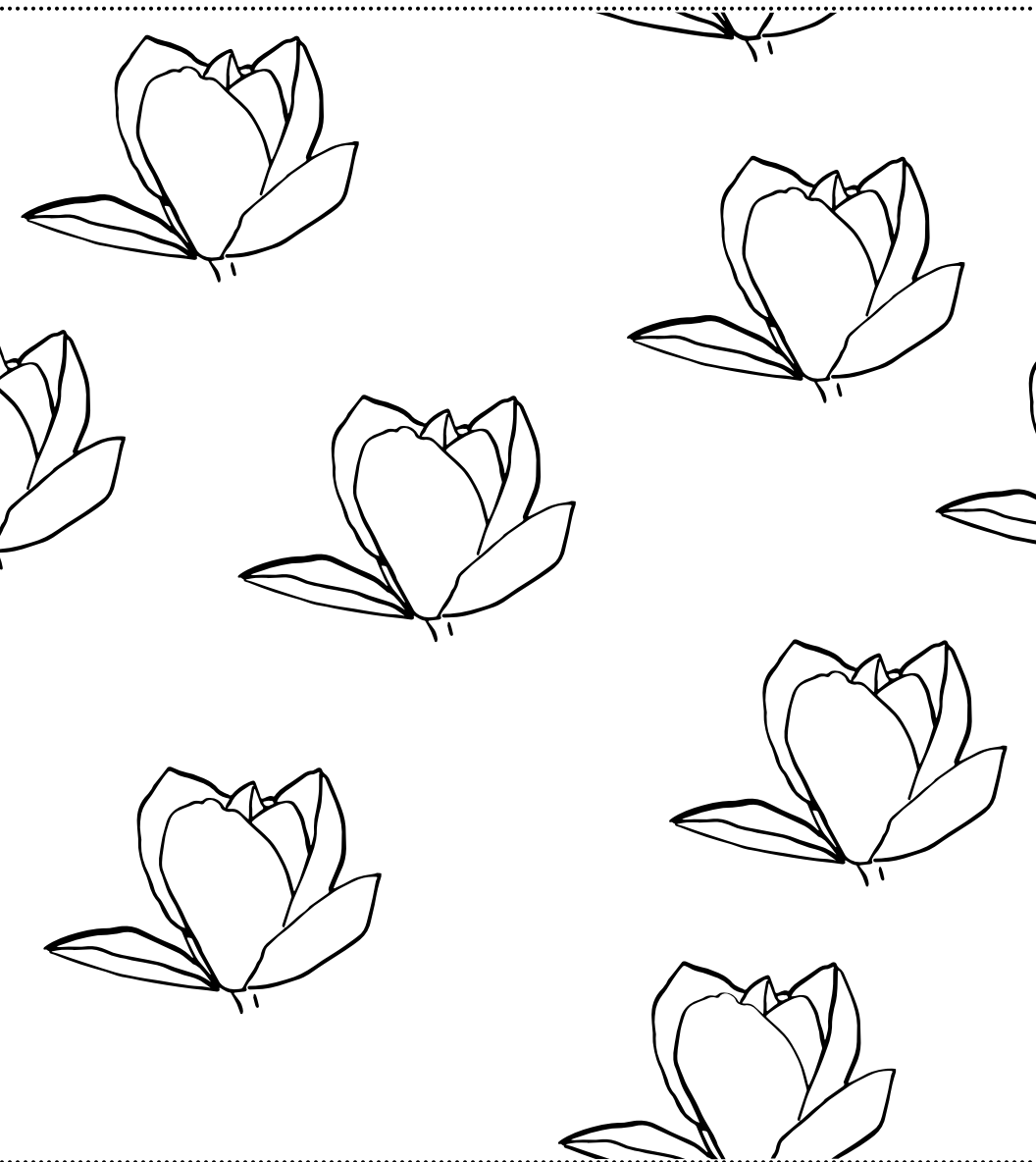
C: If you chose mostly C answers then you are the *Sidekick*! You're ridiculously loyal and so fun to be around. You have a heart of gold but sometimes let people walk all over you. Stand up for yourself!

D: If you chose mostly D answers then you are the *Hero*! You're brave and not afraid to jump in and protect someone or chase away a villain. You're a huge extrovert and the life of the party.

ANSWERS

trading cards

On each of these cards, draw or describe someone in your real life story who has shaped you into the wonderful human you are today! Afterwards, you can keep the cards for yourself or share them and bring a smile to someone's face. It's up to you!





Reading Challenge Bingo



Try to read as many books (or short stories or essays!) as you can that match the following categories. Get three squares in a row (horizontal, diagonal, or vertical) and you win!

Read something in a different genre than you usually read	Read something about a character who belongs to the LGBTQ+ community	Read about a character who lives in the future
Read something about a neurodivergent character or by a neurodivergent author	Read an #OwnVoices** book! <small>**Books by authors from underrepresented groups writing authentic stories (example: <i>Cemetery Boys</i> by Aiden Thomas)</small>	Read something about a disabled character or from a disabled author
Read about a character who has a different gender identity than you	Read about a character who practices a religion you don't know much about	Read something from an author who lives in a different country

what book do you think everyone should read?

reading log

GOAL (pick one, two, or all three!)

- ☐ I want to read _____ books this summer.
- ☐ I want to read _____ minutes every day.
- ☐ I want to read _____ pages every day.

title	author	how was it?



TURN THIS IN FOR A PRIZE BOOK!

name:

age:



journal: your character

What has impacted who you are? Books? Family? Friends?

look ahead...



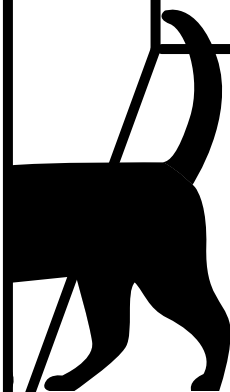
What do you really want to do this summer?

june

july

august

SETTING



setting the scene

mini reading challenge

Read a book, story, poem, or play...

Set in your city

Not set on earth

Set underground or in the sky

create your own setting playlist

What songs do you love? What songs remind you of a certain place?

mini-write

Try out some mini-writing activities.

Flash fiction is short-form storytelling! A flash-fiction story can be just five words, or 1,500.

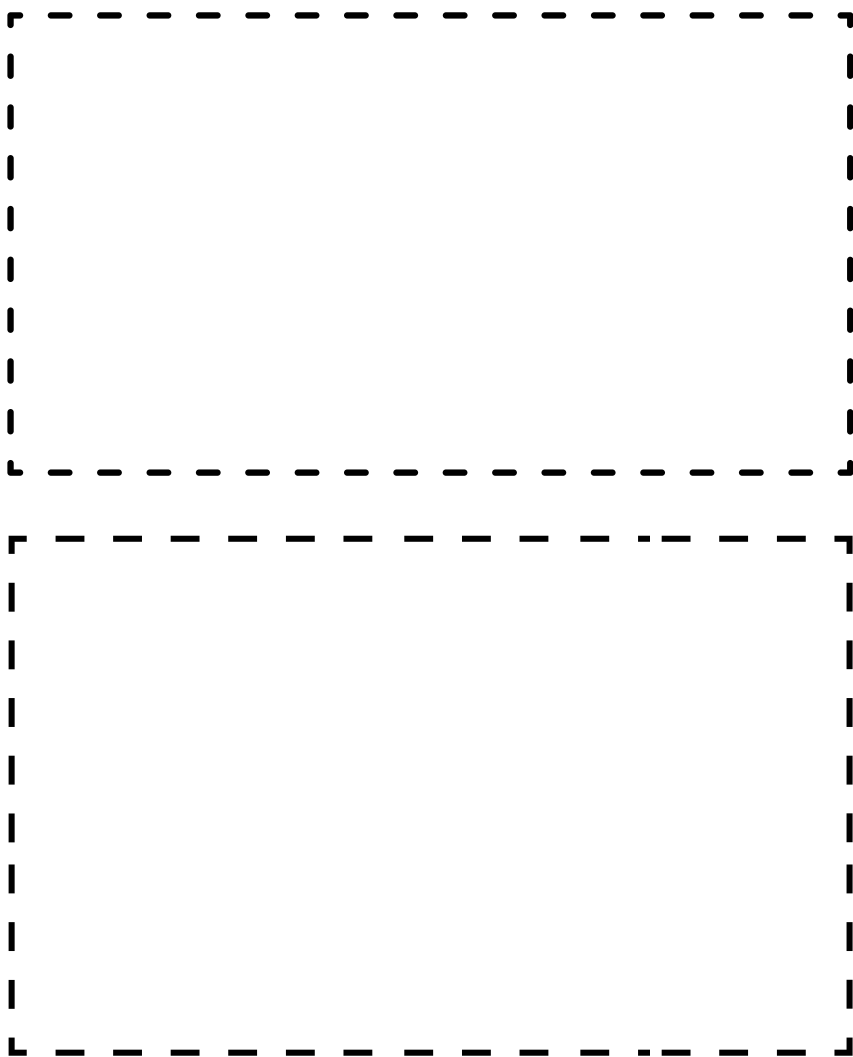
flash fiction

poetry space

Write a poem about anything (it doesn't even have to rhyme!)

tiny space, big impact

Often, the greatest creativity comes from a challenge. Here's one: try to draw what you can see inside the boxes below. Get inspired by the objects, people, or places that surround you, or head outside and sketch the natural world!



a little bit of logic

All the information you need to solve this puzzle is in the clues below. The goal is to match the three books to their location, time, and mood. Check out the tutorial on the next page if you haven't solved a logic puzzle before.

	Location			Time			Mood		
	boat	train	city	1920s	1950s	1990s	thriller	cozy	true crime
<i>The Double Heist</i>									
<i>The Daring Theft</i>									
<i>The Dangerous Caper</i>									

Scenario Your friend left you a list of book suggestions: *The Double Heist*, *The Daring Theft*, and *The Dangerous Caper*. You can't decide which one to read first! Fortunately, they left you a set of clues to learn more about the setting of each of the books so you can make a decision. One book is set on a boat, one on a train, and one in a city. One is set in the 1920s, one the 1950s, and one the 1990s. One is a thriller, one is a cozy mystery, and one is a true-crime novel.

Clues

1. Either *The Dangerous Caper* or *The Daring Theft* was the thriller; the one set in a later time period was the true-crime novel.
2. The two novels that were not set in the city were also not set in the 1920s.
3. *The Dangerous Caper* was set before *The Double Heist*.
4. The cozy mystery was set in the 1990s, 70 years after the mystery set in the city.
5. *The Double Heist* was set on a boat.

instructions + answers

Logic puzzle mini tutorial:

- Every clue in the logic puzzle has important information, and the clues are the only thing you need to solve the puzzle.
- The grid is there to help you keep track of your answers.
- Example:
 - Let's say you're solving a puzzle about matching colors, habitat types, and names to goldfish.
 - Here's a clue: "The red goldfish, which did not live in the pond, was named Luna."
 - There's a lot of information in this clue!
 - The red goldfish is named Luna.
 - The pond goldfish isn't red and isn't named Luna.
 - Luna the red goldfish and the pond goldfish are two separate fish.
 - And now you know way more about Luna the goldfish than you ever wanted to. You're welcome.

Warning: Answers below! Avert your eyes if you haven't solved the puzzle yet.

Location			Time			Mood			
	boat	train	city	1920s	1950s	1990s	thriller	cozy	true crime
The Double	O	X	X	X	X	O	X	O	X
Heist									
The Darling	X	X	O	O	X	X	O	X	X
Theft									
The Dangerous	X	O	X	X	O	X	X	X	O
Caper									

Solution

design a dream (house)

If you could live anywhere, where would you go? A sprawling mansion? A tiny-but-cozy townhouse? Something totally outlandish (maybe an undersea apartment or—as long as we're dreaming—a fairytale-like castle)?

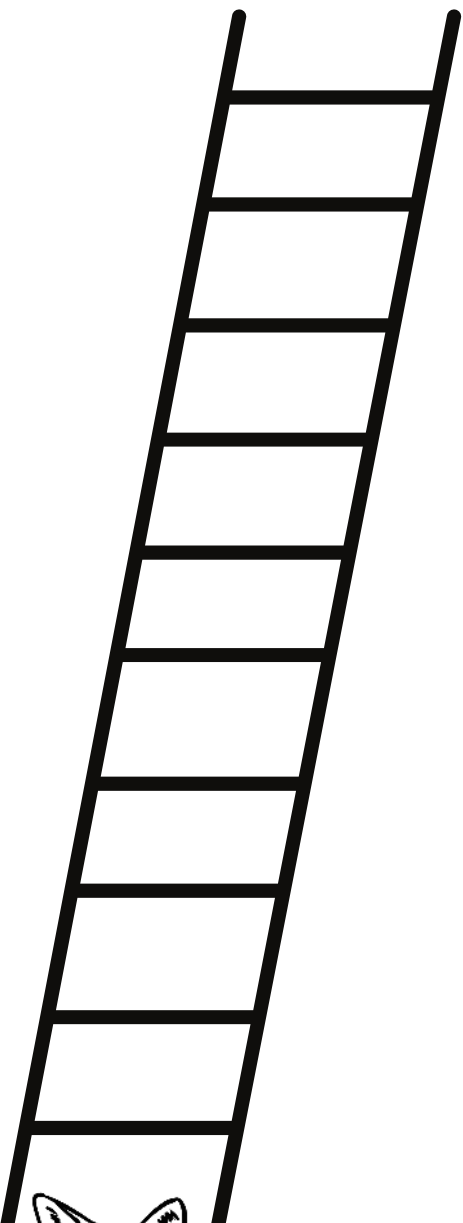


Feeling design inspired? Try a different medium to create your dream house. Maybe a construction with cardboard or an origami masterpiece.

journal: your setting

What's your setting? Where do you fit in? In your family? Your community? How can you impact your setting for the better?

CONFLICT



mood check



Create your own mood color code and fill in how you feel each day :)

key:

(ex. = bored)

<i>Sunday</i>	<i>Monday</i>	<i>Tuesday</i>	<i>Wednesday</i>	<i>Thursday</i>	<i>Friday</i>	<i>Saturday</i>

MONTH:

good:

meh:

not so good:

MONTH:

good:

meh:

not so good:

<i>Sunday</i>	<i>Monday</i>	<i>Tuesday</i>	<i>Wednesday</i>	<i>Thursday</i>	<i>Friday</i>	<i>Saturday</i>

MONTH:

good:

meh:

not so good:

<i>Sunday</i>	<i>Monday</i>	<i>Tuesday</i>	<i>Wednesday</i>	<i>Thursday</i>	<i>Friday</i>	<i>Saturday</i>

truth dare

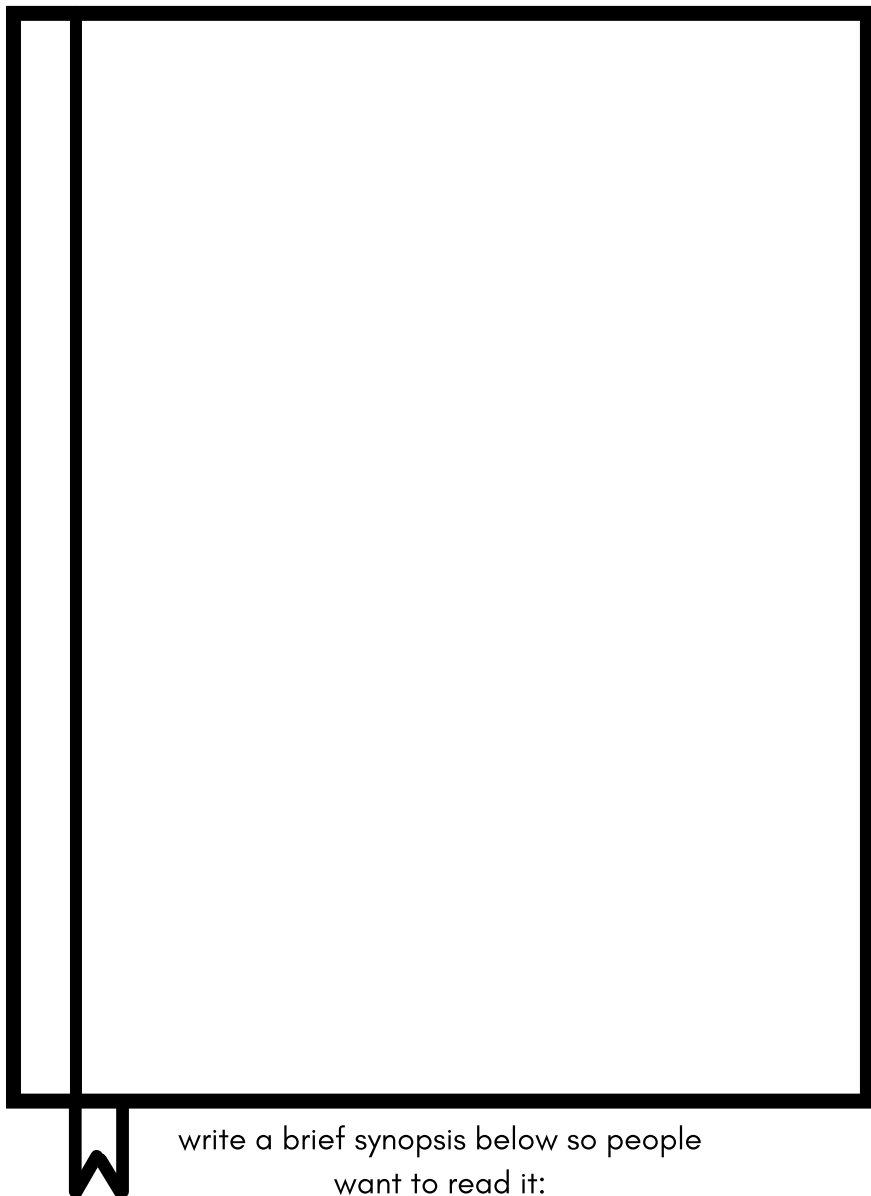
Play by yourself or with a friend :)

If you could control any celebrity's instagram for a day, who would you pick and why?	Hop on one foot... FOREVER (or as long as you can).
You're suddenly invisible! What's the first thing you do?	Send a voice recording of yourself using a British accent to the last person you texted. <small>* if you already have a British accent well... try something else!</small>
You become a millionaire overnight. What do you do with the money?	Pretend to do a magic trick for the next person you see. Ask them if they are amazed in a deadpan voice.

Come up with your own prompts!

what's your story

If you wrote a book, what would your cover look like? Design one here!



A large rectangular box for designing a book cover. A vertical line is drawn on the left side, creating a narrow column. At the bottom left corner, there is a small icon of a bookmark.

write a brief synopsis below so people
want to read it:

journal: inner conflict

how do you overcome a challenge? when do you feel like your best self?
write 10 positive things about yourself and remember them every day!

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

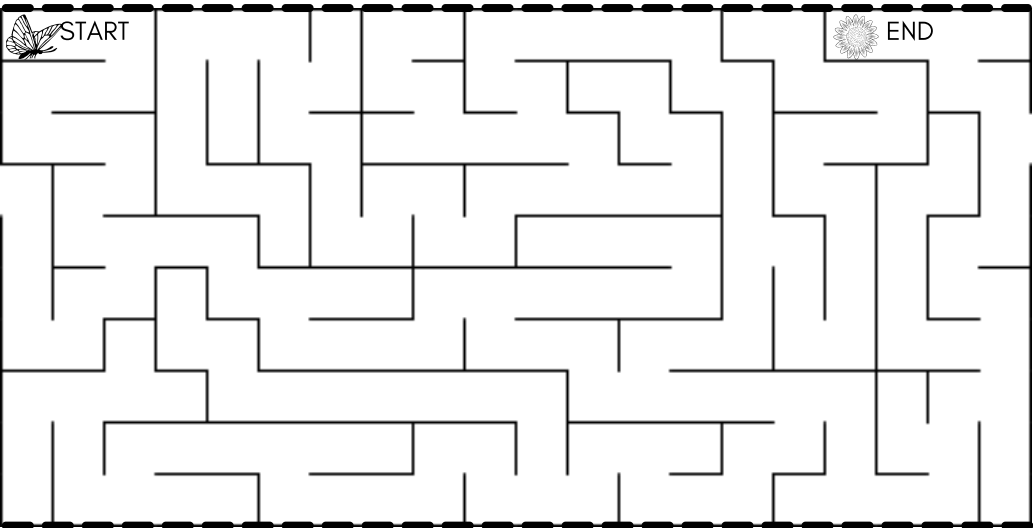
game on!

A butterfly flies onto your computer! Your computer glitches and displays the following message:

COMPLETE THESE TASKS, AND ALL YOUR HOMEWORK WILL VANISH... FOREVER!

- })I({

MAZE



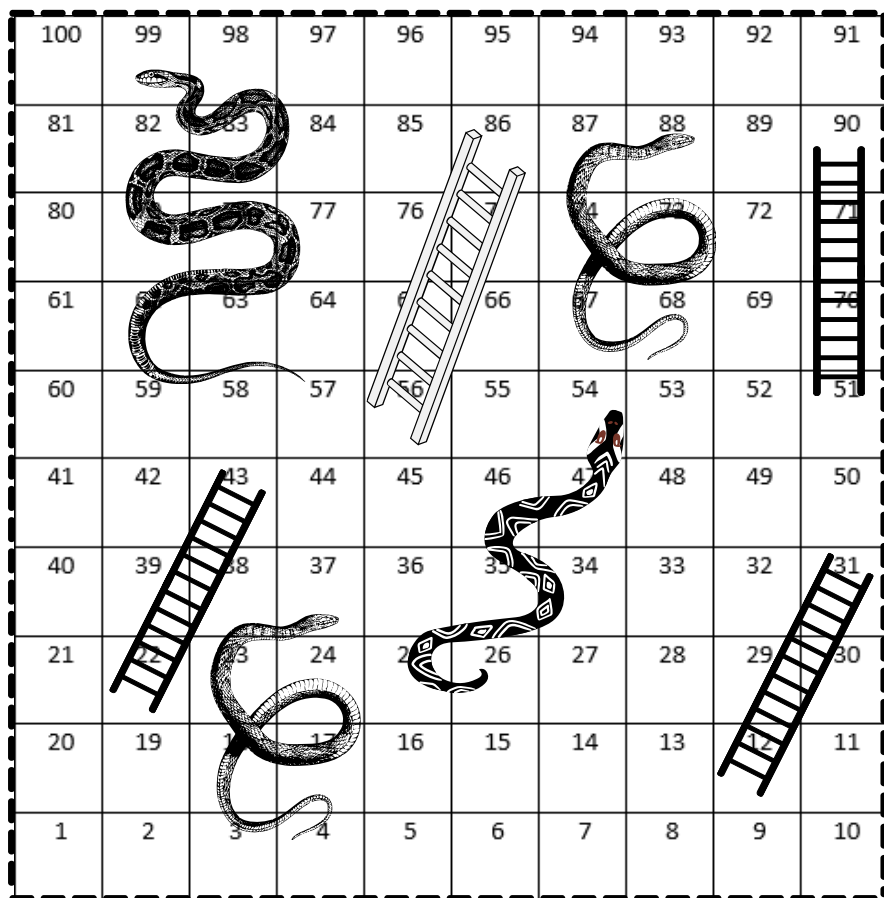
WORD SCRAMBLE

Create as many words as you can using the letters in the grid.
The letters used must be touching each other at the sides or corners.

c	h	a	l
g	n	e	l
e	r	e	s
e	v	l	o



snakes and ladders



GAME RULES AND INSTRUCTION

This game works best with at least two people (You can play by yourself if necessary)

1. Color in the odd-numbered squares. Cut out the shapes on page 35 and assign one to each player.
2. Use dice or a dice/number generator to be randomly given a number at each turn.
3. When you get your number, move up that many spaces! If you land on the bottom of a ladder, go up to the top of the ladder. If you land at the head of a snake, you must go down to the tail of the snake.
4. Whoever lands on 100 first wins!



If you land on the bottom of the ladder then you can ONLY go up! If you land at the top of a ladder, stay there.



If you land at the top of the snake ONLY then do you go down to the tail of the snake :(If you land on the tail, stay there.



ACTION

Hey! Welcome to the
Mystery of the Madlib Museum!

Don't look at the story below just yet! On
the right you will see a numbered list of
words in various categories.

Come up with a word for each number and
then use your words to fill in the
mystery to make it your own.



THE STORY

It's a 1. day in 2.. You turn on the TV to watch the news only to hear that there was a robbery at the 3. Museum! With you being a famous detective, you get a call and are hired to find the robber(s). There is already a list of potential suspects: 4., the receptionist; 5., a longtime volunteer, 6., a security guard, and 7., a guide. The museum opens at 9AM, closes at 7PM, and there are a few 20 minute breaks in between for sanitizing. You need to piece the story together to help you find the culprit. Here is what you know so far:

It's 8., the busiest day at the museum. 4., the receptionist has an unexpected 9. appointment and is running 30 minutes late, leaving 5., the volunteer, to cover the front desk when the museum opens to the public.

Down in the hall of 10., 7., the guide, is waiting for enough visitors to enter so they can start the tour. Tours are only given for groups of 5 or more, but there isn't a single visitor in the place.

1. Adjective
2. City
3. School subject
4. Proper noun (a name)
5. Proper noun
6. Proper noun
7. Proper noun
8. Day of the week
9. Place
10. A favorite thing
11. Your school
12. Onomatopoeia (a sound word)
13. Something valuable

While 7. is waiting, 4. comes back from their appointment and asks "Where's 6.? I didn't see them at their security post. Aren't they on duty today? It's like a ghost town up there."

7. replies "6. and the volunteer are supposed to be taking care of all the visitors at the front. You didn't see the volunteer up there? 5.? They were covering for you."

"What are you talking about?" 4. asks slowly, "Our volunteer had an emergency and had to cancel their shift."

7.'s eyes widen in alarm and before they can start, the "staff only" door opens to reveal 6..

"What's going on? Where are the visitors?" asks 6., the guard. "And you, 7., shouldn't you be giving a tour to that 11. group right now?"

"But there weren't any--" 7. begins to say, when 5., bursts in and asks "Why were there so many people in the collections storage? I thought you were giving a tour or something, 7.."

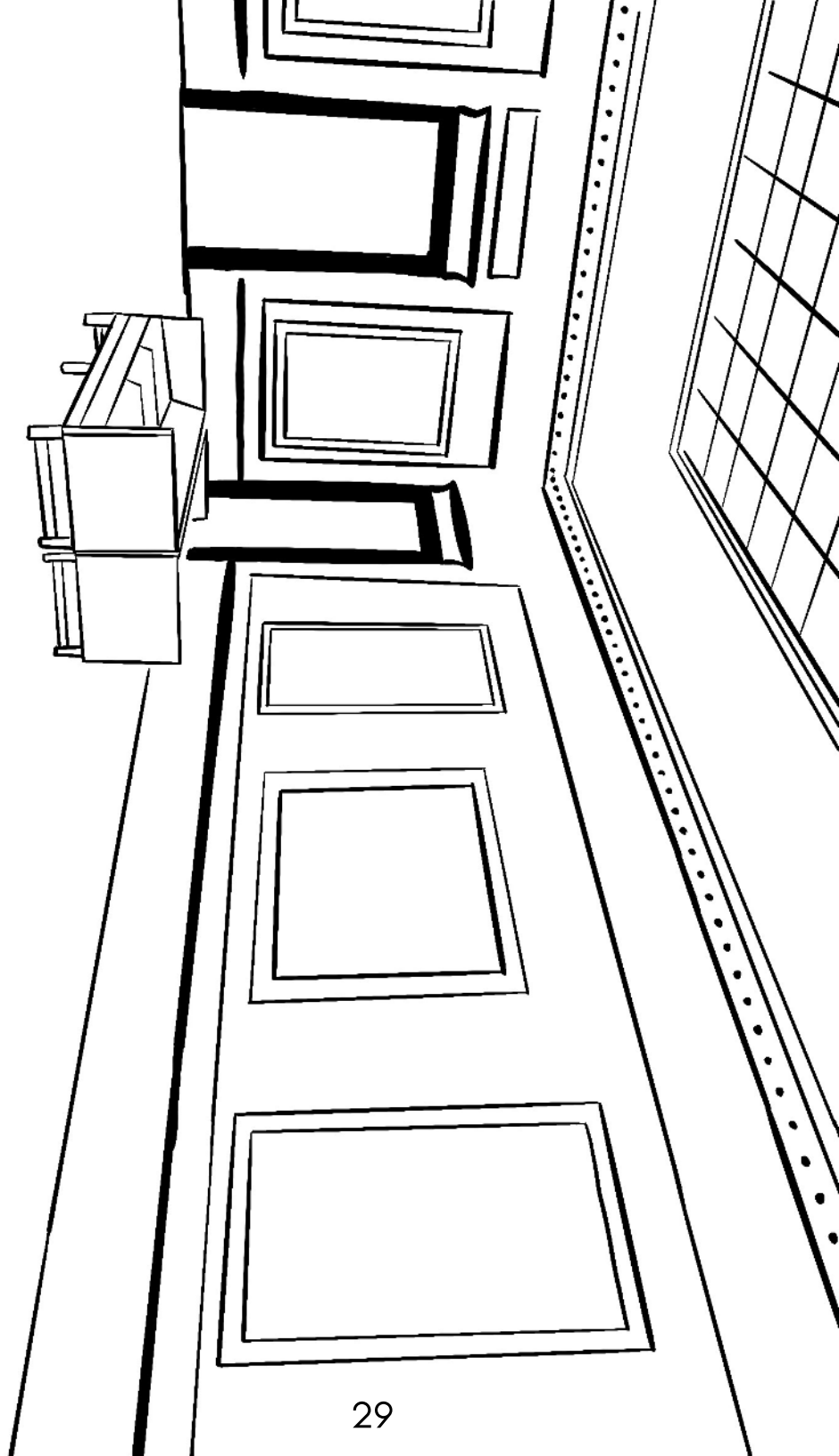
"You!" 4. exclaims, eyes wide, as she points at 5..

12., 12.! It's the sound of the alarm in the most prized section of the collection, where they keep the 13.. The group of four rushes to the collections area. 13. is gone!

who do you suspect?

Could it be 4., the receptionist, didn't actually have an appointment? Or perhaps 7., the guide who didn't run any tours even though there were visitors? Maybe it was 6., who is controlling who can come inside the museum. Or even 5., who may not even be a volunteer!

what do you think happened?



diy stickers!

here's what you need:

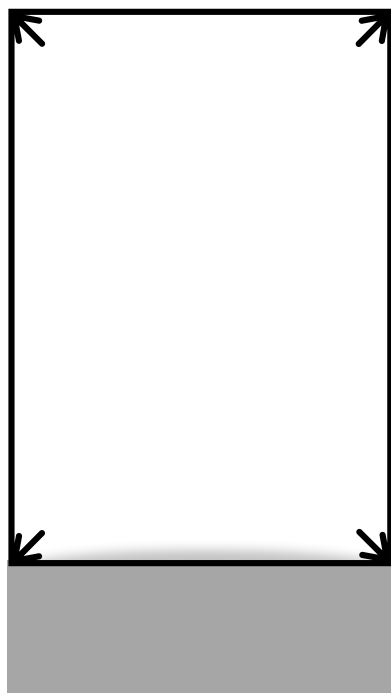
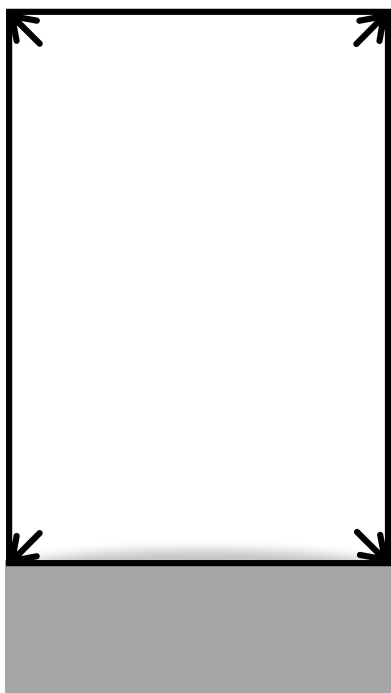
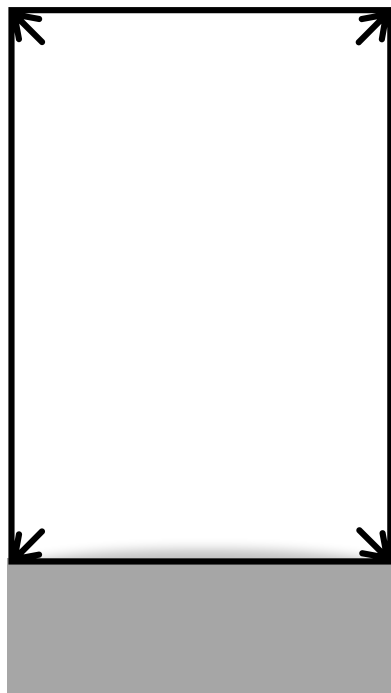
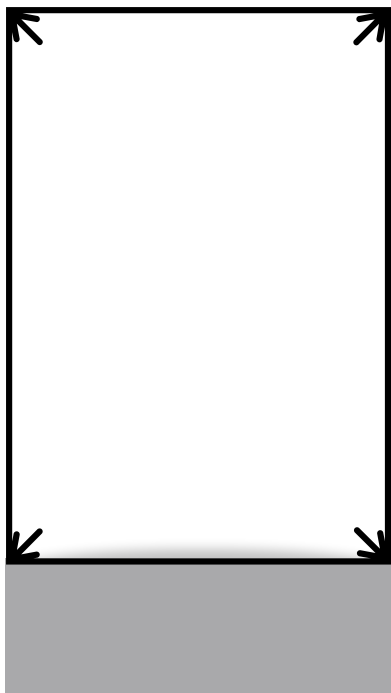
paper, scissors, parchment or wax paper,
clear tape

instructions

- Start by drawing or printing your image on paper.
- Then, cut out your image so it has a sticker-like border.
- Cut some parchment or wax paper as big as your image.
- Put clear tape on the top of the parchment paper.
- Take your selected image, place it on top of the parchment/tape layer, and then apply another layer of clear tape on top of your image.
- Now select a place to apply your sticker. When you peel it off, you'll have a simple and easy sticker!



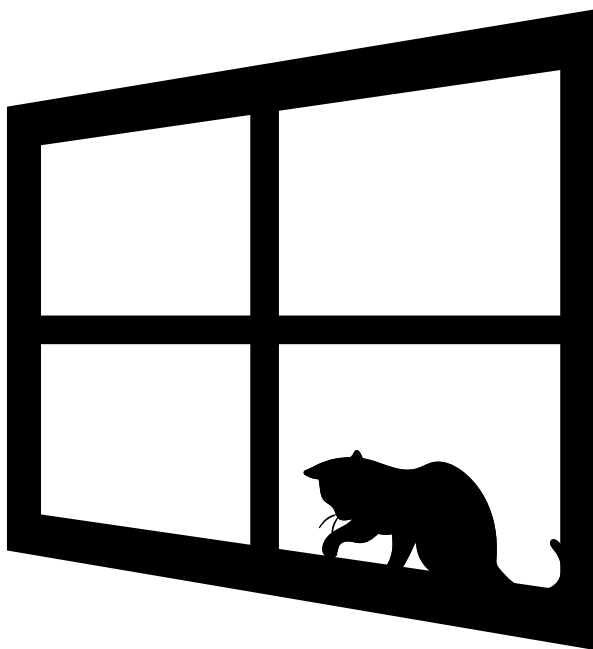
What would you put in your museum?
Draw some stickers out!



journal: action!

Write about a time where you felt like a detective in a mystery!

RESOLUTION



hold your place

create your own bookmark. cut out the templates below and decorate them however you want.

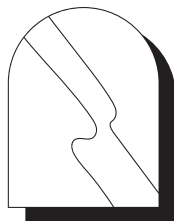
snakes & ladders
game pieces:



you can make
a collage
using pictures
from
magazines,
add stickers,
draw or paint
your own art,
or write a
favorite lyric
or quote.
whatever you
make, it'll be
completely
unique. make
two to keep
or share.

reflection

What were you most proud of doing this summer?



june

july

august

journal: saving it for later

What is something you wish you had done this summer?

in the end...

solve the word search puzzle below (do you notice what all the words have in common?)

C I Q N X D E N O U E M E N T
D O C Z T A R G E T I G G E O
G D N U U E P I L O G U E C C
R W E C L P E R I O D I I O L
H E Y S L M R E F B S B P N O
W C S H T U I O D I P T U S S
T L U O Y I S N C M N P B E U
P I P J L P N I A G C A A Q R
A M S C E U Z A O T R E L U E
Y A H O L R T K T N I M Y E Y
O X O D O O Z I A I N O J N O
F I T A A K Q P O E O M N C M
F F I N I S H T X N L N D E E
H T E R M I N U S C V Y X O G
O U T C O M E N D I N G H B A

destination

resolution

climax

ending

payoff

culmination

terminus

period

finale

upshot

conclusion

epilogue

outcome

target

omega

denouement

consequence

finish

closure

coda

journal: resolutions

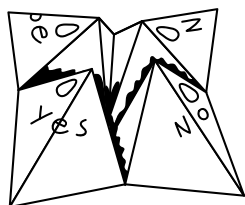
What are you most looking forward to right now?

find your fortune

the first three words you see will describe your year!

after you find your words, circle all the other words you find in the word search

F R U Y T T R A V E L R L K U
U J Z G O O D F R I E N D S R
N C A B W G B K K F Q E A S E
V P W S U P E R P O W E R S S
P A V W Z J W E L L N E S S I
Q R X S F O M D D Y E I O F L
Y T D W I S D O M B X B Z M I
V Y L B D V M K P E A C E S E
U P F R E E D O M X S T V N N
G X L O V E T V X S I G O A C
C K F R E N C H F R I E S T E
I U W M O N E Y Z P N B F U L
V A C A T I O N N L X O S R U
E M K H A P P I N E S S S E C
T P D D T V R U C R L T A K K



my fortune:

- 1.
- 2.
- 3.



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