

# **“No Entry”**

**BEING TRANSPORTED INTO CYBERSPACE  
CAN REALLY TEST YOUR GAMING SKILLS...**



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Sponsored by



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## Part 1: The Story Begins

### Chapter 1: "NO ENTRY"



Ryan loved his computer game. It arrived on his 6th Birthday. There were things to collect and places to explore in a land of castles, forests and tall mountains. It was a fun game and he would play and play going from level to level in search of treasure. Recently it had crashed several times but somehow sorted itself out for when he next switched it on.

Now and then as he turned a corner or crossed a bridge he would catch a glimpse of something but he was not sure what it was ... or even if it was really there. It was almost like there was someone or something watching him ... but that was

impossible and so Ryan decided it must be a glitch in the game and carried on.

One day when he reached Level 42 and was looking round a castle for the next task he passed a door that said 'NO ENTRY'. It was right next to a door that said 'ENTER HERE' which was very strange. He walked on and into the open door and gathered the next gold coin in his quest ... but he couldn't get the strange 'NO ENTRY' sign out of his mind.

Why would there be a door that said No Entry? Ryan circled back and stood by the door. It did have a handle. And surely if it was in the game it didn't REALLY mean he couldn't go in. Perhaps he would just take a peak inside ...

Ryan slowly opened the door. To his surprise (*and disappointment*) all he found was another door! But this one had an even bigger notice on that said ...



**Lord Bodmas says NO ENTRY ... that means YOU !**

Hmmm thought Ryan I should go back.

Hmmm thought Ryan I do know that I REALLY should go back ... BUT ...



Just at that moment Mum called him for tea. "Aarrhh" shouted Ryan. He pleaded and pleaded for just 5 more minutes but, as usual, the game was paused and put away.

That night Ryan had some strange dreams filled with purple shadows.

## Chapter 2: "RESUME"

Ryan could not wait to get home from School the next day.

What was behind that door? Who was this Lord Bodmas that was telling him what he could and couldn't do? Why was this in his game?

These were questions that needed answers.

Ryan did everything mum asked of him. His coat and bag were hung up. Shoes were neatly put away. A super hug was given followed by the sweetest of smiles and a polite ... *"can I play a little more of my game pleeeeaase?"*



Mum could never resist that particular smile and so his wish was granted. As soon as possible the game was reloaded and Ryan pressed 'Resume'. Level 42 started and his character ran as fast as he could to the set of doors. Through the first door and onto the one inside ... he read the notice again.

**Lord Bodmas says NO ENTRY ... that means YOU !**

It did sound serious. He paused ... but it IS only a game so what could possibly go wrong? Ryan took hold of the handle and slowly pushed the door open.

As he stepped through he saw a long silver slide. That's not so scary he thought ... in fact he was just about to call his Dad to see ... when ... something really strange started to happen.

Suddenly the room began to spin. He quickly tried to press 'pause' ... (*no response*) ... he tried to press 'quit' ... (*nothing*) ... **OH NO** he thought... the controls have stopped working!

Coloured lights filled the room and Ryan felt himself getting drawn off the settee and pulled towards the doors that had grown bigger as if there was a magnetic force moving his feet.

In a flash Ryan went through the swirling hole that used to be the TV screen and was off down the slide ... heading to who knows where ...

### Chapter 3: "OH BROTHER"

Nathan raced into the room, lightsaber in hand, and took his battle stance ready to fight Ryan. This was his daily duty ... unfortunately it generally resulted in failure due to his much smaller size ... or sometimes his Dad would step in to halt the battle just as he was about to gain control. But one day he was sure he would be victorious.

*(Actually to be fair his Dad often joined in the fun and battles were brought to a close by much tickling ... but that doesn't sound as good to a Superhero)*

Anyway Nathan had stopped next to the chair to assess the best way of attacking his unsuspecting brother when he noticed something different ...

Hmmm ... no Ryan ... hmmm ... the computer controller on the floor ... .. two large doors in the corner of the room ... and a silver slide!

Hey a SLIDE ... wow ... Mum was always finding new things for them to play with but a slide inside the house was just too much. Nathan dropped the lightsaber and shot through the doors and dived headfirst towards the slippery surface.

He did notice some large words on the doors but he was only 21/2 (nearly 3!) and couldn't read so the only thing that really mattered was the shiny slide which looked soooooo inviting.

However what he didn't notice were the two doors slowly swinging closed behind him ... and then fading away ... as Nathan was quickly onto the slick silver surface and "weeeeeeeeeeee"

he was off.

The slide was just like the ones at the swimming pool with lots of twists and turns. Nathan couldn't see where he was going but there were lots of bright flashes along the way that made the trip exciting.

It was a very long and fast ... the best slide ever.



## Chapter 4: "ARRIVING"

Now Ryan landed with a bump.

The sort of bump you get when you roll out of bed in your sleep and land onto your duvet. Soft ... but still unexpected!

So a startled Ryan looked around. He did not know where he was but somehow it looked familiar and very much like the castle in his game.

I'm dreaming he thought.



Ryan pinched himself to see ... it hurt! ... and so quickly realised that in fact he was awake ... but where was he? Wherever it was it seemed quite peaceful. All except, that is, for a strange high-pitched noise in the distance that started to grab more and more of his attention, as it got louder and louder. This sounded like BIG trouble ...

Ryan jumped to his feet ready to confront the growing, screaming, monstrous sound and whatever creature was making it. He turned to face his foe ... he took his classic Ironman pose ... only to be knocked clean off his feet by a fast moving ... low flying ... Nathan!



Nathan was laughing and laughing as he rolled around on the floor. It had been an excellent slide and he wanted to do it again. When he looked around he noticed Ryan sitting on the floor nearby staring over his shoulder.



Ryan wasn't laughing and had a confused and almost worried expression on his face ... perhaps he hadn't enjoyed the super slide ride?

He turned to see what could have possibly have happened to stop the fun ... just in time to see the slide disappear into thin air ... it was gone ... how disappointing Nathan thought.

It was gone ... and so was their way home thought Ryan.

## Chapter 5: "MEETING THE LOCALS"

Now as brothers Ryan and Nathan were typical ... lots of arguments (*particularly over lego*) ... lots of time playing at being a Superhero saving the world ... and other times when they were just as thick as thieves (*especially after lights out when they would take toys under the sheets and play without Mum or Dad knowing ... but that's a secret shhhhh*)

However now they were in trouble.

With the slide gone Ryan quickly realised that they didn't know where they were ... or how to get back to the safety of their living room. Nathan too had stopped laughing. But before there was any time for them to panic they both became aware that they were not alone!

Something ... or someone ... or in fact many 'some-ones' were staring at them through windows and from around corners. Their eyes were very green and their hair purple and they were very small.

Now the wonderful thing about being nearly 3 is that you have much more curiosity than you do fear and so Nathan jumped straight up and started towards the nearest of the little creatures. He was greeting them in his own particular language (*he still struggled with his words*) ... and with arms open and a big smile on his face.

Unfortunately to these cute purple beings he looked HUGE ... and when Ryan stood up as well he looked like a GIANT!! ... and so they all ran off scattering in every direction. Their green eyes turned red as they fled and there was a din of chattering sounds that made no sense.

Ryan called out to Nathan ... "*STOP we are frightening them.*"

Nathan halted and the brothers came back together and sat down. Ryan put his arm round Nathan and said ... "*First things first, we have to figure out where we are and how to get home. Those creatures seem harmless enough so we will try and talk with them later. We have to stick together ... do you understand?*"

Nathan nodded ... the fact that his words didn't make much sense to others yet was very frustrating but he understood much more than anyone realised.



## Chapter 6: "EXPORING THE CASTLE"

So sitting on a step Ryan explained that it seemed like they had been sucked into the game he was playing. Although it sounded crazy it was the only logical answer, particularly as they were in a Castle and out of the window he could see the same forests and mountains he had explored looking for treasures.

Nathan also recognised his surrounding from watching Ryan play ... and from having a go himself when Ryan was at school ... *(but that was also a secret ... shhhhh.)*

A plan was needed.

*"We need to find this Lord Bodmas person. It was his sign on the door and so he must be in charge. Maybe this is his castle so let's go and see what we can find."* ... said Ryan and off they went.

As they explored they again became aware of a host of eyes watching them and they saw an odd flash of purple if they turned quickly. Ryan remembered that feeling ... hmmm ... so it wasn't a glitch in the game after all he thought it was these little ... little ... 'whatevers'.

Every door they came to was duly opened and the room checked ... however inside there was very little of any interest and there was no sign of this Lord Bodmas person. Often it was just a table and chairs and once there was a bed ... but what was strange were the walls. There were lots of holes in the walls at all sorts of different heights ... and from the holes came the distant chattering sound of the purple folk.

The boys were getting tired ... and very hungry. Both now wished that they could hear their Mum in the kitchen shouting them for tea ... or Dad opening a packet of something yummy that would be shared. Nathan kept looking at Ryan and trying to talk whilst pointing to his tummy ... it was growling like a tiger.

It was no use ... there didn't seem anything to find and they just couldn't go on. The boys went back to the room with the bed and crawled in. Despite their rumbling tummies they fell fast asleep curled up together under the covers.

## Chapter 7: "MAKING NEW FRIENDS"

Ryan woke first and rubbed his eyes. For just a moment he thought he was home ... but then he looked around at the room and realised it wasn't a dream and they were still in the castle.

What was different however was a pile of something in the corner of the room that had not been there last night ... and the chattering sounds coming from the holes were somewhat louder than before.

He nudged Nathan awake and they both went over to the pile. There was some kind of fruit and flat bread and a bottle of blue liquid that had 1's and 0's on the outside in some sort of code.

Without thinking they both sat down and tucked into the bread and fruit ... it was SOOOOOO tasty and soon it was almost all gone. Nathan pointed and mumbled something at the bottle ... Ryan picked it up cautiously.

He turned to Nathan ... *"Those little creatures must have put this food here for us in the night which was very kind but I'm not sure about what this drink is ... or what this code means. Do you want to try it?"*

Nathan nodded and so Ryan slowly ... very slowly ... pulled the cork out of the top of the bottle ... it went pop and fizzed slightly. Ryan put it to his lips and took a sip ... it was a thick liquid that tickled his tongue and tasted like peppermint honey. He took another swig and handed it to Nathan who gulped it down in big mouthfuls.

As the blue honey slipped down their throats both boys felt as though sparks were shooting around their tonsils and their ears were filled with a loud white noisy crackle. Ryan was worried for a



moment but as the buzzing settled down he started to hear voices. Instead of a chattering sound from the holes came words!!

*"Did they drink it?" ... "Can they understand us now?" ... "Is it safe to go out yet?"*

*"WOW" said Ryan "can you hear that? ... This drink must be a kind of translating fluid or something that helps us understand their language."*

*"Yes I can hear them too" said Nathan.*

Ryan was just about to go on when he suddenly stopped dead in his tracks and turned to Nathan ... *"WHAAAAT did you just say?"*



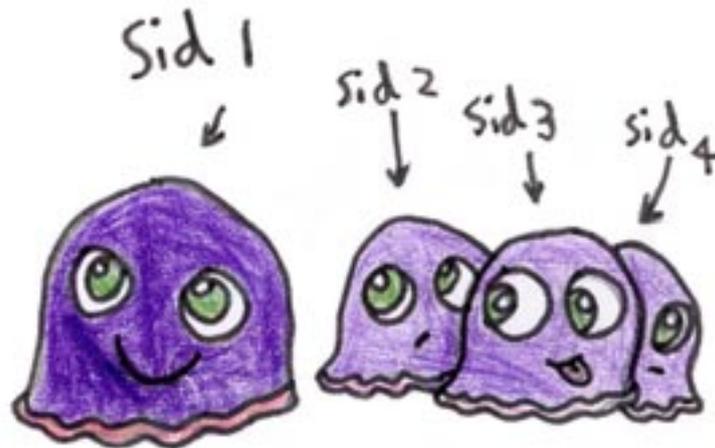
*"I said ... yes I can hear them too ... why?" ... in perfect English.*

*“WOOOW” said Ryan “this blue stuff is translating your words too!!!”*

For a minute or two the brothers were so excited at being able to talk so easily with each other that they just rattled on asking a multitude of questions ... (*mainly about toys and which was their favourite cat*) ... without seeing that they had been quietly joined in the room by some of the purple people.

The largest of the very small folk coughed ... and then coughed again much louder. Ryan and Nathan stopped talking.

*“Hello ... my name is Sid 1 and these are my fellow Sids ... 2, 3 and 4 and we are a few of the many people that live here in Digitworld ... and we are hoping that you can help us.”*



It was a deep voice that sounded quite old.

The Sids were clearly still frightened as they half hid behind each other. Their eyes flickered from green to orange as they waited for a reply. Ryan remembered not to stand up to his frightening giant size and spoke quietly.

*“Hello I’m Ryan and this is my brother Nathan. Thank you for the food and that very strange drink but actually it is US that need YOUR help.”*

He went on ... *“You see we are lost and need to get home to our parents who will be very worried about where we are. So we need to find Lord Bodmas ... do you know where he is ... and how we can get there?”*

There was a slight pause ... then Nathan added ... *“also ... do you know where that slide went too as I really want another go?”*

## Chapter 8: "CHRISTOPHER CHAOS"

Sid 1 took a deep breath and tried to explain ... *"Well you see your problem is now the same as our problem ... it's Christopher Chaos."*

*"We Sids make your game work ... in fact we make all games work ... but only if we follow the Rules that Lord Bodmas has given us. We run around out of sight following our instructions and codes so that you can move and play and have fun."*

"So what went wrong?" ... Ryan asked.

*"Well we were building Level 27 and borrowed some tools from another game and someone ... (Sid 12!) ... left the back door open and in came this person ... Christopher Chaos. At first he seemed very helpful and Lord Bodmas soon gave him a position of responsibility helping to organise our signs and codes ... but he tricked us."*

"How?" asked Nathan (excited to keep trying out his new voice.)



By this time Ryan and Nathan were transfixed by the story and had totally forgotten about their own problems. They had never thought about how their games worked and despite having many questions churning around in their brains they just sat and listened to Sid 1.

*"Well Christopher has a theory. He thinks that Lord Bodmas's instructions don't matter and that left alone the Sids will sort themselves out and take better control over the game. Some of the youngsters believed him and so helped him with his plan."*

Nathan was now chewing on a last piece of fruit that he had found in the corner ... and Sid 2, 3 and 4 had stopped shaking and become so relaxed that their eyes had gone to a soft yellow colour.

*"So one day Christopher locked the Lord into Cone Tower ... hid the signs we needed to*

*build code with ... and destroyed the Rule book. Over the next few days the game kept crashing and we had to work all night to repair the damage."*

*"Without Lord Bodmas we needed help so with our last bit of coding we built the doors and the slide into the game."*

*"But that doesn't make sense" ...said Ryan ... "the door said NO ENTRY"*

*"I know ... but it was the only way of hiding it from MR CHAOS otherwise he would have had his servants break it down. We needed someone who was brave enough to enter AND had the game skills to help us ... so we put it into Level 42 ... which as you know is a magic number."*

The brothers didn't know that 42 was magical but let it slip by as they had too many other questions they were now bursting to ask. The next hour was busily spent trying to get to understand more and more about Digitworld and to come up with a way of helping their new friends.

They mainly discussed the missing signs that Christopher had hidden. Ryan had tried to explain to Nathan how each sign and code worked and concluded ... *"basically they are all used in various combinations in order to organise the game in different ways and to solve problems"* ... however by this time Nathan had totally lost interest and was chatting with a baffled Sid 3 about Batman and Star Wars ... while Sid 4 had been sent off to get more food and blue juice.

Several more Sids had ventured out of their wall holes to meet the strangers and they were now waiting eagerly for news.

***"So we need to find the missing coding signs ... free Lord Bodmas from Cone Tower ... and banish Christopher Chaos from the game."***

Ryan announced to the masses ... and everyone clapped.

It sounded simple but it was not going to be easy.

## Chapter 9: "DIVIDE and RULE"

The Sids had described Christopher Chaos as another 'Gamer' who they thought was slightly bigger than Ryan. He had obviously been a good enough player to reach level 27 and find the back door but until he destroyed the Rule Book nobody thought there was a problem.

After that confusion had set in.

So Ryan didn't quite know how they were going to complete this mission but without helping the purple people and Lord Bodmas he couldn't see how he and Nathan were going to get home.

*"Now who should do what?" ... was the first question.*

Sitting with the Elders (Sid 1, 10 and 100) they made a plan.

It was agreed that there should be two teams ... the '**Strike**' team and the '**Search**' team. The Search team would head off to find the lost coding signs and the others would go and confront Christopher Chaos. Without any way of organising themselves the little people were lost ... so finding the signs was vital.

At first Ryan thought he should sort out this problem but Nathan quietly whispered ... *"leave that to me ... you will be better at tackling this tricky Chaos character as you know a lot more game stuff."*

Although a little concerned Ryan had to agree. He had remembered some old farm buildings on level 31 and thought that might be a good place to start looking. Nathan, his new friend Sid 3 and Sids 11 to 20 would head off there.

Ryan and Sids 2 to 9 would lead the Strike team and find Christopher ... and the Elders would go to Cone Tower and look for a way in. Maps were drawn and meeting places agreed.

Ryan and Nathan had a long, long hug and everyone was ready to start the quest. In all this planning they had discovered that the Universal Translator fluid only lasted for a short while so everyone stocked up with supplies of the blue 'UT' as well as fruit and bread and they set off back down from level 42 ... towards their destiny.

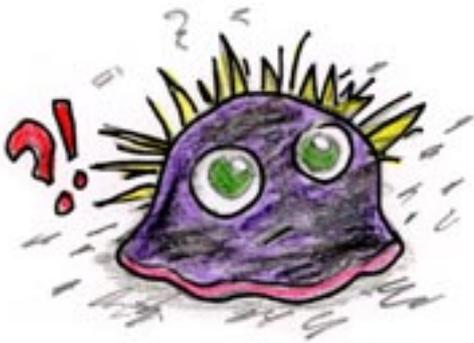


## Chapter 10: "THE FIRST SIGN"

Nathan was first to the farm ... his big strides had made him faster than any of the Sid Search team and they had struggled to keep up with him. He stood in the middle yard looking very serious whilst scanning the broken down buildings in search of clues.

Sid 3 was next to arrive followed by the others who were out of breath. Their eyes were a dark orange and it was obvious that the purple folk were not used to any sort of conflict and this was a stressful situation for them ... it was also clear that they were not used to running or any form of exercise by the way they were all panting!

"Spread out" ... ordered Nathan ... "check every building and under the hay piles." He seemed very comfortable leading the search party. All those hours trying to outwit his brother were now paying off as each Sid responded quickly to the authority in his voice.



Sid 12 was particularly keen to help given he had left the back door open and caused this dilemma. He dived into each haystack and rummaged around and by the time he was finished his purple hair was hard to see under the grey dust and old brown straw sticking out all over. With a confused look on his face he looked like a startled hedgehog!

Just as they were about to give up Sid 17 shouted to the group ... he had discovered a sign stuck under a BIG rock next to a broken wall. *(Well it was a big rock to the little people however Nathan moved the stone very easily ... which impressed all the Sids ... and they cheered.)* Nathan looked around.

There were lots of furrows in the grass leading off down a dirt track. He turned to Sid 3 and tried to explain that he thought all the signs had been dragged off in that direction ... only to see a confused 3 standing there holding out a bottle of UT!

Once consumed they agreed that the signs must have travelled past this point and so the Search team set off down the track which seemed to be heading towards the mountains.

## Chapter 11: "FINDING CC"

Now Ryan had a very different problem.

Everyone knew where Christopher Chaos was and none of the Sids in the Strike team particularly wanted to go in that direction!

Apparently CC had taken over a fortress on the edge of the game and was using this to protect the back door he had arrived through.

As they headed down the levels to the fortress Ryan pondered on how to get the better of CC ... as a fellow 'gamer' he could pretend to be his friend ... or ... he could challenge him to contest of wits ... or ... he could try and defeat him one army against another ... all good questions?

The last idea wasn't such a great one as the Sids were clearly not good at fighting, so it was going to have to be cunning rather than strength that was needed for this job.

As the Strike group travelled through the forest Ryan noticed more and more glitches in the game. Trees would flicker and fade, the path would become broken in places and the closer they got to the fortress less colours could be seen on the hills and mountains.

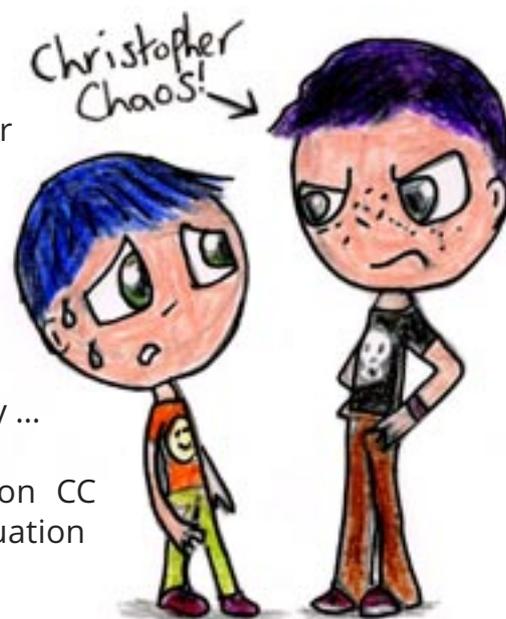
Occasionally Ryan wondered how Nathan was doing ... they needed those signs to organise the Sids and hopefully build more code ... but mostly he was worried that his little brother might get lost or find trouble.

He was just in the middle of one of those thoughts when suddenly he was jolted back into reality ... **"WHO are you?"** ... came a loud voice from the path in front of him.

Ryan focused on the figure ... a boy slightly taller than himself was blocking his way and looking angry ... it was Christopher Chaos!

This was unexpected. He hadn't calculated on CC coming to find him but quickly adjusted to the situation and put 'Plan A' into action ... *(pretend to be friendly!)*

*"Hi I'm Ryan ... and I'm so glad to see you?"*



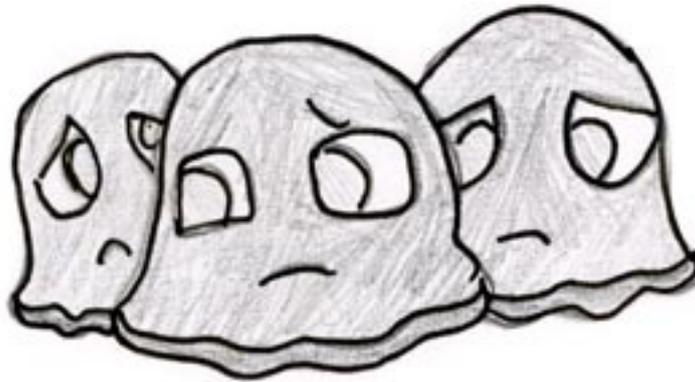
## Chapter 12: "A BATTLE OF WITS"

*"Why would you be glad to see me?"... replied a now slightly confused CC ... "you are trespassing in my game"*

*"Well it's quite a story really and I need your help to get home." ...Ryan watched CC's face very closely to see if he was convinced ... "I got sucked into this situation and trust me I have no desire to be here in your game and I just want to get home."*

*"Ahhh so it was YOU that came down that slide was it. Those rebels have a lot to answer for. You had better follow me to my castle so I can figure out what to do with you."*

It was at this point that Ryan realised that all his loyal band of Sids had vanished somewhere behind the rocks and trees whereas CC was surrounded by his followers. They looked different though ... their eyes had lost all their colours and their beautiful purple hair was now a dull grey. Clearly chaos didn't suit them!



*"I'd be happy to" ... said Ryan ... then the grey guards surrounded him and led him away while trying to keep up with a fast striding CC.*

Ryan did catch a glimpse of Sid 5 nearby and was able to signal that their plan was working.

As they got closer the fortress Ryan thought it was an imposing sight.



It had high walls with turrets on each corner and a very large wood and iron door. CC's grey Sids were everywhere but looked somewhat confused ... Ryan noted that without clear instructions they would often bump into each other and argue as to who should be doing what ... *(that might be useful later he thought.)*

Ryan was taken into the Grand Hall. He took stock ... hmmm I've achieved the first target of getting inside the fortress so now I can assess the opposition. It was now about finding out CC's weaknesses and somehow getting the rest of the Strike team into the castle.

## Chapter 13: "ELSEWHERE IN DIGITWORLD"

Cone Tower was situated in a forgotten area on Level 3. Game players passed it by as they quickly moved up the levels and the locals stayed away as it was considered out-of-bounds. It had a mysterious, almost haunting, atmosphere surrounding it and until CC came the door had always been wedged open, as any key had been lost many moons ago.

Lord Bodmas had been in there for quite a few days now. CC had taken him there in the night and pushed him inside and slammed the heavy door shut. As there seemed no other way either in or out CC left it unguarded and had then convinced his followers that Lord Bodmas had simply gone away ... but in fact he had left him stranded there with just a few supplies.

The Sid Elders never believed CC's story and had sent their friends out in every direction looking for their leader. Sid 31 was the first to realise something was wrong when he spotted footprints heading towards the tower and the closed door. He shouted and banged on the walls and door until he heard some faint noises from inside and then reported back to Sid 1.

So as to not alert their foe, the Elders had taken all the quiet back roads to get to the Tower and were now inspecting it closely. The surface was very smooth if somewhat difficult to see as bushes and brambles had covered most of the lower reaches.



These were soon cleared away in the search for a new entrance but none was found. The Elders noticed that not only was there no key ... there was also no keyhole which was strange??

Then on the far side they uncovered some numbers and codes that made no sense and a riddle written in 'old Digit' ...

*"To enter the Tower you must add a 'I' to make sense of this statement ... then the door will open"*

**10 10 10 = 9.50**

... but that just confused everyone. They understood numbers and could use codes and signs but this was way beyond their ability.

They laid out the riddle on the ground and tried every combination they could think of but could not solve this puzzling question.

.....

Nathan however was making better progress.

His Search team had followed the trail and it had led them to a cave where CC's grey men were trying to cover the entrance with rocks ... but without much success as without any rules to follow they had big stones on top of small ones and it all kept falling down!

Nathan and Sid 3 decided that 'surprise' was the best form of attack and they organised the team to burst out of the bushes with their eyes glowing red!

With a great noise and Nathan leading the way the assault started. The grey Sids had no idea what to do ... some ran away ... some ran into the cave ... and some just sat down on the floor with a confused look on their faces. The whole event was over in a flash.

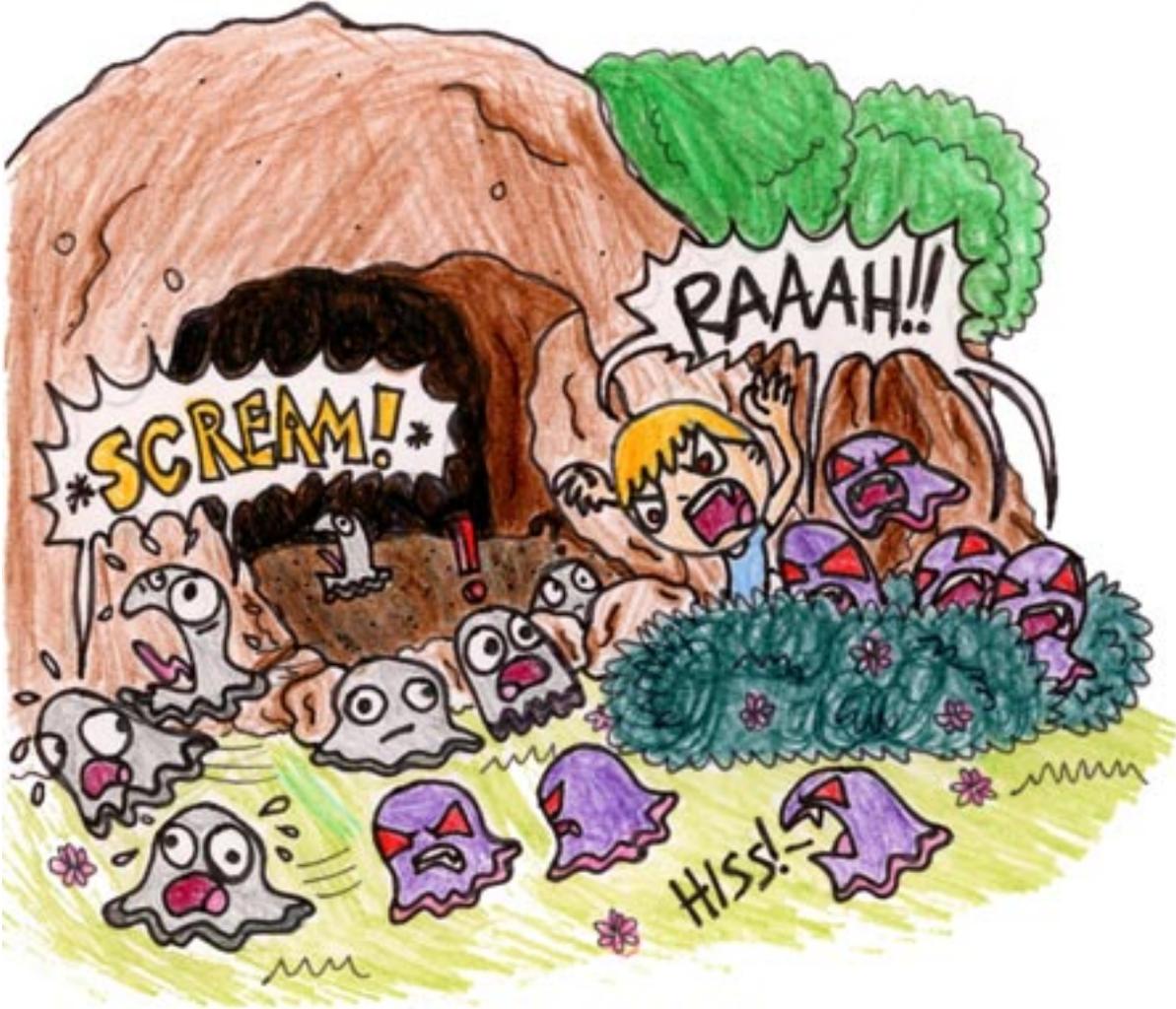
Nathan and Search team quickly dismantled the bits of the wall that had stayed up and to everyone's delight all the codes and signs were soon recovered. There were great cheers and some singing!!

*"Right" said Nathan "we must get these to the fortress and meet up with the others if we are to help Ryan with his plan. Some of CC's followers got away so soon he will be aware of what we have done"*

Sid 3 agreed.

Before they left the rest of the grey ones were rounded up and put inside the cave

so that they couldn't cause any more trouble ... and Sid 18 and 19 were left on guard. The rest of the Search team took hold of a signs and headed off towards Level 27 and what would be the ultimate battle with Christopher Chaos ...



## Chapter 14: "A PLAN COMES TOGETHER"

Ryan was doing well ... almost too well ... in convincing CC that he was friendly and no threat to his control of the fortress.

After lots of 'gaming' talk and stories of how to get past the different obstacles and levels CC had admitted he had never been as high as level 42 and so had respect for Ryan's skills. He also now believed that Ryan never wanted to enter the game in the first place and just wanted to get home ... which in many ways was true!

They had toured the castle and CC had even shown him the back door he had slipped through – now heavily guarded – and bragged about how easy it had been to trick Lord Bodmas into giving him control.



Ryan played along, praising CC and laughing with him whenever he could ... whilst all along he was looking for opportunities and weaknesses within the fortress. The two were just sitting down again in the main Hall to discuss more game strategies when suddenly there was a loud commotion outside and the doors burst open.



Two grey Sids ran in and started shouting about being ambushed ... the coding signs being taken back and this fierce looking 'boy' who had led the charge. They said they had just managed to escape with their lives! Christopher turned on Ryan and almost spat out the words ...

***"What do you know about this?"***

*"Nothing" ... said Ryan ... "I thought I was the only one sucked into the game but perhaps there were other doors ... and other slides ..."*

... and then turned away trying to conceal his excitement at hearing of Nathan's success.

Ryan hoped the idea of 'others' loose in the game might distract or confuse CC but it was too early to tell. Christopher questioned his followers further about the attack and cursed when he realised that his enemies now had the signs and therefore could write code again.

Ryan tried to reassure him that without Lord Bodmas to organise them they were still no threat ... but it was clear that CC no longer quite trusted him ... and he doubled the guards everywhere!!

## Chapter 15: "OUTSIDE THE WALLS"

By this time Nathan had joined the other Sids in the forest outside the walls of the fortress. They could clearly see that there was a panic going on as the grey guards rushed here and there looking confused and somewhat scared. News of the ambush at the caves had circulated quickly and the thought of 'fighting' worried even the bravest of the purple people. They were simply not designed for it! But the walls of the fortress were high and the doors thick and so most felt just about safe.

And it was those walls and door that were now occupying the minds of those in the forest and how to get past them?? There was now no chance of surprise ... and force wouldn't get them through those great big doors ... so what to do ... what to do ... what to do??

If they could just get inside ...

They all pondered the problem and Nathan wandered over to stare at the guards patrolling the walls ... then he remembered something and giggled ... he remembered ... the haystack hedgehog!

"Sid 12 come here ... come here" ... he shouted and all the Sids gathered round to see what was happening. Nathan looked around and spotted an old clump of bushes at the corner of their camp.

"Sid 12 go and look for signs under those bushes" ... came the order.

Sid 12 (along with everyone else) looked bemused by Nathan's demand but reluctantly obeyed. After a few minutes of scrambling around 12 emerged again saying quite crossly that he couldn't find anything ... to be met by a shocked audience.

Then a murmur of chatter started to grow and everyone pointed ... he was covered in thick dusty earth and was **grey** ... just like the guards! And with this a plot was hatched.

Several of the Sids would get dirty and then approach the gates claiming they had escaped the caves. Hopefully they would be believed and the doors would be opened to let them in ... then the rest of them could storm forward before they could be shut again. Quite what they would do after they were inside was less clear ... but it was a plan!



## Chapter 16: "CONFRONTATION"

Ryan was in trouble.

Whilst CC was questioning his grey men Ryan had tried to wander towards the open door and slip away unnoticed ... but it hadn't worked. One of the grey guards from the cave suddenly spotted him and started to scream!!



*"He's just like the boy that attacked us at the caves ... only BIGGER" ... he cried. And with that he bolted out and slammed the door. The others just hid behind their leader shaking.*

Christopher Chaos shouted for his castle guards and they lined up next to him facing Ryan. The grey shapes had black glazed eyes and they held out their pointy

spear sticks towards him. It was also clear from the commotion going on outside the door that more guards had been alerted and they were all gathering.

### **Ryan was stuck!**

*"Where do you think you're going?" ... demanded CC ... "It's now becoming apparent that you are working with the rebels and are not a friend at all ... nor are you someone accidentally lost in my game."*

Ryan stood firm.

Time for Plan B ... (*confrontation*) ... but now it didn't look like such a great idea as the odds were stacked against him. Although they were much smaller there were too many guards to fight and of course there was still CC to contend with. Be brave he thought ...

*"No I'm not your friend ... and it's my understanding that this isn't YOUR game but one you have stolen from Lord Bodmas. So I'll give you a chance to leave quietly before you are removed!"*

CC looked stunned for a moment then he started to laugh loudly.

*"And just how are you going to REMOVE me may I ask ... as far as I can see you're trapped in here and my troops are massing outside ... so it will be YOU that is thrown out into the cyber wilderness not me!"*

*"Get him"* ... came the order and the zombie like guards advanced. Ryan looked round for an escape route but there was none to be found. He backed slowly towards the door and once again adopted his Ironman fighting pose ready to defend himself.

Suddenly the door behind him burst open with wild noises and the sound of running feet ... Ryan now feared the worst ... he was totally surrounded by the Chaos troops.

He focused on CC and held up his hands and hoped that the guards would not stick him with their spears, as they looked particularly sharp. Sure enough two grey guards quickly arrived either side of him ... but instead of looking happy Christopher was now looking strangely uneasy ... and his followers stopped moving forward ... what was going on?

Ryan turned ... looked ... looked again ... and then smiled ... it was Sid 3 and Sid 12 ... and behind them flooding into the Hall was Nathan and a whole host of purple friends.

*"Hi bro" ... said Nathan ... "sorry it took us so long to get here but this battle looks more like an even contest now don't you think."*

*"Nice to see you Nate ... I'll take it from here."*

Ryan drew himself up to his full height and looked at CC's followers.

The grey guards were now shuffling and unsure what to do next so it was time to take control.



*"Put down your sticks and come and join us."... he said ... "Christopher Chaos has lied to you and Lord Bodmas didn't leave you at all ... he was kidnapped by Christopher and is now locked into Cone Tower. Put down your weapons and help us get him back and all will be forgiven."*

They looked at each other ... then at CC ... and nobody moved.

## CHAPTER 17: "THE END OF THE WAR"

It had seemed like that moment had been frozen in time as the two groups faced each other in the centre of the Great hall.

At first nobody moved despite Christopher trying to urge his troops to attack ... but they didn't ... in fact their dark eyes seemed to soften firstly into grey and then a muddy white ... CC went very quiet.



The silence of that moment was broken by the clank of a spear being dropped on to the hard floor. One of the guards had moved forward but not in anger ... his arms were outstretched and there were now tears in his pale yellow eyes as he moved towards Sid 17 ... his father.

Soon all the greyness was fading away as CC's troops deserted him and joined Ryan and Nathan's growing throng of followers who were hugging each other and celebrating their success.

Ryan turned his attention to Christopher Chaos ... *"so what's it to be? ... are you going to cooperate or do we have to do this the hard way?"*

CC looked smaller and much less confident now. Any thought of a physical fight evaporated as the Sids turned towards him ... their eyes glowing red as they became angry at what Christopher had done to Lord Bodmas.



*"I'll cooperate" ... he said meekly.*

*"Good choice ... now first things first. Tell us how to get Lord Bodmas out of Cone Tower"*

CC went pale ... *"I'm sorry but I really don't know" ... his words trailed off and everyone in the room stopped celebrating and fell silent ... "you see when the game started to go wrong I realised we still needed him so I went to get him out again ... but I couldn't."*

*"Why not" ... asked Nathan*

*"There was just no way in ... and when I asked the Sids about it they told me that Cone Tower was put out-of-bounds because it was so dangerous ... and that the door must never be closed ... and that there was no key ... and ..."*

Christopher was rushing his words and was almost in tears. He had realised his mistake but didn't know how to put it right.

*"Ok ... Ok" ... said Ryan ... "we get the picture but this is now a problem. Without Lord Bodmas the game will slowly fail and we will all be lost. Let's all go and talk with the Elders and see if they have any ideas"*

And with that the group headed out of the Hall and down the corridors of the castle. News that the war was over had spread like wildfire and all the guards had dropped their weapons and followed the masses heading out of the fortress.

**THEN...** just as they were reaching the gate... CC pushed Sid 22 over and darted off to the left. He was much quicker than the Sids but Ryan and Nathan ran as fast as they could after him. He swerved this way and that before arriving at a door Ryan recognised ... it was the now unguarded back door to the game.

Ryan shouted ...*"STOP"* ... but Christopher Chaos was just too far ahead and simply opened the door ... laughed ... and said ... *"see you guys"* ... as he leapt through and was gone!

Nathan and Ryan stood looking through the door and into a weird darkness that was occasionally lit up by sparks and strange rumbling noises.

*"What now?" ... said Nathan ... "I don't know" ... came the reply ... "this door obviously leads somewhere as CC found out but it would be risky for us two to follow without knowing so I don't know what to do now."*

The boys stood and stared at each other. By this time the Sids had arrived.

Sid 3 stepped forward with a worried expression on his face ... *"Your not leaving us as well are you?"* ... followed by a long pause ...



*"No" ... the boys said together shutting the door ... "now let's get to Cone Tower and figure out how to free the Lord."*

## Part 2: Saving Lord Bodmas

### CHAPTER 18: "A BREAKTHROUGH"

Down at level 3 and seeing the Elders again did little to calm the nerves. Sid 1, 10 and 100 had spent hours and hours looking at the riddle ... and between them ... nothing ... not one idea.

*"To enter the Tower you must add a '1' to make sense of this statement ... then the door will open"*

**10 10 10 = 9.50**

Ryan asked some questions about the history of the Tower, when it was last used and why was it cone shaped? ... but nobody had any helpful answers.

Then Nathan said something to Sid 100 that led to a possible breakthrough ...

*"Well if you're the oldest Sid and you don't know about the Tower then I think we are in real trouble."*

Only for Sid 100 to reply ... *"but I'm not the oldest ... Sid 1000 is the oldest but he's retired now and lives quietly in a house not far from here."*

Ryan's ears pricked up at this news

...

*"We must go and see him straight away to see if he can remember ANYTHING about this riddle."*

And with that a small group set off to see the oldest Sid of all.

It wasn't far to go as he lived in a small cottage in a lovely area of Level 5 that players wouldn't see. It was hidden within a dense forest area, and so they would pass by without noticing as they followed their latest clue and in search of treasure.



## CHAPTER 19: "LOST IN TIME"

Wise, but forgetful!



Now Sid 1000 was wise ... but very forgetful!

Firstly it had taken some time just to get him to remember that there was a Cone Tower let alone think of any solutions to the riddle.

Then for one moment he would be focused and talk about the old tales of the Tower having mystical properties ... and then the next moment he would be asking what was for tea ...

One thing he kept repeating was that his GrandSid had mentioned something about the answer being 'lost in time' which sounded slightly strange to Ryan. He could understand if the answer was 'lost' ... or 'over time the answer was lost' ...but 'lost in time' was an unusual way of putting it.

Ryan was just about to ask him some more questions about this strange saying when he noticed that Sid 1000 had fallen asleep in his chair! It was clear to everyone that there was not much more to be gained from the old Sid so they left him sleeping and crept out of the cottage.

As the group headed back to the Tower they were feeling even more fraught about the fate of Lord Bodmas.

And as they walked Ryan couldn't help pondering on the old digit stories and that strange phrase ... 'lost in time' ... 'lost in time' ... 'time in motion' ... then suddenly it came to him ...

"IT'S TIME" ... he shouted ... "IT'S ALL ABOUT TIME" ... and he started to run.

He ran and ran as fast as he could as the rest tried ... and failed ... to keep up with him.

When Ryan burst back into the camp at Cone Tower it created quite a commotion ... everyone flocked round to see what was going on and there was suddenly a sense of excitement and hope.



## CHAPTER 20: "SOLVING THE RIDDLE"

Everyone gathered around Ryan.

*"We've been thinking about this all wrong" ... he said ... "we thought this was a maths riddle but it's not ... as Sid 1000 told us ... the answer is lost in TIME"*

Whilst Nathan and all the Sids were now very excited if they were honest they didn't have a clue what Ryan was talking about!

*"Look ... just look closely at the puzzle again ..."*

*"To enter the Tower you must add a 'I' to make sense of this statement ... then the door will open"*

$$\mathbf{10\ 10\ 10 = 9.50}$$

*"Don't you see it? ... it's not nine point five zero on the right hand side ... it's nine fifty ... the TIME nine fifty."*

By now everyone crowded in and although they nodded at Ryan's statement they were still totally confused and slightly worried that Ryan had somehow gone mad!

Sid 10 was the first brave enough to say ... *"I still don't get it ... even if that side is nine fifty adding one to ten, ten, and ten it still doesn't make it right?"*

*"Ahhh but that's where you're wrong" ... said Ryan ... "I've been learning about time at school and there are different ways of saying the same thing ... watch ..."*

And with that Ryan picked up the 'I'... walked over to the riddle and placed it carefully into the middle balancing it on top of the centre I ...

$$\mathbf{10\ TO\ 10 = 9.50}$$

And there it was ... ten to ten equals nine fifty ... in time it made sense!!

## CHAPTER 21: "MEETING THE LORD"

Suddenly there was a flash of lightening which seemed to hit the top of the Tower ... followed by a loud grinding noise ... and the door slowly swung open.

A hush came over the crowd as every Sid waited to see their leader.

At first there was nothing ... not the smallest of sounds. Then a worried murmur started to grow as everyone waited ... and waited. Sid 1 edged towards the door of the tower to look in ... and then let out a shout of joy as he spied Lord Bodmas sitting cross-legged in the middle of a strange looking circle of symbols.



*"Why are you sitting there?" ... he asked ... "we've all been so worried and everyone outside wants to see you."*

*"Hmmm ... I've been studying these ancient signs and I think I'm close to solving their meaning" ... came his reply ... "but perhaps it will take a little longer and I'm hungry."*

Lord Bodmas rose to his feet and emerged into the daylight to cheers and clapping. His first question was to ask who had solved the riddle to get him free? Sid 1 pointed over to Ryan and Nathan who stood quietly at the side of the crowd. The Lord turned and strode towards them and everyone parted in front of him creating a corridor.

Now Ryan and Nathan had yet to meet Lord Bodmas and really had no idea what to expect. As he came forward Ryan thought he looked like a strange version of Gandalf ... he had dark brown hair and a dark beard with piercing blue eyes. He wore the classic cloak with a big wide belt (*as all wizards do*) and was old with long thin arms and legs.

The boys didn't quite know what to do as he approached ... should they shake his hand ... or perhaps bow? However, before they could decide they were embraced in a huge bear like hug and there was more cheering and clapping.

*"Thank you ... thank you both" ... he said ... "Now lets repair the damage to Digitworld and have a party!"*

And with that everyone set off back to the Fortress.

## CHAPTER 22: "TIME FOR A PARTY"

Ryan and Nathan watched as the chaos was ended and the Lord issued a multitude of instructions to the eager Sids.

Many of them were busy using all the recovered signs to write new code ... some were out and about on the different levels identifying areas that needed repair ... whilst others prepared the feast in the main Hall.

Ryan and Nathan sat as guests of Honour either side of the Lord as the honey blue liquid flowed. Nathan recounted his stories about the battle at the caves and the tricking the guards at the gate ... whilst Ryan explained how he outwitted Christopher and solved the riddle of Cone Tower.

There was much laughter and singing and it was particularly funny to see Nathan and his now best friend Sid 3 dancing a jig in the middle of the room ... the Fortress echoed with happy sounds for several hours.



After a while Ryan fell quiet and sat back in his chair. Sid 1 leaned over and asked what was wrong? Ryan said ... *"We need to get home somehow ... I don't know how long we have been gone but our Mum and Dad must be very worried."*

His voice was serious and Sid 1 could see in his eyes this was important.



Just then the Lord stood up and called for order. Everyone returned to their seats and listened as Lord Bodmas made a speech. He spoke eloquently about the way he was rescued and thanked everyone involved saying that Ryan and Nathan would forever be welcome in his land.

There was a great deal of banging agreement on the tables during the speech and cheering as the brothers had to stand so that the Lord could present them with special medals that were inscribed ... *"Sid Ryan"* and *"Sid Nathan"* ... honoured members of the Sid clan.



That night Ryan had another restless sleep.

## Part 3: Getting Home

### CHAPTER 23: "THE MEETING"

The next morning a meeting was called of all the Elders. There was a single topic ... how to get the boys home.

The first and most obvious suggestion was to build another door on Level 42 that would allow Ryan and Nathan to climb back out but there was a problem ... Christopher Chaos had been so annoyed when he realised he had been tricked that he destroyed all the codes that could make that work.

The Sids had already tried to get round the problem but even the Lord was stumped.



The second suggestion was to explore the 'back door' that CC had used to see where it would lead to but that was dangerous as it could result in the boys being lost in cyberspace forever.

The room fell silent and everyone, especially Ryan, looked worried.



*"I have one more idea" ... said the Lord ... "I'm not sure it will work ... and if it does it is probably just as dangerous but here it is. Whilst I was stuck inside Cone Tower I studied the ancient symbols and codes that were all around. Ryan was correct when he solved the riddle and said ... 'it's all about time' ... as I believe the Tower is actually a TIME MACHINE!"*

There was a real sense of excitement in the room now ...

*"After the party I studied all the ancient books that have been passed down from generation to generation. Cone Tower is magical and I'm sure has the ability to shift things in time and space ... I'm just not quite sure how it works yet or how safe it is ... what do you think Ryan?"*

Ryan had been sitting quietly listening to all the ideas come and go. It didn't take him long to reply ...

*"I think it's worth exploring the Tower ... let's go."*

## CHAPTER 24: "MYSTICAL FORCES"

Ryan and the Lord sat in the middle of the circle of symbols on the floor of Cone Tower. Both their brows were furrowed as they studied each shape and compared them to the pages in the ancient Sid books.

There was also a dial on the wall which looked like it could be set to a specific 'game time' which would be important if this plan was going to work.

Ryan and Lord Bodmas checked ... and double-checked ... and even checked again before concluding that in some way or other ... if everything was aligned correctly ... in THEORY ... this was in fact a **time machine!!**

Whilst all this was going on Nathan, and a working party, had cleared the area around the cone to find more symbols embedded into what was once a path going round the tower. They also found four very large curved oar-like poles that had been half buried in the undergrowth that seemed to fit into slots in the circular pathway.

Everyone of importance was gathered together.

All the Elders, Ryan, Nathan and Sid 3 (*who was honoured to be invited to such a select gathering*) sat on a mound beside Cone Tower.

The Lord spoke first ... *"It's clear to me that this time machine might get Ryan and Nathan home ... it's also obvious that there is a great deal of danger and risk involved in trying to make this work.*

*The Cone hasn't been used for many, many years and **IF** it works we have no way of knowing if it is suitable for humans. Although we have studied the ancient texts and think we know how to set the machine to work there are also many things we don't know."*

Lord Bodmas's sat down.

Ryan was next ... *"I agree but without trying this I can't see any other way home at the moment. We appreciate everything you have done so far and understand the risks so have a decision to make."*

Nathan added ... *"We have made some very good friends here ... but perhaps we need*



*to trust the mystical powers of Cone Tower in order to see our Mum and Dad again."*

Ryan and Nathan went off into the forest to discuss the situation. Would the machine work? ... If so would it actually get them home or just dump them somewhere else? So much could go wrong.

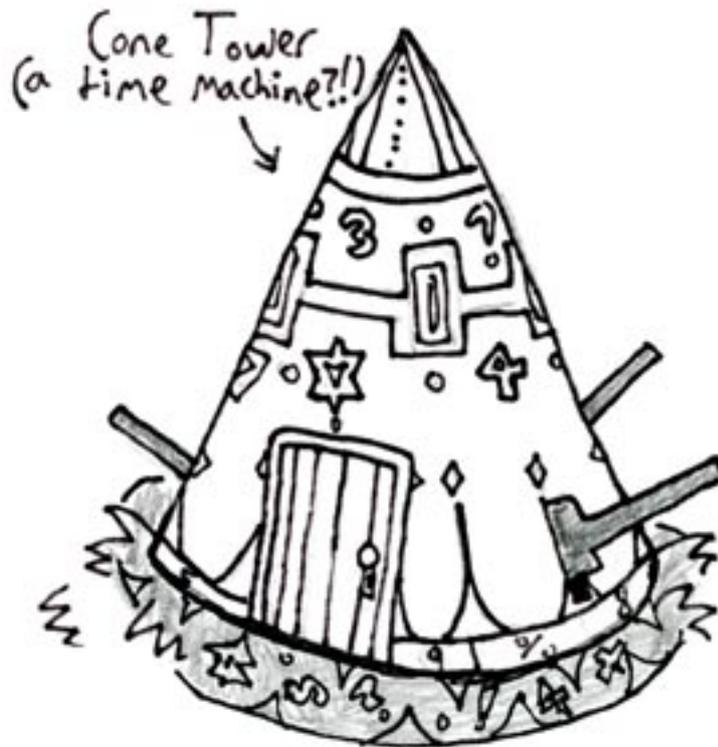
When they returned to the group Ryan stood in the middle ...

*"Nathan and I have decided it's a risk we have to take ... if we all work together to set the machine according to the ancient scripts then I think we have a chance."*

*"OK" ... said Sid 100 positively ... "from our digital game records we have calculated the exact time you came down the slide into our world.*

*If we can set the machine to return you just at that moment then hopefully that will give you a chance to change things ... of course this is just our best guess and literally anything could happen."*

And with that preparations were made.



## CHAPTER 25: "WILL IT WORK?"

Everyone now worked hard as they followed the instructions on setting up the time machine.

It was a three-part process ... set the time dials ... align the symbols ... close the door precisely at 10 TO 10 ... and it should work.

The first task was for Sid 1. He had to set the dials on the wall of the tower to the exact time they had calculated that Ryan and Nathan had entered down the slide. The dials had been a bit rusty and difficult to move but he used some UT fluid on them, which seemed to lubricate the cogs enough so that they worked.



With the return time set attention switched to aligning the symbols.

The oars were slotted in to the outside pathway and everyone took hold. The inside circle and outside circle needed to turn 180 degrees in order to match.

Nobody was quite sure how this would work but on the Lords command they all started to PUSH ... and PUSH ...



There was a deep cracking noise from beneath the Tower ... but no movement.

*"Try again" ... came the command ... and everyone pushed even harder ... another cracking sound but nothing else ... "Rest"*

The Lord came over to Ryan ... *"Let's look at the books again and see if we are missing something as we are running out of time."*

Ryan agreed and they sat heads together reading everything again. After a few minutes Ryan jumped to his feet ... *"I know what's wrong we've been pushing in the wrong direction."*

*"What do you mean" ... said Lord Bodmas*

*"Well the dial inside is set to the time we came into the game which was quite a while ago now and so we need*

*to go BACK in time ... and to do that we need to push the symbol ring ANTICLOCKWISE to line them up!"*

*"Great thinking" ... said the Lord ... "Let's try again."*

All the Sids, Ryan, Nathan and even Lord Bodmas changed places and took hold of the large oars again.

*"One ... Two ... Three ... PUSH" ... came the shout and everyone put all their might into it ... there were more deep cracking sounds ... nothing ... then a loud CLUNK and the circle of symbols moved!!*

Just a few centimetres but they moved. Suddenly everyone was very excited and somehow fired up with extra energy so the next few pushes made a big difference and they got the circle round a quarter turn through 90 degrees.

*"Rest" ...*

Ryan checked inside the Tower and calculated where they needed to get to before they all took hold again.

This time the circle moved slightly easier and it didn't take long to get another quarter turn done. Ryan guided the team over the last few pushes until the inner and outer circles were exactly in line.

As they reached that point there was a loud rumbling noise that frightened the Sids and many ran and hid behind the trees.

Then the outer circle seemed to click into place and the whole path changed colour and started to glow in a bright shade of 'Sid' purple.

*"Quickly" ... said the Lord ... "It's almost ten to ten so you must get inside."*



There were just a few minutes for some goodbyes and hugs before Ryan and Nathan dashed into the Tower and sat inside the inner circle and waited ...

Sid 3 had wanted to go with them but the Lord felt it was too dangerous so he sat tearfully on a rock watching as the door was prepared and a countdown started ready for the clock to hit 10 TO 10.

As that moment came the Tower door was slammed shut ... Ryan and Nathan held hands ... and everyone else held their breath in a mixture of fear and hope.



## CHAPTER 26: "SO WHAT HAPPENED NEXT?"

What happened next is difficult to describe.

Watching from the edge of the forest, where all the Sids had been sent, the whole Tower got brighter and brighter until it was almost see-through and then started to spin ... faster and faster ... and within a few seconds it was all a blur.



And then just as suddenly ... it stopped.

It had all happened so fast that most of the watchers thought something had gone wrong and the Tower had broken down after so many years of neglect.

The Elders and the Lord approached it carefully firstly looking round the outside before standing by the door. The Tower had lost all it's colour and you would have

thought nothing had changed ... other than the fact that the whole building was now hot ... in fact too hot to touch!

*"We will have to wait until it cools down before trying to get the door open to see if they survived..."*... said the Lord ... *"it's difficult to know if the time machine has worked and we can only hope that all our calculations were right and they are now safe."*

And with that everyone sat down ... and waited.

To pass the time stories were recounted about how Ryan and Nathan had saved Digitworld and a decision was made by the Elders to somehow do something to honour them.

.....

For Ryan and Nathan it had been a somewhat different experience.



After the door slammed shut the circle they were sitting in began to spin. They clung onto each other for as long as they could but it was no good ... the movement inside was so violent that it was impossible to hold on to each other and they got separated and they seemed to float off into a cloud of coloured lights.

The Tower had quickly become a spiralling vortex of a wormhole and the boys were gone .....

## CHAPTER 27: "A GOOD CATCH"

..... Nathan had stopped next to the chair to assess the best way of attacking his unsuspecting brother when he noticed something different.

Hmmm ... no Ryan ... hmmm ... the computer controller on the floor ... two large doors in the corner of the room ... and a silver slide!

Hey a SLIDE ... wow ... Mum was always finding new things for them to play with but a slide inside the house was just too much. Nathan dropped the lightsaber and shot through the doors and dived towards the slippery surface ...



**SUDDENLY** ... just as he was about to land on that shiny slide ... Nathan felt two strong hands grab hold of his ankles and pull him back.

He had been caught in mid-air and in one movement thrown onto the rug in the lounge landing in a heap ... and on top of him was Ryan!

At first Nathan was really cross and started to push Ryan off him but found it hard as Ryan just kept hugging him and laughing. Then as he thought about the slide he also started to have some weird flashbacks and stopped struggling ... he remembered ... and started giggling too. Then both boys turned towards the TV just in time to see the doors evaporate and disappear ...

Hearing a commotion Mum and Dad headed quickly towards the trouble. They were used to separating the boys from an argument over some toy or other and were just about to launch into telling them off when they stopped in their tracks ... Ryan and Nathan were not fighting but just happily rolling around together on the floor ... what was going on?

They were even more stunned when the boys shot up and gave them the biggest hugs you could possibly imagine.

*"Ok ... Ok" ... said Mum ... "I have no idea what's going on here but it's time to switch off and clean up ready for tea."*

*"Yes Mum" ... came the very happy replies.*



## CHAPTER 28: "UNDER THE COVERS"

The rest of the evening passed quickly. The boys had been inseparable and totally confused Mum and Dad by being nicer and more helpful than they had ever been in the past.

The boys even got changed and ready for bed without being asked and after lots of kisses said goodnight. Upstairs under the covers the boys huddled together. Ryan went into the pocket of his PJ's and said ...

*"I have a present for you" ... it was a very small bottle of blue UT ...*

*"It wont last long but drink it."*



Nathan quickly gulped it down and the boys started to relive their adventure and talk about how lucky they were to get home ... it was almost like it was a dream but it had actually happened to them!

They agreed that they had made a very good team in defeating Christopher Chaos and wondered where he had gone to and whether he would appear again at some point in the future?

*"Tomorrow we will go back into the game and see if we can let them know we got home." ... said Ryan ... "I'm sure they will want to know."*

Nathan was particularly worried about Sid 3 ... they had become such good friends ... *"do you think he could have come with us?"*

*"I don't know. It was very scary in that time machine and I'm not sure a Sid could cope with that amount of stress. And anyway what would he do in our world ... so it is best he stayed there."*

Although these were wise words he too thought of Lord Bodmas and Sid 1 and was quietly sad that they could no longer be together.

Before the effects of the UT wore off they vowed to carry on being better brothers to each other and to make sure Mum and Dad knew just how much they needed them ... *(but how long those promises would last we will have to wait and see!)*

## CHAPTER 29: "A FINAL MESSAGE"

The next day was Saturday and Mum was so pleased that the boys were getting on so well that it wasn't long before she agreed to let them have just a little computer time.

Ryan quickly loaded the game and raced his character to the door on Level 42. It still said 'NO ENTRY'.

Nathan sat nervously by his side as he opened the door to find the second door was still there ... and still said ...

### **Lord Bodmas says NO ENTRY ... that means YOU !**

Ryan turned the handle slowly wondering if the slide would somehow still be there ... but the door wouldn't open. He tried again but it was no use the door was now firmly locked.



He was just about to turn away when Nathan pointed at something sticking out from under the door ... it was a letter addressed to them! Ryan read it out loud to Nathan ...

***Dear Ryan and Nathan ...***

***If you are reading this then you are home safe and we will all be very happy. It's been several Digit weeks since you left ... we eventually got the Tower open again to find you were gone and have been waiting ever since for a sign that you are both ok.***

***Sid 3 checks every day to see if this letter has been taken as he misses Nathan so much.***

***Now as you can see the door is locked ... but there is a key ... and if we ever need your help again we will get it to you so that you can use it to get back into our world.***

***We will forever be grateful to you both and if you move on to Level 43, in the town square, there is a surprise for you.***

***Take care ... Lord Bodmas, The Elders, and all the Sids of Digitworld.***

The boys looked at each other almost in tears. It was so nice to hear those words and know that perhaps sometime in the future they could go back. They were also curious as to what was on Level 43 ...

Ryan's character quickly negotiated the rest of 42 and went onto 43 where he headed down a path from the castle to the nearby town of Sidville ... through the houses and to the square in the centre.

There *(to their delight)* right in the middle was a large statue of the boys! It was such a good likeness it was astonishing and across the base was written the words ...

### **'Sid Ryan and Sid Nathan Heroes of our Land'**

And then ... just for a moment ... the square filled with purple!!

All the Sids and the Lord waved at them from the screen and raised a banner that said *'Thank You'* ... and then they all disappeared again just as quickly.

Last to go were Sid 1 and Sid 3 who put up their own signs in the corner of the screen ...



Sid 1 said **'We miss you Ryan'**

Sid 3's **'Nathan see you soon xxx'** ... and then they too were gone.

It was a fitting ending to the whole adventure and one that would always be remembered. Life then continued as before.

Ryan and Nathan often played the game hoping to see the Sids again but it never happened ... and each of them would sneak down to Level 42 without telling the other just to check the door was still locked ... *(but shhhhh ... that's another secret)*

— THE END —  
*(or is it?)*

