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# SOPHIE THE GAME CHANGER

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Illustrations by Yael Volovelsky

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It was just like any other day.

Sophie came back home from school, had lunch, and then sat down to do her homework. She knew she had to finish all her assignments before she could play with her new video game.

After she did, she ran to her room and quickly turned on her gaming console.

*Yes!!! I downloaded "Gameland" like a week ago!*

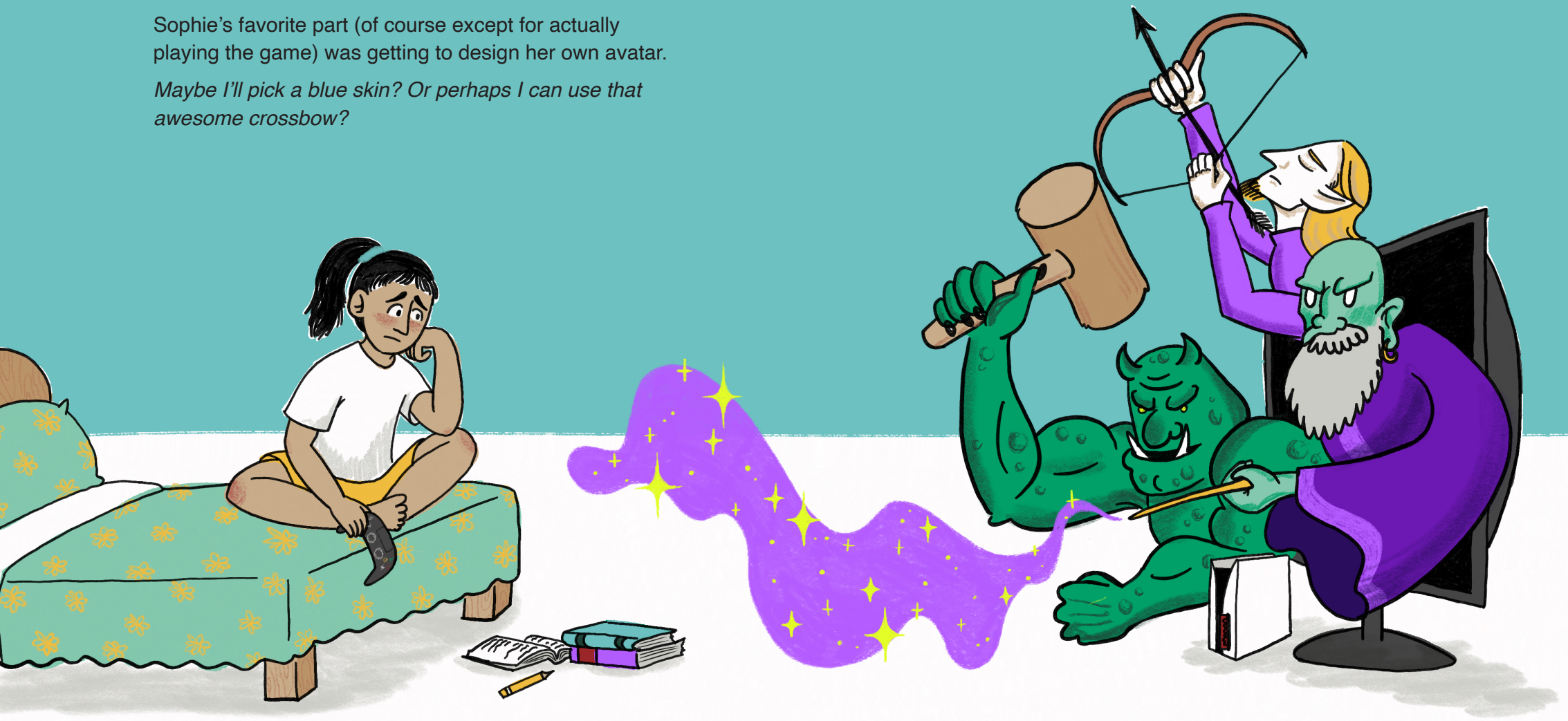
Sophie's favorite part (of course except for actually playing the game) was getting to design her own avatar.

*Maybe I'll pick a blue skin? Or perhaps I can use that awesome crossbow?*

But as she continued to pick and change her avatar, she suddenly realized... there weren't any girls. There weren't any Warrior Witches, or Dragon Riding Heroines, or even an Elf Queen...

They're all boys! She thought.

Sophie turned off the console. Disappointed, she lay in bed... Slowly, slowly... Sophie drifted off.... And fell asleep...

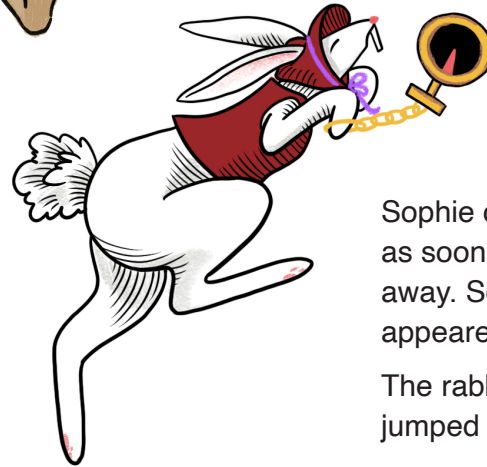




“Oh my! Oh me! It’s horrible!!!” she suddenly heard a voice.

She jumped up, and much to her shock, she saw – *what was that? Was that? Was that a white rabbit?*

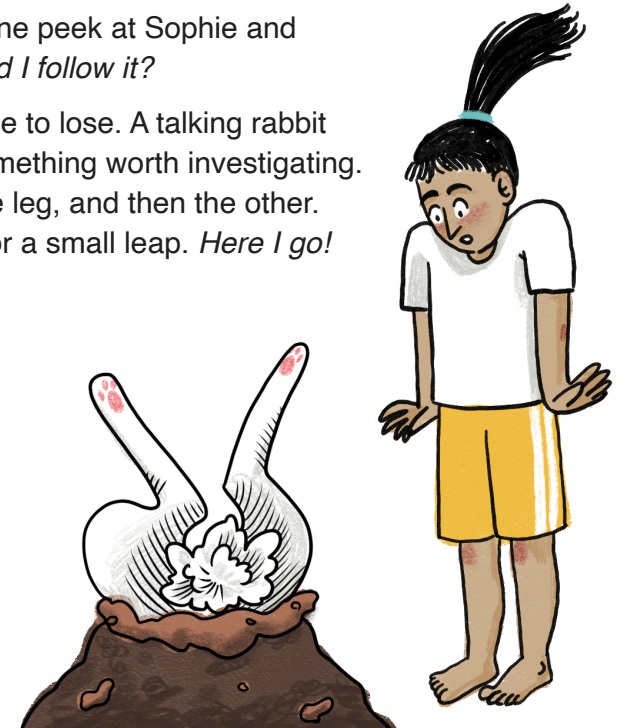
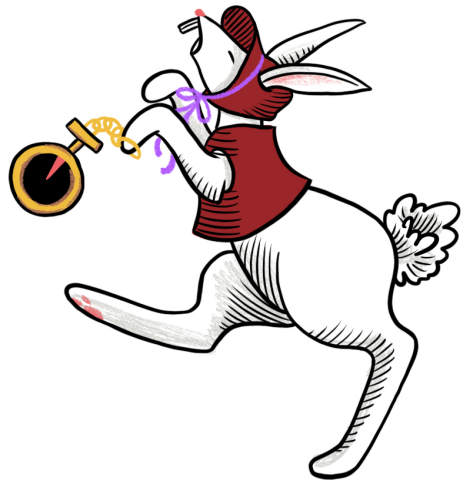
“Oh no, it’s terrible, terrible. Oh my, oh my!” the rabbit kept pacing back and forth. Sophie stared at the strange sight. The white rabbit was wearing a laced waistcoat, a bonnet with a ribbon, and held up a watch.



Sophie carefully approached the rabbit. But as soon as she did, it had started running away. Sophie chased it all the way to what appeared to be a rabbit hole.

The rabbit took one peek at Sophie and jumped in. *Should I follow it?*

There was no time to lose. A talking rabbit was definitely something worth investigating. Sophie put in one leg, and then the other. She was ready for a small leap. *Here I go!*





But she couldn't have been more wrong. The rabbit hole was endless!

Sophie fell....

And fell...

and fell...

down down down.

*Would it ever end?* She thought.



She must have been falling for hours. Well, maybe it was days? No! She was falling for weeks, months, maybe even a year (or so it felt)!

**THUD!**

She finally landed on something soft that made a hushed crackling sound. It was a pile of dry leaves. *I'm so lucky this pile was here!*

Sophie looked around. The white rabbit had disappeared. The pile of leaves surrounded a tall tree that grew in the middle of a peculiar room. It wasn't just the tree that had made it strange; the room had three different doors, each a different color and size.

Curiously, she stood up. She had to get out somehow and follow the rabbit. Sophie tried opening the first door, but it was locked. Then the second, and it was locked too. So was the other one.

*There must be a way out...*

Not a moment after that thought, and she noticed something moving among the tree branches. She took a step forward to get a better look. Was that a... cat? Sophie could have sworn there hadn't been anything there just a moment ago.





"Welcome to Gameland," said the cat. It grinned.  
*A grinning cat?* Sophie thought.

"Hello," Sophie said hesitantly.

"Nice to meet you. I'm Cheshire Kate.  
Gameland's Manager."

"Gameland?" Sophie asked. "What is Gameland?"

"It's here," Cheshire Kate said.

"What is this place? And how can I get out of here?  
I need to find a white rabbit!"

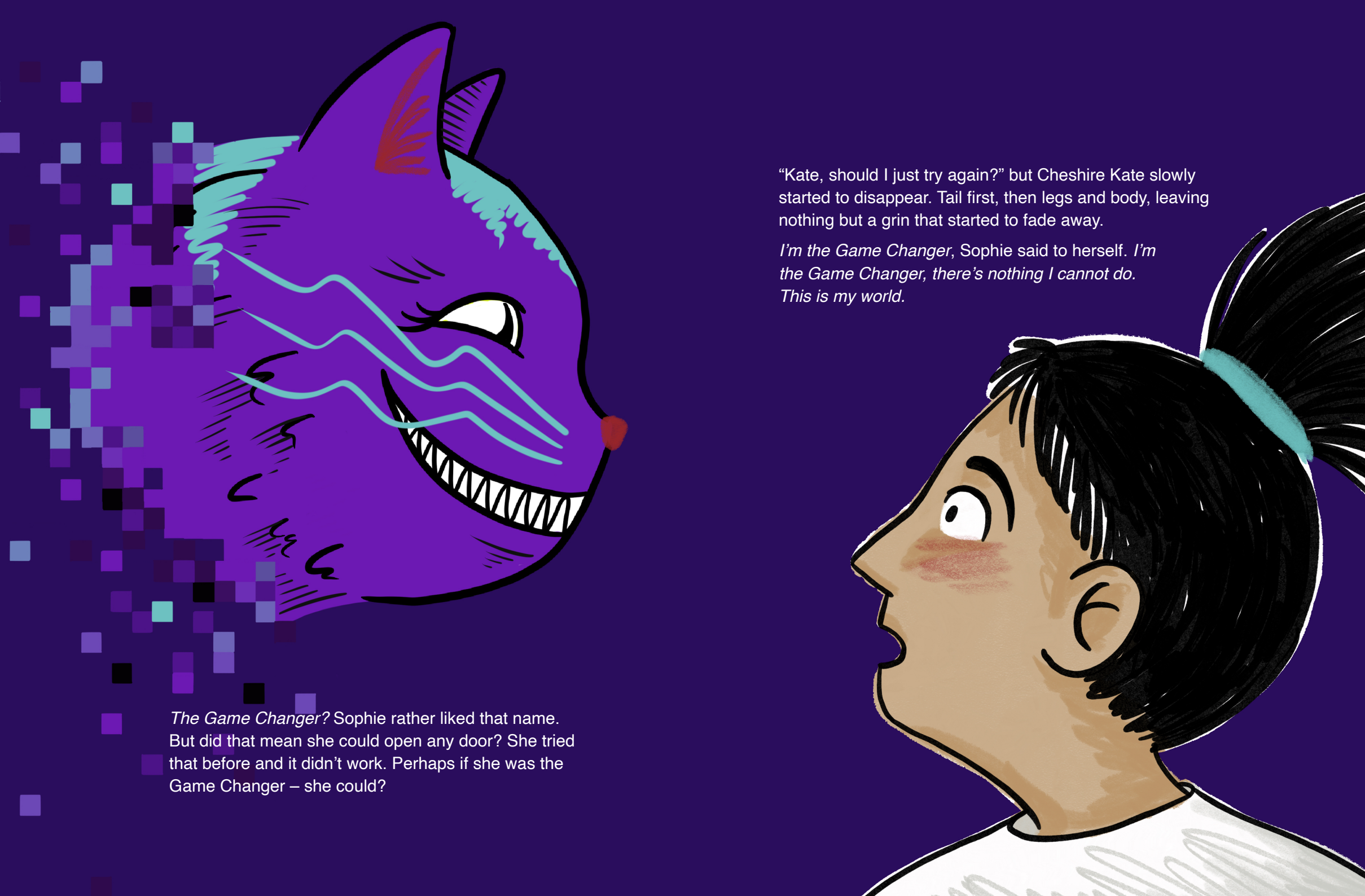
"Oh, the White Lady Rabbit! I saw her  
somewhere around..."

"Hm... they're all locked. Which one should I open?  
And how?"

Cheshire Kate grinned even wider (if that was possible).  
"You're Sophie the Game Changer, there's nothing  
you cannot do."







“Kate, should I just try again?” but Cheshire Kate slowly started to disappear. Tail first, then legs and body, leaving nothing but a grin that started to fade away.

*I’m the Game Changer, Sophie said to herself. I’m the Game Changer, there’s nothing I cannot do. This is my world.*

*The Game Changer?* Sophie rather liked that name. But did that mean she could open any door? She tried that before and it didn’t work. Perhaps if she was the Game Changer – she could?

She kept repeating those words, over and over again. And as she did, something appeared right next to her. It was the White Lady Rabbit.

"Looking for these?" the rabbit asked, presenting Sophie with several keys.

"It's you!" Sophie said. *Did I make the White Rabbit appear?*  
"You're here!"

"Yes, I am."

"You were running. You said something terrible happened," Sophie said.

"Yes, we need your help, Sophie the Game Changer."

"My help? But how?"

"Sophie, I'm Gameland's Game Designer, and something terrible has happened to our game. We need your help. You're the only one who can save Gameland."

"What happened? What's so terrible?"

"You'll find out soon enough, but first, we have to get out of here." The White Lady Rabbit said and dangled the keys again.

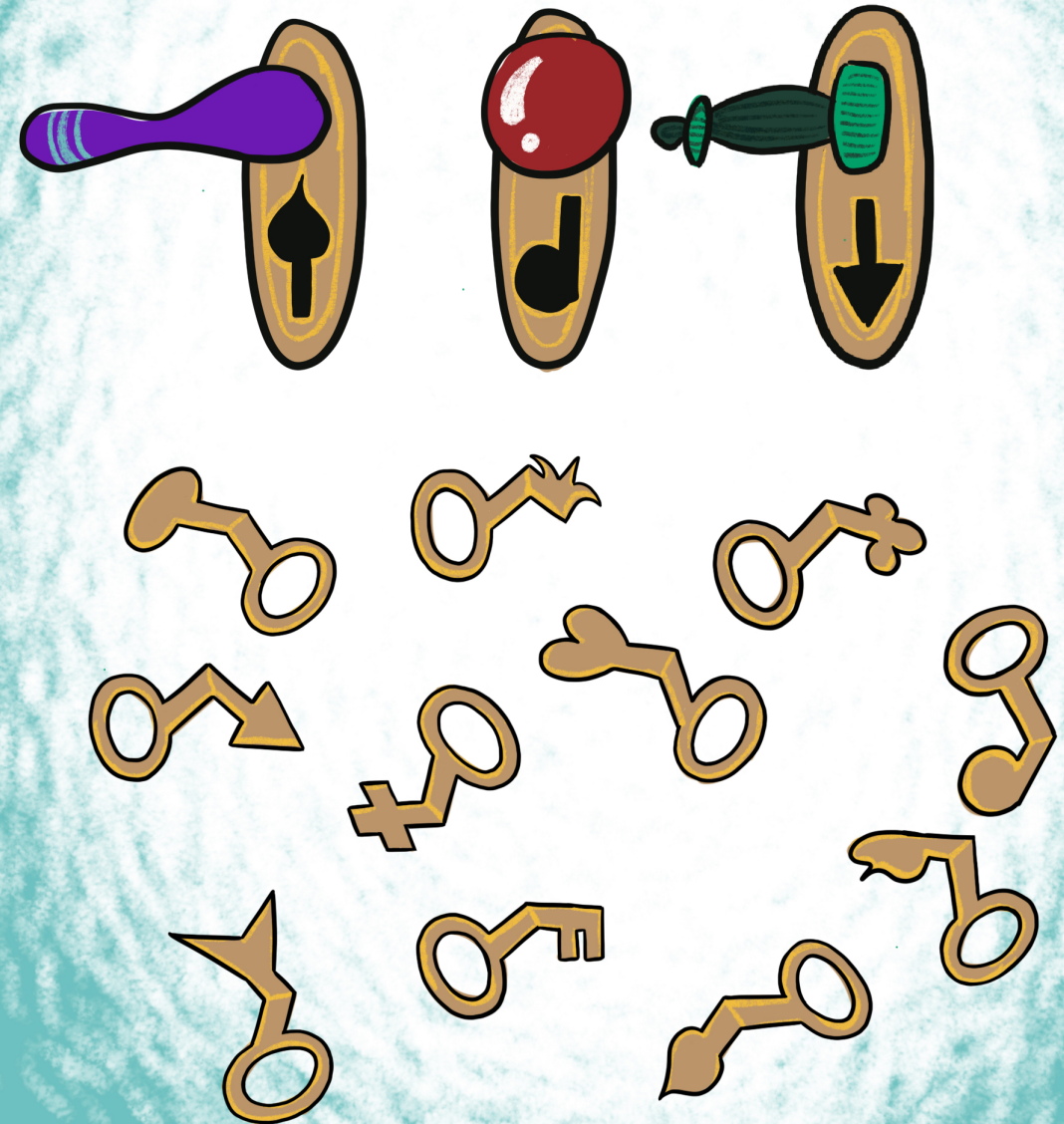
"There are so many keys, but which key fits into each door...?" Sophie wondered out loud.



**Help Sophie match the keys to doors!**

Draw a line from the key to its matching keyhole!

Can you get them all?





All the doors opened and Sophie and the White Lady Rabbit peeked through them.

But something WAS VERY WRONG!

In one door, the grass was blue and the skies were green, the flowers were white and black, and the colors were just not right. In another door all Sophie could hear was a strange beeping sound. And in the third, time seemed to have frozen.

“What happened here?” Sophie asked.

“Gameland has a bug, Sophie.”

“A bug?”

“Yes, everything is terribly, horribly wrong.

The colors aren’t right, Gameland’s music isn’t playing, even the words are all wrong – we can’t seem to say things right.

And even worse? The game is stuck! We can’t move to the next level.”







*Yes, I am! And yes, I can!*

"I will help you. Together, we'll fix the bug that the Queen of Hearts created."

"We will – you, me and our team."

"Team?" Sophie wondered.

"Yes, all the other characters in Gameland who can help us debug the game's code. I'll take you to them."

"How did this happen?" Sophie looked around with concern. The White Lady Rabbit seemed sad.

"It's the Queen of Hearts. When she's angry... well, you don't want to be around her. This time she decided to ruin Gameland once and for all.

She created a bug in one of Gameland's codes. Everything here is such a mess."

"How can I help?" Sophie asked.

"Well, you're the Game Changer! The only one who CAN help."



Sophie and the White Lady Rabbit walked down a white road until Sophie finally saw what appeared to be a long table.

Upon a closer look, Sophie noticed it was covered with different mugs, teapots, spoons and plates, of all colors and different sorts. There were cookies, biscuits, muffins and little pastries that Sophie had never seen before.

But the most interesting thing were the five characters sitting at the table. One of them was Cheshire Kate.

“Hi, Sophie,” said Cheshire Kate. “Please join our tea party.” She pointed at the chair at the head of the table.

Slowly, Sophie approached the table and pulled out the chair.



“Nice to meet you Sophie,” said a strange creature who sat next to Cheshire Kate. It looked like a caterpillar, but it was also somehow a woman.  
“I’m Mrs. Caterpillar the Game Programmer.”



“Hello,” Sophie said. “I’m Sophie the...”

“Oh, we know who you are,” said another woman. She was wearing a tall top hat, and strange colorful clothes. “You’re the Game Changer. I’m Mad Hattress by the way, the game’s Art Director. I make sure everything here is pretty and fun.”



Next to the Mad Hattress sat two characters that looked exactly alike. Except for their different colored bows, they were dressed identically. They argued among themselves and hardly noticed Sophie was there, until the White Lady Rabbit cleared her throat and said: “Ahm... do you mind?” then she turned to Sophie “these are the twins, Tweedle-Duh and Tweedle-Do.”

“You mean, they are the twins who didn’t bother doing their job!” Mrs. Caterpillar grumbled.

“What do you mean?” Sophie asked.

“The twins here,” said the Mad Hattress, “are game testers. They’re supposed to test the game’s features and find any glitches or bugs.”

“Excuse me? We did everything we had to, like duh...” said the twin called Tweedle-Duh.

“Like always. We do what we’re supposed to do! Check all the do’s and the don’ts and make sure that the do’s do and the don’ts don’t,” said the other twin, Tweedle-Do.

“So, what went wrong?” Sophie asked.

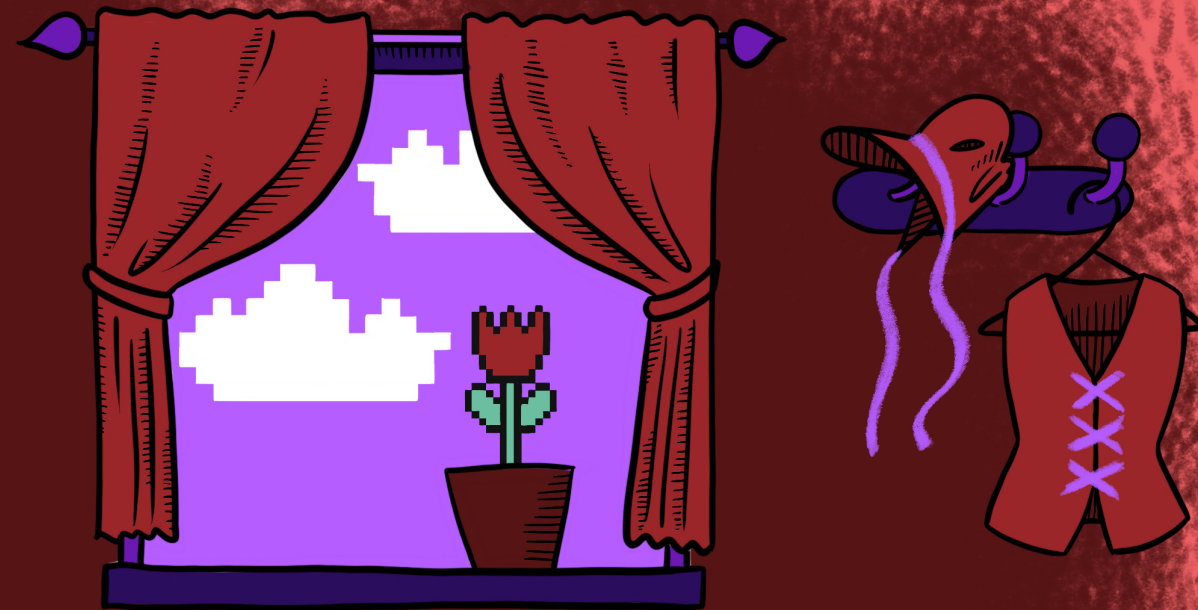




"Well," started the Mad Hattress. "When the White Lady Rabbit woke up this morning, she noticed that the hat I had designed for her was terribly wrong!

The colors were off. And so were her clothes, room and home. And just because I'm the Art Director, she assumed it was all my fault, which it absolutely was not! I would never let anything look that horrible."

Before they would all start arguing again, Cheshire Kate interfered:



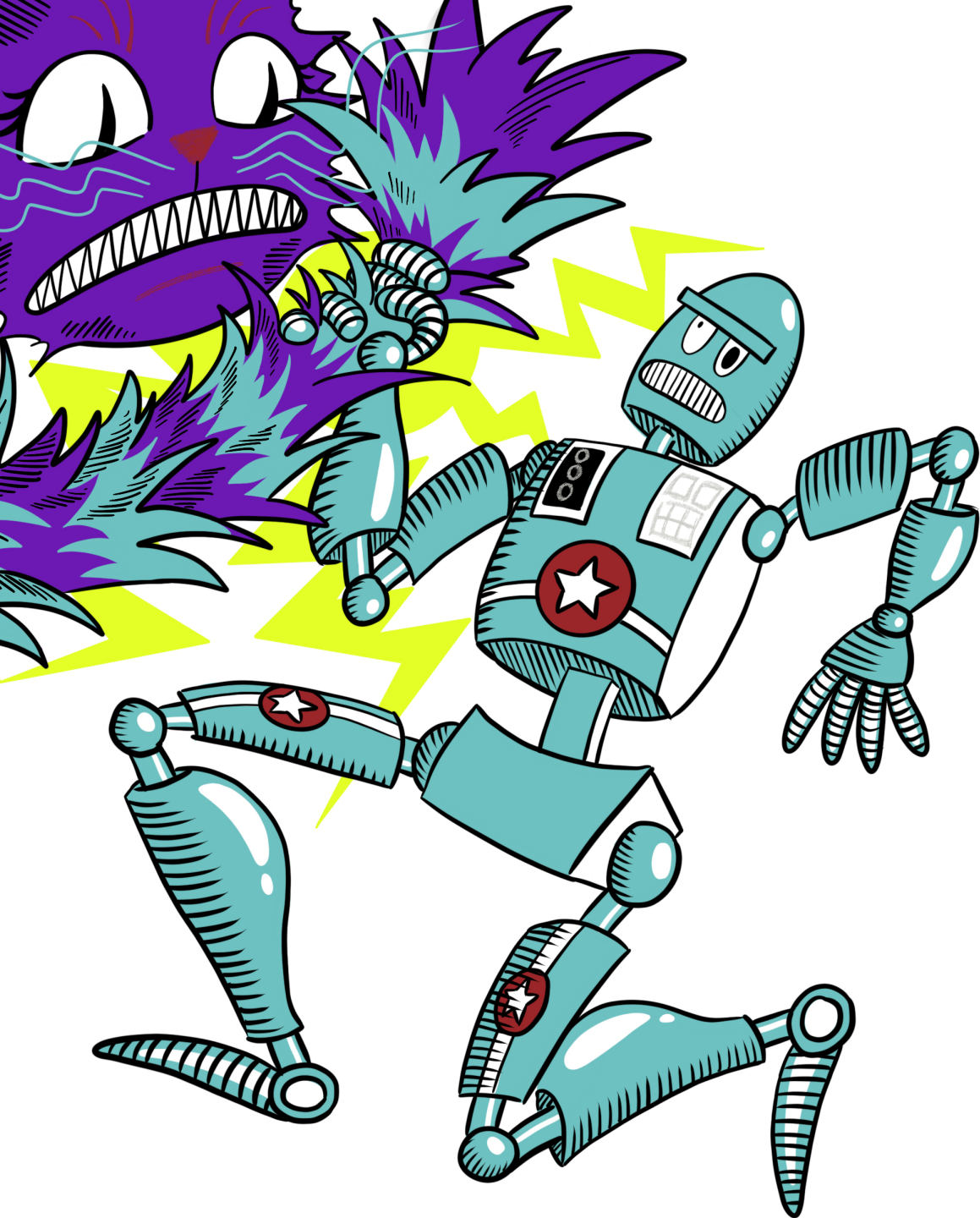
"Wait please! I'm the Studio Manager, it's my job to make sure things run smoothly. So let's not waste time fighting, let's find a way to fix this bug."

"I agree," Mrs. Caterpillar said. "As the game's programmer, I have to find the code that the Queen of Hearts bugged. I must find it. Sophie, what do you suggest?"

Sophie looked at them with wide eyes.

"Oh," she felt embarrassed. *I don't know what a bug is... should I ask?* "Perhaps, you could all first tell me what is it? I mean, what's a bug?"





"We'll explain," the twins said simultaneously.

"Do you have a toy robot at home? Do you?" Asked Tweedle-Do.

"Of course she has, like duh," said Tweedle-Duh.

"Well maybe she does and maybe she does not. But does it matter?" Tweedle-Do replied angrily.

"Anyways, let's say that the robot's right arm stops working."

"Why does it have to be the right one?" Tweedle-Duh muttered. Tweedle-Do ignored her.

"So let's say that it stops moving. It wouldn't be so fun to play with, would it?" Tweedle-Do asked Sophie.

"I guess not," Sophie replied.

"It means something is wrong. That's a bug. Do you understand?"

"Yes, I do." Said Sophie. "So, if we find the bug, Mrs. Caterpillar can fix it?"

"Absolutely!" said Cheshire Kate.





"In order to fix the code, we need to find the correct number that debugs it."

"So, it's like a riddle? I love riddles!" Sophie said.

"That's wonderful, we'll solve this problem in no time."  
Cheshire Kate grinned again.

"Before that, do you mind if I have one of those yummy-looking muffins?" Sophie asked, licking her lips.

"Of course," said the White Lade Rabbit. "But, we forgot to tell you one thing..."

"What is it?"

"We only have one hour."





“Okay, I’ll have a quick heart cupcake and we’ll start right away.” Just as she had said those words, Sophie grabbed a cupcake. The moment she picked it up, Sophie noticed there was something on the table, right where the cupcake was before.

“Look!” Sophie cried out.

“What is it?” they all got up and huddled around Sophie.



“Right under the cupcake, on the napkin, there’s some sort of riddle!”

“A riddle? On my very own tea table?” said the Mad Hattress.

“What is it?” Cheshire Kate asked.

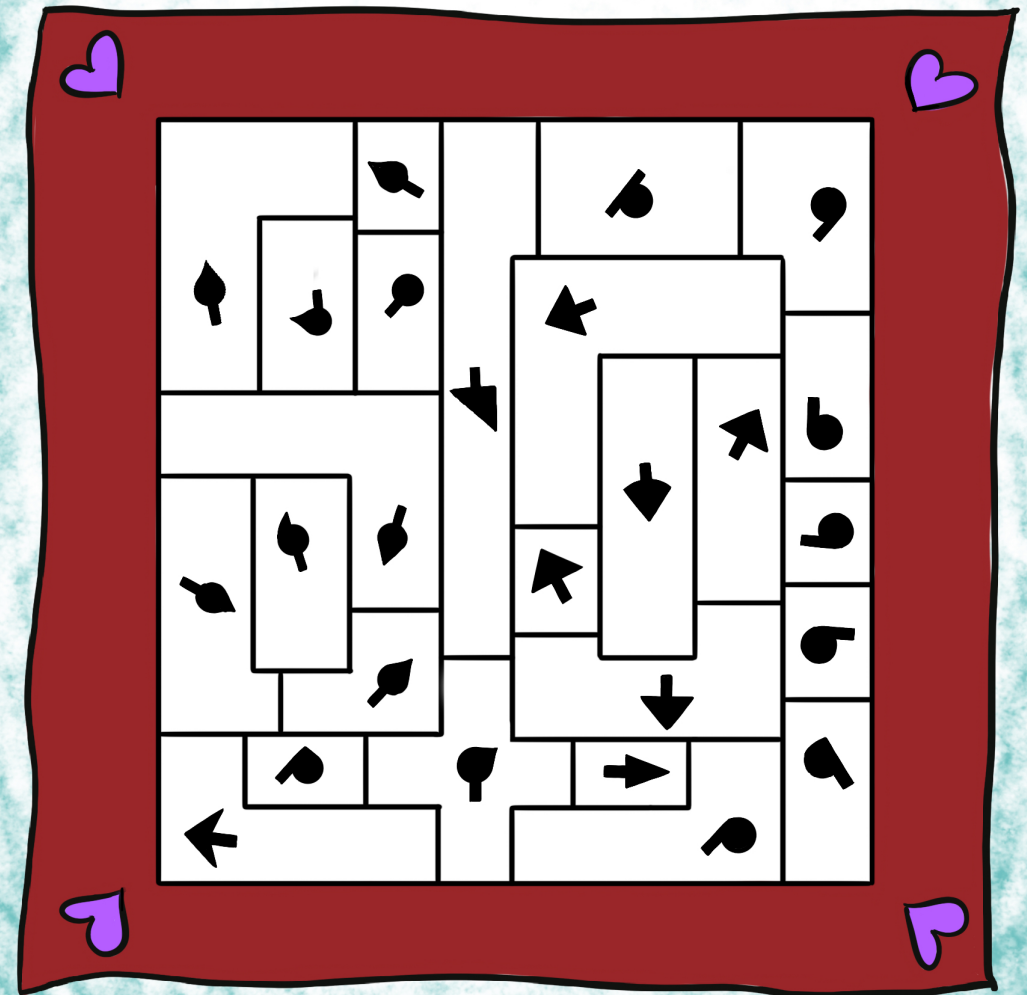


I bet we can solve this one together!" Sophie said.  
"How?" the White Lady Rabbit said, slightly panicked.  
"Do you see those shapes at the top?" Sophie asked.  
"Let's assign each of them a color. Then, we can color in the shapes on this puzzle and perhaps see what it's all about."



**Help Sophie and her friends find the number that can debug the code!**

*Choose a different color for each of the shapes and color them in. What number did you find?*





"We found it!" Sophie called out with excitement to Mrs. Caterpillar.  
"That's the number we need to debug the game."

"We did it together!" Cheshire Kate joined in.

"Now we can debug Gameland," the White Lady Rabbit said, finally looking somewhat relieved.

Suddenly, the colors of Gameland started changing back, the grass was green again, the skies were blue.

The White Lady Rabbit's bonnet looked just as the Mad Hattress had designed it. Even the music started playing again.

"I'm sure now anyone playing the game can move on to the next level!" said Cheshire Kate.

"And we'll make sure that the do's do and the don'ts don't!" cried out Tweedle-Do.

"It's all thanks to you, Sophie," chimed in Mrs. Caterpillar. "Have you ever considered being a Gaming Programmer?"

"That could be amazing – but if I'm being honest, I love being a Game Changer!" she said and smiled.





"Sophie, wake up sweetie," Sophie heard her mother's voice.

"Honey, you fell asleep."

"Oh, I did..." Sophie jumped up. "Mom! I'm the Game Changer."

"What is a Game Changer?" Sophie's mom asked.

"I saved Gameland. And you know what? I'm going to save all the games in the world!"





