1. What idea did Milo have upon wakening?

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___________________________________________________________________________________________
___________________________________________________________________________________________

2. What happened as a result of this idea?

___________________________________________________________________________________________
___________________________________________________________________________________________
___________________________________________________________________________________________

3. Alec gave Milo a gift before he left. What was it?
   a. floating dust
   b. a horn
   c. a cape
   d. a telescope

4. What does the gift do?

___________________________________________________________________________________________
___________________________________________________________________________________________

5. What is Dr. Kakofonous A. Dischord's specialty?
   a. motion
   b. colors
   c. noise
   d. smell
6. What is the Dynne made of?

___________________________________________________________________________________________

7. What changed after Milo and his friends passed through the heavy stone gateway?
   a. All of the sound stopped.
   b. All of the noises of the world began.
   c. They reached Illusions.

8. Describe the Valley of Sound before and after Rhyme and Reason were banished.

<table>
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<tr>
<th>Before</th>
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9. What occurred in the valley that made sounds not worth collecting?

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___________________________________________________________________________________________
___________________________________________________________________________________________
10. What do the people of the valley want Milo to do? Why?
___________________________________________________________________________________________
___________________________________________________________________________________________

11. Milo was pleasantly surprised when he walked into the parlor of the fortress. Why?
___________________________________________________________________________________________
___________________________________________________________________________________________

12. What was kept in the vaults?
   a. Every sound that has ever been made.
   b. All the loud noises that had to be stored away.
   c. The most precious and rare sounds.
   d. The sounds that were most dangerous to people.

13. Milo found a clever way to take a sound out of the fortress. What was it?
___________________________________________________________________________________________
___________________________________________________________________________________________
1. What idea did Milo have upon wakening?

When Milo awoke it was still dark and he thought that instead of waking up Chroma the Great, he would conduct the orchestra because the musicians would probably know their parts and he wouldn’t really have to do anything.

2. What happened as a result of this idea?

As a result, everything around him starting turning colors they weren’t suppose to be. The sun had risen and set ten times, and all the colors kept quickly changing.

3. Alec gave Milo a gift before he left. What was it?

- a. floating dust
- b. a small horn
- c. a cape
- d. a telescope

4. What does the gift do?

The telescope allows Milo to see everything from the closest detail to the very farthest, because there is much worth noticing that often escapes the eye. Most importantly, it allows Milo to see things as they really are, and not just how they appear to be.

5. What is Dr. Kakofonous A. Dischord’s specialty?

- a. motion
- b. colors
- c. noise
- d. smell

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6. What is the Dynne made of?
The Dynne is made of all the bad and loud noises in the world.

7. What changed after Milo and his friends passed through the heavy stone gateway?
   a. All the sound stopped.
   b. All the noises of the world began.
   c. They reached Illusions.
   d. They found Rhyme and Reason.

8. Describe the Valley of Sound before and after Rhyme and Reason were banished.

<table>
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<tbody>
<tr>
<td>- all the sounds in the world</td>
<td>- more people came to the valley</td>
</tr>
<tr>
<td>- peaceful</td>
<td>- people became too busy to listen</td>
</tr>
<tr>
<td>- happy</td>
<td>- sound that disappears is lost forever</td>
</tr>
<tr>
<td>- tapping of rain, bubbling of stew</td>
<td>- laughed less, sang less</td>
</tr>
<tr>
<td>- ice cracking on the ground</td>
<td>- sounds grew uglier and louder</td>
</tr>
<tr>
<td>- beautiful sounds saved for future use</td>
<td>- few sounds worth keeping</td>
</tr>
</tbody>
</table>

9. What occurred in the valley that made sounds not worth collecting?
The Soundkeeper stopped collecting sounds because as more people started to settle in the valley the sounds became much uglier. People laughed less and grumbled more, sang less and shouted more, and it became hard to hear the birds sing of the passing breeze. As a result, there became fewer sounds to collect.
10. What do the people of the valley want Milo to do? What is his part?

The people of the valley want Milo to help them attack the fortress and free sound. He must visit the Soundkeeper and take one sound from her so they can load their cannon with it. One sound will take down the fortress walls.

11. Milo was pleasantly surprised when he walked in the parlor of the fortress. Why?

He was pleasantly surprised because he realized that he was able to make sounds again inside the fortress walls.

12. What was kept in the vaults?

a. Every sound that has ever been made.

b. All the loud noises that had to be stored away.

c. The most precious and rare sounds.

d. The sounds that were most dangerous to the people.

13. Milo found a clever way to take a sound out of the fortress. What was it?

Milo knew he wouldn't be able to steal a sound from the vault but instead he was able to trap a sound in his mouth. He was about to speak but suddenly stopped and realized he had a fully formed word sitting in his mouth and that was how he would take a sound out of the fortress.