

Escape from Mr. Lemoncello's Library Study Guide

**Escape from Mr. Lemoncello's Library by Chris
Grabenstein**

(c)2015 BookRags, Inc. All rights reserved.



Contents

Escape from Mr. Lemoncello's Library Study Guide.....	1
Contents.....	2
Plot Summary.....	3
Chapters 1 - 4.....	4
Chapters 5 - 8.....	6
Chapters 9 - 12.....	8
Chapters 13 - 16.....	10
Chapters 17 - 20.....	12
Chapters 21 - 24.....	14
Chapters 25 - 28.....	16
Chapters 29 - 32.....	19
Chapters 33 - 36.....	21
Chapters 37 - 40.....	23
Chapters 41 - 44.....	26
Chapters 45 - 48.....	28
Chapters 49 - 52.....	30
Chapters 53 - 56.....	32
Characters.....	34
Symbols and Symbolism.....	37
Settings.....	39
Themes and Motifs.....	40
Styles.....	42
Quotes.....	44



Plot Summary

Escape from Mr. Lemoncello's Library, by Chris Grabenstein, is the story of an eccentric billionaire named Luigi Lemoncello and his plan to share his love of libraries with the children of Alexandriaville. Lemoncello gives a great deal of money to have the former Gold Leaf Bank renovated as the town's new library. As a game guru, he has equipped his library with all sorts of high tech electronic gadgets and gizmos, including the Electronic Learning Center filled with interactive games and tools. Lemoncello's library also contains a salute to Gail Tobin, the librarian who helped him develop and market his first game.

Hoping that the children will learn to love their town library just as much as Lemoncello loved the library as a child, Lemoncello has the head librarian, Dr. Yanina Zinchenko, put together a challenge in which students must find a secret passageway out of the library as a gift for his birthday. The contestants must answer quizzes and riddles using information they find in the library to gather clues that point them to the escape route. Until the last hours of the competition, Lemoncello watches the children through video cameras. Then, he joins them to see how the game will turn out. One contestant is bent on winning, even if it means cheating, bullying, and stealing. However, Kyle Keeley and his teammates prevail in the end by playing the game fairly. The team shows that even sentimental saps and bookworms are winners in their own way. Kyle and his four friends find the escape route from the library just in time to claim the grand prize of serving as Lemoncello's spokesmen. Though the prize is fantastic, the lessons that Kyle learns about the library, reading, and teamwork are life-changing.



Chapters 1 - 4

Summary

In Chapter 1, Kyle Keeley's father hears Kyle bragging about kicking open the basement window in order to win a game he's playing with his older brothers Curtis and Mike. Even though Kyle wins the game, he's grounded for a week and has fifty cents withheld from his allowance each week for one year to pay for the window.

In Chapter 2, world famous librarian Dr. Yanina Zinchenko checks out some last minute details at the state-of-the-art, high-tech library that is getting ready to open in Alexandriaville. She has supervised the construction of the library for her employer, an eccentric millionaire.

In Chapter 3, Kyle learns he has the opportunity to write an essay about the new library which could win him the opportunity to participate in a lock-in at the building. Although Kyle isn't much interested in the books, he is interested when his friend tells him there will be games involved. Kyle is unable to play games at home because he is still grounded from the window incident.

In Chapter 4, Kyle scribbles out an essay on the bus on the way to school, believing he'll be able to at least have access to the library's computers and games on Friday night. Meanwhile, another classmate uses the largest words possible in his essay and has a tutor check it. A third turns in a two-inch thick essay with charts and pictures. Kyle learns from his teacher the essays will be judged, not just selected randomly. The whole class is surprised when an automobile pulls up that looks like a red boot. She tells them that Luigi Lemoncello, the man who has arrived in the red boot, will be the final judge of the library essay contest.

Analysis

Although he's not particularly studious, Kyle Keeley decides to submit an essay to a contest that will win him an overnight stay in Alexandriaville's new library. He wants to stay at the library because he is grounded for a week for accidentally breaking a window while playing a game with his brothers. His punishment is particularly hard for him as he loves to play computer games. He hopes the overnight stay in the library, which he believes will have computers with plenty of games, will ease the pain of his punishment.

The citizens of Alexandriaville don't know much about the new library that is being built. Plans for the library and construction secrets are kept under cover with a variety of different contractors working on the building. None of the workers know what other workers are doing. A brief description of a final check of the library operations lets the readers know that this library will not be a typical library.



In Chapter 2, Dr. Yanina Zinchenko walks around the library checking out the animatronics, a Wonder Dome of high definition video screens, and holographic statues. Rumor has it that she is working for an eccentric billionaire who has funded the renovation of a bank building into a library.

Chapter 4 ends with Lemoncello pulling up in the school parking lot in a vehicle that looks like a huge red boot, similar to a token in one of his board games. The teacher is excited as the man gets out of his car, telling the students that he will be the one doing the final judging of the essays.

Discussion Question 1

Why is Kyle grounded? Why is he happy even though he is being punished? Cite text from the book to support your answer.

Discussion Question 2

What are some of the characteristics of Lemoncello's games?

Discussion Question 3

What are reasonable assumptions about the identity of the eccentric billionaire who is building the library? Give reasons from the book that support your answer.

Vocabulary

covert, stealthily, eccentric, rotunda, holographic, catapulting



Chapters 5 - 8

Summary

In Chapter 5, Kyle decides to write a better essay in hopes that he can get a chance at winning the contest. His classmates, Miguel Fernandez and Andrew Peckleman, work in the library. They have learned that Lemoncello was born in Alexandriaville and that he got his start when a librarian helped him develop and market his first game. Furthermore, it was Lemoncello who donated the money for the library.

In Chapter 6, Kyle writes a new essay. However, since it's late, his teacher won't accept it. He tries to send the essay to Lemoncello directly, but he uses a no-reply address. So, his letter doesn't reach the game maker.

In Chapter 7, Kyle attends the early morning assembly during which winners of the library contest will be named. He hopes to see Lemoncello on stage, but that doesn't happen. Head librarian Yanina Zinchenko tells about the prizes the essay contest winners will receive, Kyle promises himself that the next time he has the opportunity to do extra credit work, he will turn it in early. Zinchenko presents Lemoncello to announce the winners, but the man does not appear. Only a strange noise is heard.

In Chapter 8, Lemoncello announces the winners. Kyle is shocked to hear his name called as the twelfth essay winner. As he stands next to Lemoncello for a picture, Kyle tells the man that he is a big fan. When Lemoncello learns Kyle's name, he indicates that the response Kyle received when he attempted to email his essay to Lemoncello was fake. Lemoncello really did receive Kyle's second essay.

Analysis

It is in this section of the novel that the students learn why Lemoncello chose to give his essay challenge to the twelve-year-olds of Alexandriaville. It has been twelve years since there has been a public library in that town. This age group is the first to have lived their entire lives without a library.

The appearance of Lemoncello, Kyle's hero, is the highlight in this part of the novel. As Kyle has shared that most of Lemoncello's games have some quirky twist, it is expected that Lemoncello will be odd. In fact, he is described as eccentric, even loony, in the second chapter of the novel. Lemoncello lives up to the description. When he appears to the audience, he might be described as a cross between Willy Wonka and the Cat in the Hat. He seems like a kid who never grew up with his boot shaped car, shoes that make noise, and child like antics. Lemoncello, however, holds the children's attention with his charisma and promise of fun and games.

Also, Kyle learns a valuable lesson in this part of the book. He learns that he should always take an offer to do extra work seriously, as he doesn't know what type of reward



the extra work might hold. Luckily for Kyle, Lemoncello believes in second chances as he accepts Kyle's late essay and judges it as one of the best.

Discussion Question 1

How does Kyle's attitude toward extra credit work change during this portion of the novel?

Discussion Question 2

How does Kyle manage to get his rewritten essay to Lemoncello?

Discussion Question 3

What does Lemoncello seem to be trying to teach the students about libraries?

Vocabulary

melodramatically, flounced, obsolete, mesmerized



Chapters 9 - 12

Summary

In Chapter 9, Kyle shares his gift card with his family, splitting the five hundred dollars five ways. His mom and dad are so proud of him that they decide to suspend his punishment from breaking the window. The family makes a trip to the game store that same evening to use the card. Kyle sees Charles Chilton in the store. Charles has his basket stacked high with games. He says that Kyle made a bad decision when he chose to share his card with his family. Kyle also sees Haley Daley trying to trade in the merchandise she bought with her gift card for cash.

In Chapter 10, Kyle, his parents, and other members of the community attend the grand opening of the new library. Kyle notices Haley's mom stealing food from the buffet. Zinchenko makes a brief announcement, telling the children who will be involved in the lock-in that they must respect her number one rule. The rule is to be gentle with one another, the library's property, and the exhibits. Lemoncello shares a quote by Dr. Seuss. Then, he leads the essay contest winners to the library.

In Chapter 11, the children get their first glimpse of the library. The front door is the re-purposed door from the building's old bank vault. A security guard unlocks the door and lets them in. The foyer features a life-sized statue of Lemoncello. It is when the children enter the reading room that Zinchenko tells them it's time for their first game.

In Chapter 12, the first game is a trivia game with the prize of a golden key to Lemoncello's private bedroom suite. Charles beats Kyle. Kyle congratulates Charles, but Charles responds that the members of his family never lose.

Analysis

Distinct personalities are beginning to emerge in the children who are involved in the lock-in. Charles Chilton is rich and stuck up. He believes a game is not worth playing if there isn't a good prize. Winning is his only goal in life. Charles' comment to Kyle in the game store shows that he does not believe in sharing what he wins with anyone. He wants all of the rewards for himself. Hayley Daley is one of the most popular girls in school, but not necessarily the most honest. She uses her gift card to buy games; but, then she tries to return them for cash. Meanwhile, her mother steals food from the buffet at the library's grand opening.

The day of the library's grand opening finally arrives, and the children get their first look at the new building. The library's front door is re-purposed from the former bank's vault. This vault door symbolizes the idea that it is impossible for a thief to break in and steal one's thoughts. There are also no windows in the building. Although one student suggests some should have been added, one of the adults argue that the books in the library are the only windows to the outside world they will ever need.



Discussion Question 1

Discuss the differences between characters in this section of the novel.

Discussion Question 2

When you play a game, do you take Kyle's view that the fun comes in the playing or Charles' view that all the fun is in the prize? Which viewpoint is ideal? Give reasons to defend your answer.

Discussion Question 3

What do you think Zinchenko's "first rule" for the children's behavior in the library means? Why is it important that they be gentle with one another?

Vocabulary

deciphered, anagram, indubitably, immortal, burly, reverberating, nebula, concentric, posh

Chapters 13 - 16

Summary

In Chapter 13, after the Hurry to the Top of the Heap game is finished, a holographic image of Gail Toin, who was the librarian who helped Lemoncello get his start, appears. She tells the students that Zinchenko will pass out floor plans to the library. One of the rules of the lock-in is that the students will not be allowed to use any electronic devices. These are gathered by Clarence and Clement, the two guards. The children are excited about the library's Electronic Learning Center. They are told the prize for the winner of the second game is early access to this learning center. The children are to use clues to find a dessert that has been hidden in the building. Sierra Russell finishes her research first. Then, she uses the hover ladder to retrieve her book.

In Chapter 14, while the others try to use research to find the dessert, Kyle uses his common sense and reasons that the sweets must be in the library's café, the only place food is allowed. He is right, and he and Akimi are rewarded by being the first ones allowed into the Electronic Learning Center. They are allowed to play for an hour before the others are allowed to join them. After watching an IMAX movie, the kids are escorted to their separate sleeping quarters.

Kyle and the others are awakened by the blaring "Rocky" theme. They call for Zinchenko, then Clarence and Clement. They don't get an answer. Kyle believes that it is 11 a.m., time for the lock-in to be over so he tries the front door but it is still locked. Although he jiggles and pushes, he can't get out. He realizes he and his friends are locked into the library.

In Chapter 15, next door to the library, in the Parker House Hotel, Lemoncello tells parents that their children will have a chance to be famous if they win his newest game in which they must escape from the library. The children must use resources in the library to find a secret alternate exit. The first one or ones out will be the winners. He explains to the parents that he has devised the game because these children have lived all their lives without a library and don't realize how resourceful a library can be.

In Chapter 16, Mrs. Tobin's holographic image appears asking the children if they need help. She tells them there is food in the Book Nook Café and that Mr. Lemoncello will talk to them shortly. While the others go to eat, Kyle and Akimi go to The Board Room so Akimi can show him the collection of board games she has found there. While there, the others come looking for them because Charles is playing a game that comes complete with the smell of the sewers he's trying to escape through in the fake world. Suddenly the chair puts out pine freshener scent instead of sewer smell. Charles starts to kick it. Kyle points out to Charles that he's being watched by a video camera and suggests that Charles not kick the chair. Kyle's image comes up on the screens in the learning center and then is replaced by Lemoncello's image.



Analysis

In this section of the novel, all of the parents learn there is much more to the game than just an overnight lock-in. The children are still in the dark about there being more to the game. They only know that they have been awakened by the theme to “Rocky” blaring from the speakers and that they have been unable to leave the library.

Charles continues to be a headache as he uses the Electronic Learning Center to play a game in which he pretends to be escaping through sewers. Unfortunately the game emits a smell as well as images and sound. When Kyle and the others try to get Charles to quit playing the game because of the smell, he refuses. The chair of the game suddenly starts emitting pine smell instead of sewer smell. Charles makes a move to kick it just as Lemoncello’s face comes on the screen in the learning center. Charles makes up a story about a bug on the chair, apparently thinking he is fooling Lemoncello with his lie. Kyle, being the one who doesn’t want others to get in trouble, tries to stop Charles from kicking the chair. He remembers the number one rule of the library is to be gentle with others and the library equipment.

It's interesting to see Sierra’s apparent lack of interest in the lock-in activities. While the others search for clues to find answers to puzzles in order to win great prizes, Sierra seems interested only in reading books. While Kyle is fascinated by the hover ladder that takes Sierra up to get the book she’s chosen, Sierra seems unimpressed.

Discussion Question 1

What do you think Lemoncello has in store for the children who have participated in the lock-in?

Discussion Question 2

What has Akimi found in the Board Room that she believes will interest Kyle? Why does she believe he will be interested in these items?

Discussion Question 3

How does Kyle determine the location of the dessert?

Vocabulary

modulated, levitation, auspicious, stupendous, smarmy, avatar



Chapters 17 - 20

Summary

In Chapter 17, Lemoncello announces to the children that the second round of their competition is about to begin. Sean Keegan and Kayla Corson choose not to play. Rose Vermette leaves because she has soccer at 2 p.m. Lemoncello awards her with a laptop computer and games. The other children decide to stay. Zinchenko lines out the rules. In order to get out of the library, the children can use computers for research; or, they can use one of three different types of outside assistance. They must summon Mrs. Tobin to use any outside assistance. At Charles' request, Lemoncello tells the children if they win, they will be the new spokesperson for Lemoncello's company. Andrew Peckleman asks when the game will start. Lemoncello says it will start now.

In Chapter 18, the game begins. Akimi asks Kyle if they can form an alliance and work together. He agrees. Yasmeen Smith-Snyder is first to break the rules by trying to escape using a fire exit. Charles runs after her as Kyle tries to stop them. Charles stumbles on his way to the door. Kyle realizes that Charles was faking Yasmeen out by racing toward the exit. Meanwhile, Andrew and Miguel get into an argument when Andrew accuses Miguel of trying to steal his research. Kyle tells Akimi he's interested in the library's skylights. He asks Sierra Russell to help him find a book close to one of the windows.

In Chapter 19, when Sierra understands what Kyle is trying to do, she suggests they rig up a safety harness. They do so. On Kyle's way up, Charles tells Kyle his plan won't work because there is safety mesh outside the window. The real reason that the plan won't work is because Kyle can't get his feet out of the ski boot brackets on the levitation device. On his way back down, he and the others hear Haley scream. Afraid she is hurt, they head for the basement. Charles chides them for trying to help the competition.

In Chapter 20, Kyle realizes Charles thinks he and his friends are losers because they stop to help Haley. Kyle thinks that Haley might have found a way out; but, Charles laughs at this idea because he thinks Haley is an airhead. He concentrates his search on the Staff Picks display of books in the library foyer. He locates the first book and a card drops out with the silhouette of a football player. He believes he is on the right track.

Analysis

While Akimi, Kyle, and Sierra work together to try to find a way out of the library, the others seem to be working against one another. Miguel and Andrew start fighting. Haley runs off on her own. Yasmeen, believing she has found a fair exit by using an emergency door, is the first to be disqualified. Note Kyle tries to stop both Yasmeen and



Charles when Charles runs after her. When he sees Charles' smirk when Yasmeen is disqualified, he realizes Charles ran after Yasmeen in an attempt to fake her out. He wanted her to be disqualified so there would be fewer opponents.

Similarly, when Kyle, Akimi, and Sierra hear Haley scream, they go to make sure she is not hurt. Charles, however, makes fun of them for stopping to help her. He says they are all losers. Charles concentrates on the Staff Library picks display in the foyer of the library. When he finds the book that corresponds with the first title he chooses, a card with the silhouette of a football player falls out. This makes Charles believe that he is on the right track.

Discussion Question 1

Why is it significant that Rose Vermette is given a special prize because she chooses to honor her previous commitment? What value does this teach?

Discussion Question 2

Why is Kyle unable to escape out the skylights?

Discussion Question 3

Discuss the way the different characters respond to the challenge. Which ones act in a constructive manner? Which ones act in a manner that is not constructive?

Vocabulary

ascot, alliance, nominate, unanimous, hoist, berth, sentimental, annotation



Chapters 21 - 24

Summary

In Chapter 21, Akimi, Sierra, and Kyle finally find from where Haley is calling. She has her hand stuck in the book depository and has activated a book sorting treadmill machine. She's trying to run to keep up with the machine and can't pull her hand out. Akimi uses the emergency stop control to shut down the machine. Haley seems glad to be free, but accuses Kyle of trying to keep her from winning when he suggests she should get checked out to be sure she's okay. After she leaves the others, Akimi notices a tile on the floor has lit up. The three of them have been awarded with a bonus clue because they were willing to help Haley.

In Chapter 22, as Haley heads up the stairs, she berates herself for thinking she could get out the library's book slot. She's actually smarter than most people know. She's hoping to win the contest because her father has been out of work for such a long time they might have to sell their house. While sitting in the Book Nook Café trying to think of what she should do next, Haley recognizes the cover of one of the cookbooks displayed from the Staff Picks display in the lobby. When she picks up the book, two cards fall out, one with the silhouette of a sheep and one with a bonus clue which leads to a box of things from Lemoncello's childhood. Although she knows the box of stuff from Lemoncello's twelfth year holds an important clue, she doesn't know right away what it is.

In Chapter 23, on their bonus card Akimi, Kyle, and Sierra learn that they will find an ultimate version of the game Bibliomania on the second-floor balcony. They head upstairs where they see Andrew pull a magazine out of a box. Then, they hear him yell at the librarian that what she's pulled for him isn't the original copy. When the hologram librarian tries to move on to Miguel, Andrew accuses her of playing favorites then storms out. The item Miguel is looking for has been pulled from the stacks. Mrs. Tobin gives him a card showing the location of that item. When he turns, he sees Sierra, Akimi, and Kyle headed for the second floor.

In Chapter 24, the three friends get past Miguel without a confrontation. They head up to the second floor where Kyle describes the game Bibliomania. On their way to find an actual copy of this board game, they witness Bridgette Wadge as she tries for an extreme challenge and is eliminated. Kyle swears he will never try an extreme challenge but Sierra says she might.

Analysis

One more competitor is ousted from the game when she fails an Extreme Challenge. This leaves seven competitors: Charles, Andrew, Haley, Miguel, Kyle, Akimi, and Sierra. Kyle, Akimi, and Sierra witness Bridgette Wadge's attempt to answer an Extreme



Challenge. Kyle is discouraged by the difficulty of the question. Serena, who is a bookworm, does not see the challenge as very difficult. Although she doesn't brag about her knowledge, Kyle looks at a paper where she's listed double the number of author's names requested by the challenge question.

In this section, Haley tells everyone why she wants to win the challenge so badly. Her family has recently fallen on hard times. They are in danger of losing their home. If she can win the challenge, she believes that she can help to solve her family's money issues. This knowledge helps to explain why Haley was trying to return games she'd bought with her gift card for cash. She wasn't being ungrateful or trying to cheat the system. She was trying to get cash to help her family. It appears that Haley is smarter than most people realize. She tries to appear to be an airhead because it can get her what she wants more easily.

Although Haley doesn't appear to particularly appreciate the help that Kyle and his friends give her, their assistance is noticed by the people who are running the game. Kyle and his friends get a bonus clue for helping Haley out of her situation with the sorting machine.. Akimi wonders why the surveillance people did not turn off the book sorting machine when Haley first got stuck on it, but it could be because those watching knew Haley wouldn't really be hurt badly on the moving belt. They were probably giving the other children involved in the game a chance to help Haley. It was a way of seeing what type of reaction they would get without having to intervene.

Discussion Question 1

How does knowing about Haley's family situation change your attitude about her prior action of trying to trade in her gift card for cash?

Discussion Question 2

Although Kyle has never been particularly studious in the past, he is impressed with Sierra's knowledge of books and authors. What is he learning from the girl whom he has always thought of as being boring and bookish?

Discussion Question 3

Compare and contrast the reactions of Kyle and his teammates as opposed to those of Charles when they hear Haley's screams and think she might be hurt.

Vocabulary

paraphernalia, accouterments, prototypes, circumference, rendering

Chapters 25 - 28

Summary

In Chapter 25, Akimi, Sierra, and Kyle find a dummy in a carnival booth in the Young Adult room. The dummy resembles Mr. Lemoncello. They request the Bibliomania game from the dummy, and he provides it. Hearing Mr. Lemoncello's voice, Andrew runs into the room demanding to talk to the reporter who wrote a 1930's magazine article. He's trying to find out how to break open the bank vault door even though he's been told the way out of the library isn't through the front door. When he's told he can't talk to the reporter, Andrew insists on talking to Lemoncello. He asks about Miguel's whereabouts. Then, he runs from the room. Kyle and Akimi follow Andrew to make sure he doesn't get Miguel kicked out of the game. They leave Sierra with the board game. As they head toward the Art and Artifacts room, they see Andrew run out. He is being chased by a woman with the head and tail of a lioness and an Egyptian pharaoh. Miguel tells them that one minute Andrew was yelling at him. Then, the next minute the two were chasing him away. At that minute, Sierra runs in, telling them that after they left the dummy spit out a bonus card.

In Chapter 26, Charles realizes the cards he's been collecting can be pieced together to form a sentence which he believes will tell him the way out of the library. When he leaves the room, Charles runs into Andrew, who is still angry about the holograms. Charles convinces Andrew to team up with him. The two go to the 400s room where they believe they'll find the next book. Instead, dummies there tell them about their heritage. Charles and Andrew learn that Andrew has a relative whose claim to fame is winning the television game show "Concentration." The show is a picture word game, a hint that Charles believes confirms he is on the right track.

In Chapter 27, Kyle offers to let Miguel join their team. At first he refuses. Later, when Kyle and the others go to look at the library cards discarded by the ones who have left, Miguel goes with them. They learn they have to win the chance to look at the cards. If they win the game "Let's Do a Deal," they get to see the five discarded cards. If they lose, they will lose their own library cards.

In Chapter 28, Mr. Lemoncello gives Kyle, Miguel, Akimi, and Sierra a five line rebus to solve as their challenge. They break the rebus up among them and have it solved before their time is up. Charles and Andrew hear the commotion of bells ringing and audience noise when Kyle's group solves the puzzle. They decide to kick up their speed, thinking that Kyle and his group are gaining ground on them. When they go to the room where they believe the next book for which they are looking is located, Haley is already holding the book. Charles makes Andrew leave so he can talk to Haley in private. Charles believes he is manipulating Haley by suggesting he'll turn her in for plagiarism if she doesn't join their team. In reality, Haley is hoping to use the clues Charles has already found as a way to boost her chances of winning. She believes she is the one whom Lemoncello wants as a spokesperson, anyway.



Analysis

Kyle and his friends are once again put to the test when they see Andrew try to pick a fight with Miguel. As before, the friends take time out from playing the game to try to help ensure that Andrew won't do anything that might make Miguel get kicked out of the game. The animatronics of the library step into to take care of the argument between Andrew and Miguel. As Kyle and his friends run toward the room where Andrew has gone to confront Miguel, they see Andrew being chased out of the room by an Egyptian Pharaoh and a woman with the head and tail of a lioness.

Two distinct teams form in this section of the novel. Kyle already heads up a group that includes Akimi and Sierra. In this section, Charles manipulates both Andrew and Haley into joining his team. He wants Andrew in the group because Andrew can help with the Dewey Decimal System. Charles wants Haley in his group because Haley has found a certain book before he found it. He believes that book has a clue. Although Charles doesn't know it, Haley is actually playing him. Haley has discovered that the books in the Staff Picks section have clue cards in them. She hopes to be able to see Charles' cards and solve the riddle before he does.

The two teams seem to be a distinct study in the ways in which groups can operate. Kyle and his friends work together, share their knowledge, and try to help others who need it even if they aren't on the same team. With his team, Charles uses his teammates only as ways to get the information he needs. He plans to ditch his teammates and claim the prize for himself at the conclusion of the game. His ideas of teamwork contrast greatly with those held by Kyle and Akimi who have already decided they will share their prize if they win.

Discussion Question 1

Describe the workings of Kyle's team and Charles' team. How are they different? How are they similar?

Discussion Question 2

Why does Charles invite Haley to be on his team?

Discussion Question 3

How do Kyle and his team members get to look at the discarded library cards?

Vocabulary

mannequin, automaton, hieroglyphics, contemplation, renowned, pictogram, manipulate, abridged, rebus, flagrant, plagiarism



Chapters 29 - 32

Summary

In Chapter 29, Kyle's group writes down all the book titles from the cards they've just won, but they can't figure out what the titles might mean. They start their game of Bibliomania, hoping this will give them clues. Kyle sees a problem with the answers to the Bibliomania game which gives clues on how to get out of the library right away. He points out that the questions are too random. To solve this, he requests a consultation with the librarian. Mrs. Tobin confirms that there is a new set of cards for the game. These cards pop up through a slot in the desk.

In Chapter 30, Kyle's group decides to speed the game along by pulling a pink card, even though Kyle argues it isn't the proper way to play the game. The clue they pull is a Dewey Decimal book code. The book that corresponds to the code is one checked out by Lemoncello in 1964 from the original Alexandriaville Library.

Meanwhile, in one of the conference rooms, Charles and his team lay out the silhouette cards they have collected so far in the order in which the books from which they came were arranged in the Staff Picks display. They have six of the twelve needed cards.

In Chapter 31, it is Akimi's turn to play. She gets a wild card with a riddle that leads the group to the Arts and Artifacts room. They believe the reference to "Andy" is pointing them to a display about Willy Wonka, an eccentric candy maker whom the members of the group believe is similar to Lemoncello.

In Chapter 32, Sierra's turn at the game leads the group to the religious section of the library. The card also includes numbers they believe to be a date; but, they can't figure how it works into the clue. On the way to find the book whose call number appears on Sierra's card, the members of the group decide the names of holographic statues must be additional clues to the puzzle. They add these names to their research. When they find the book for which they are looking is the King James version of the Bible, they are confronted by the holographic image of Gutenberg. He tells them what they thought was a date was actually a reference to a passage in Exodus. The passage is one of the Ten Commandments instructing the Israelites not to steal.

Analysis

As the two teams continue to work, each seems to be approaching the challenge from different directions. Charles and his group members are searching for books displayed in the Staff Picks display in the lobby of the library. They have discovered that each of these books has a card in it with an image. They hope that once they put all of these images together, they will spell out instructions on how to escape from the library.



The goal of Kyle and his team is much less defined. They have compiled a list of library books printed on each of their library cards but aren't sure how the list will help them escape from the library. They've also started a Bibliomania game which they believe will give them additional clues on how to escape from the library. So far, they've been pointed to a book that Lemoncello once checked out of the Alexandriaville Library, "Get to Know Your Local Library," a reference they believe points them to Willy Wonka, and a verse from the Old Testament of the Christian Bible admonishing them not to steal.

While it does seem that Lemoncello might be referencing Wonka in his clue to find something that rhymes with "Andy," the players don't connect the "do not steal" clue with the Dandy Bandits, who were thieves. This missed clue on the part of Kyle and his team becomes significant later in the novel. Kyle does catch several problems with the way his team is approaching their escape from the library. When they first sit down to play Bibliomania, he realizes the cards in the original game are too random to give them any useful clues in solving their problem. He requests a second set of cards and gets one that he believes are specific to what he and his friends are searching.

Discussion Question 1

Compare and contrast Lemoncello and Willy Wonka. How are the two similar? How are they different?

Discussion Question 2

In what ways does Kyle's common sense continue to benefit his team?

Discussion Question 3

Do you have any clue as to the significance of the library books named on each of the twelve library cards? What do you think these titles mean?

Vocabulary

eccentric, elimination



Chapters 33 - 36

Summary

In Chapter 33, Charles and his team have found two more cards, but they still can't decipher the message. As they try to work it out, Charles keeps his own ideas to himself because he plans to dump Hayley and Andrew. He will claim all the glory for himself when he finds a way out.

In Chapter 34, Hayley heads toward the 400s room believing Charles and Andrew have missed something. With the help of the mannequins in the room, she meets a few of her relatives. Then, she learns that as the third visitor to that room, she gets a special bonus. A wall panel slides open allowing her into the 300s room. As she steps inside, she sees one of the books for which she and her group have been looking. The clue card spells out the word "bandit." She is determined that this special clue means that Lemoncello wants her to win the game. She decides to hide this clue in her shoe so that she'll have an advantage over Charles and Andrew.

In Chapter 35, Kyle and his team organize their research in one of the meeting rooms of the library. Kyle's turn at the Bibliomania game sends them to the science section of the library for a book to solve the riddle on his card. Here, they meet a hologram of Audobon who teaches them about the calls of the blackbird. They find their book just before they encounter a rare white Bengal tiger.

In Chapter 36, just after Charles and Andrew find a copy of the book "Anne of Green Gables," Lemoncello's voice comes over the loudspeakers asking if they'd like to play "Let's Do a Deal." Even though they have a one in three chance of picking a Clunker Card, the two decide to play. Charles chooses the green envelope because he believes it is lucky as they have just found the book "Anne of Green Gables." This envelope contains the Clunker Card. Charles and Andrew are punished by being locked out of the Dewey Decimal rooms for fourteen hours, the total from the dice they have rolled. Andrew rants about the punishment; but, Charles begins thinking that he could work around this setback if he could find out what Kyle's team was working on. He decides to try to get this information by working through Sierra Russell.

Analysis

Charles continues to show his true colors as he uses his "teammates" to find a way out of the library. As he comes up with his own interpretation of the rebus they are trying to solve, he does not share with Andrew and Haley. He plans on dumping them before he wins the game so he can claim all of the glory for himself. Charles, however, isn't the only one hiding information as Haley also finds a clue card which she hides in her shoe so she will have a leg up on Charles. It seems the two would understand that by hiding



clues and information from each other, they are actually working against one another. However, it does not seem to occur to either that the other is hiding clues as well.

Note in this section that Haley's clue card spells out the word "bandit." This makes one wonder if Kyle and his team didn't make a mistake in interpreting their rhyming clue. They had decided "Andy" rhymed with "candy" pointing them in the direction of Willy Wonka. In reality, it might have been pointing them toward the Dandy Bandits.

Meanwhile, Andrew and Charles get a chance at a "Lets Do a Deal." But, they choose a Clunker Card. Charles is angry that he's being kept out of the Dewey Decimal rooms and decides to make up for lost time by trying to get information out of Sierra about the other team's progress in finding the secret way out of the library.

Discussion Question 1

Explain the tactics that Charles' team members are using against each other.

Discussion Question 2

How are Charles and Haley actually being detrimental to their team when they hide clues from each other?

Discussion Question 3

What do you think the call of the blackbird has to do with the riddle that Kyle and his team are trying to solve?

Vocabulary

coincidentally, decoded, magnanimous, veering, ornithologist



Chapters 37 - 40

Summary

In Chapter 37, Kyle and his group members are unhappy when they learn that they, as well as Charles and his team members, are locked out of the Dewey Decimal rooms. Lemoncello's face appears on the screen before them in the meeting room telling them they aren't being punished for Charles' mistake. He suggests this gives them time to explore clues outside those rooms. He tells them to keep working on the puzzle but to avoid Mrs. Basil E. Frankweiler's files. Additionally, he says Zinchenko has selected books just for them to read that evening. He winks as he tells them the books have been left on her desk.

Meanwhile, Charles tries to turn Andrew against Haley. Charles tells Andrew that Haley said Andrew wasn't handsome enough to be a spokesperson. In retaliation, Andrew suggests they don't show Haley the "Anne of Green Gables." At dinner, Haley hides her clue from the boys just as they hide the one they found from her. She leaves the café, telling her teammates she's going to bed early.

In Chapter 38, Akimi spots Clarence through the window as he drops off their suggested reading books. Kyle hints to Charles what they are doing, not wanting to hide what he believes is an advantage. Charles tries to lure Kyle away from his team with the enticement of getting to play a cool new video game. Kyle overcomes the temptation and goes with his team to see that all the books put out are copies of "The Complete Sherlock Holmes." They all settle in to read, then discuss the book later. Meanwhile, Haley finds another clue card that she does not share with her team. She believes the clues are pointing her toward some part of the building that bandits crawled into back when the structure was still a bank. She hopes to do some research the following morning.

In Chapter 39 after reading for awhile, the members of Kyle's group begin to wonder why Arthur Conan Doyle is not among the holographic statues of famous writers. As they talk, they wonder if there is significance in the authors that were chosen as statues. Kyle requests to be allowed to consult with his brother on the topic. A short time later, Kyle is allowed a five-minute video chat with Curtis, his brother. Unfortunately, Curtis cannot help them determine what the authors might have in common.

In Chapter 40, before their session is finished, Curtis tells Kyle and the others the only similarity he can find in any of the authors and books is the word "look" in two of the titles. Sierra, however, gets some inspiration and starts jumping up and down. She tells them she thinks she knows how to crack the code, but she needs a computer and time. As Sierra does her research, the others on her team find that the other cards in the Bibiomania game only lead them to clues they've already found. Just as Kyle thinks that they need a bunch of new numbers, Sierra runs into the room, telling them she's found a bunch of new numbers, up on the ceiling.

Analysis

Though he has caused enough trouble already, Charles continues to stir up contention in his team by pitting Haley and Andrew against one another. He upsets Andrew by telling him that Haley does not believe Andrew is handsome enough to be a spokesperson. Although this is probably a thought that might have gone through Haley's mind, it isn't something she's told Charles. Basically, Charles is lying to Andrew to create a division in his own team. He is trying to make sure that Andrew won't share the "Anne of Green Gables" clue with Haley. He could also be trying to keep Haley and Andrew at odds with each other so that the two won't team up against him.

It seems unfair that because Charles picked a Clunker Card Kyle and his team members are locked out of the Dewey Decimal rooms as well. Lemoncello tells them he has left them some books and that they should spend their time researching clues not found in the Dewey Decimal rooms. Note a few chapters earlier, Kyle had made a mental note to put Sherlock Holmes books on his reading list. Interestingly, it is the complete works of Sherlock Holmes stories that Kyle and the others are left to read.

Again, Kyle's desire for all players in the game to have the same advantage comes through as he tries to hint to Charles what he and his team will be doing while they are locked out of the Dewey Decimal rooms. Charles has already tried to lure Kyle away from his team members by enticing him with the gaming console in Lemoncello's private suite. Kyle has to fight against the temptation but successfully stays with his team. Even though he isn't sure if the books Lemoncello is leaving for them will give them any clues on how to win the game, he doesn't feel right until he lets Charles know what they will be doing. Kyle is focused on winning, but he is focused on winning fairly, without having undue advantages.

Kyle's brother's reaction to his inclusion in Lemoncello's game is interesting in this section. Kyle contacts Curtis, hoping he can help them determine some aspect that links together the ten authors who appear as holographic statues in the library's rotunda. He can only think of one word "look" that appears in two of the authors' book titles. Although it seems like very little, it is enough to get Sierra thinking. She eventually connects the word with the numbers being displayed on the rotunda ceiling. Mike, Kyle's football player brother, gives his little brother a thumbs up for joining ranks with other players to put their knowledge together to meet their challenge. He gives Kyle a cheerleader chant and what might be considered a football pep talk.

It should also be noted that Lemoncello probably didn't leave the Sherlock Holmes books just as good reading for Kyle and his teammates. He left them because they contained an important clue. Note that Kyle refers to a story he is reading about thieves who tunneled into a bank building through the basement of a building next door. This, along with Zinchenko's injection that he has just reread the story a short while ago, would have been a huge clue to Haley, who knows that the way out of the library is the same way bandits got into that building when it was still a bank. To Kyle and his group,



the reference means nothing since they missed the Dandy Bandits clue that might have pointed them in the direction of a bank robbery.

Discussion Question 1

What do you believe is the significance, if any, of the Sherlock Holmes story about the bank robbery?

Discussion Question 2

How is Charles hurting himself by turning his team members against each other?

Discussion Question 3

What do you think it is about the word “look” that gives Sierra inspiration?

Vocabulary

juggernaut, penalized, reek, grouched, compromise



Chapters 41 - 44

Summary

In Chapter 41, Sierra has discovered that five of the authors have written books with the word “look” in the title, while the other five have books with the word “up” in the title. When she looked up at the Wonder Dome, she noticed numbers drifting through the designs on the screens. They watch the screens for more than an hour. They find the numbers they need from all of the sections except the 300s.

In Chapter 42, Andrew is watching Sierra Russell. Charles has suggested that he try to find a way to borrow Sierra’s library card, which she uses as a bookmark. He says this will be a way Andrew can pay Charles back for the trouble he’s caused the team. He finally goes down and talks to Sierra for a minute, asking to look at her book, then exchanging their cards. On the Wonder Dome, the picture turns to that of images from the book “Goodnight Moon.”

In Chapter 43, the next morning, Kyle finds Sierra reading one of the new books that has been left on the desk for them. Kyle deduces from the name of the book “The Eleventh Hour” that their final Dewey Decimal clue will show up on the screen at the last possible minute. At breakfast, they see Haley blankly staring out the window of the café. Kyle suggests they are having fun in their search and that Haley should consider joining their team. Haley asks if Andrew has already joined as well since he just swiped his card and entered their meeting room.

In Chapter 44, Kyle confronts Andrew in their meeting room. As they quibble, Lemoncello calls them all into the Rotunda Reading Room. Lemoncello himself is sitting behind the library desk. Charles joins them, wanting to know what is happening. When Lemoncello tells him Andrew was trying to steal the other team’s clues, Charles tries to brown nose the man, indicating that he will be going home soon as he will find a way out of the library. Lemoncello informs him that Andrew will be going home right then for cheating. Andrew tries to explain how Charles manipulated him into stealing Sierra’s card but Lemoncello asks only to see Andrew’s card, which is actually Sierra’s. After Andrew is escorted out of the building, Haley tells Lemoncello she wants to change teams.

Analysis

In these chapters of the novel, Charles talks Andrew into stealing Sierra’s library card, then using it to enter their conference room so he can steal their information. Charles bends his explanation so that Andrew will believe the theft will make up for the problems Charles says Andrew has caused their team. Being of a weaker nature, Andrew puts Charles’ plan into action. He is caught going into the conference room where Kyle’s team has all their research. Lemoncello shows up at just the moment the boys begin to



quibble, proving that the children are, indeed, being watched carefully. He puts an end to the argument by dismissing Andrew from the game once he sees that Andrew has Sierra's card. Charles pretends to have nothing to do with the situation and lets Andrew take the fall for a crime that was his idea.

Meanwhile, Haley decides she wants to join Kyle's team. At the conclusion of Chapter 44, Lemoncello has not said if he plans to allow Haley to switch teams or not. It seems at this point, it is a little late in the game for students to be switching loyalties. Haley, however, has already been a big help to Kyle and the others as she warned them, even without knowing what was happening, that Andrew was trying to steal their work.

Meanwhile, Sierra's research leads her to look up at the Wonder Dome where she realizes the Dewey Decimal numbers they have needed all along, with the exception of the one from the 300s section, are being displayed on the screen. Using the title of the second book they are left to read, "The Eleventh Hour," Kyle believes this number will not be displayed on the screen until just sixty minutes before their time to find a way out of the library has run out.

Discussion Question 1

Do you think Lemoncello's treatment of Andrew was fair? Should he have paid more attention when Andrew tried to explain what happened? Why or why not?

Discussion Question 2

Do you think Haley should be able to switch teams at this moment in the game? Why or why not?

Discussion Question 3

Why do you think Lemoncello has chosen the moment of Andrew and Kyle's argument to appear in the library in person? Do you think this is significant?

Vocabulary

cryptic, throttle, scandalous



Chapters 45 - 48

Summary

In Chapter 45, Lemoncello allows Haley to join Kyle's team. He asks Charles if he'd like to join the team as well, but Charles declines. He comments that even though Haley knows all of the same information he does at this point, he doesn't think she knows what any of it means. This seems to irritate Lemoncello. Charles indicates the comment was meant as a joke, but Lemoncello brushes off the explanation. He gives Charles extra clues hidden in an envelope to compensate for his teammates leaving him. Lemoncello offers to answer one question for Charles out loud. He specifies only that the question can't be how to get out of the library, as he doesn't know the answer. The whole game, he says, has been set up as a birthday gift for him by Zinchenko. Charles asks why the book "The Mixed up Files of Mrs. Basil E. Frankweiler" is beside Lemoncello's bed in his personal suite. Lemoncello explains that was a book that Tobin gave to him as a child. Lemoncello additionally gives Kyle's team three names of pine trees, a bonus answer, when they ask for an additional clue as well.

In Chapter 46, Charles' additional clues seem to bring him closer to solving the pictogram sentence. He isn't sure about the meaning of the card showing three couples dining, but believes it might stand for the word "anniversaries." Knowing the only book he hasn't found is one about crime, he wonders if the way out has something to do with a bank robbery that happened nineteen years ago. He decides to try to ask an expert for help, believing he has an even better librarian than Zinchenko.

In Chapter 47, Haley catches Kyle's team up on all the information she learned from Charles. The group has just settled in to try to crack the code offered by the book names on the library cards when Lemoncello pops his head in and offers them an extreme challenge.

In Chapter 48, Lemoncello is wearing a cat burglar outfit that he says Zinchenko told him to wear for the big finale. Kyle accepts the extreme challenge. He has fifteen minutes to find a memory box said to contain the mother lode. At the end of the chapter, Haley tells the team she believes she knows where the memory box is located.

Analysis

In this section, all of Charles' teammates have deserted him; or, he has caused them to be kicked out of the game. He has irritated Mr. Lemoncello, and he appears to be in line to win the game. This section of chapters are leading to the climax of the novel. Charles has acted in such an unfair way throughout the game that it seems totally unfair for him to win. Although Haley, his last teammate, even deserts him for the other team, Charles brushes the loss off, telling Lemoncello he doesn't believe Haley really understood any of the clues they had dug up so far. Although Lemoncello has seemed unfazed by



Charles actions thus far, he shows a hint of irritation toward the boy's openly degrading comment about the girl.

Notice in this section the reference to the book "The Mixed up Files of Mrs. Basil E. Frankweiler." In a prior section of the novel, Lemoncello warned Kyle to stay away from this book. In this section it is learned that this book is next to Lemoncello's bed in the private suite. This suggestion by Lemoncello could have been made as a subtle way to keep Kyle from spending time in the private suite playing video games as Charles tried to convince him to do. If Kyle had actually gone to the suite and seen the book, he might have remembered Lemoncello's warning and left before Charles distracted him with game playing.

Even though it is very late in the game, Haley is given permission to leave Charles and join Kyle's team. As a way to compensate for his loss, Charles is given some extra clue cards. He begins to formulate an idea that the way out of the library might have something to do with a robbery that took place when the building was still a bank.

Discussion Question 1

At this point in the novel, who do you think will win the game? What makes you think this? Support your answer with information from the book.

Discussion Question 2

Why does Lemoncello allow Charles to be so openly derogatory toward Haley? Why does he seem to continue to reward Charles' bad behavior?

Discussion Question 3

What do you think the pine tree references mean? Have there been references to pine trees before this point?

Vocabulary

compensate, sentimental, preposterous, glom, lode, addendum



Chapters 49 - 52

Summary

In Chapter 49, Charles requests to use his Ask an Expert lifeline. He asks to speak to his uncle, James F. Willoughby III, the head librarian of the Library of Congress in Washington, for help in finding a book.

In Chapter 50, Haley is able to direct Kyle to the location of the memory box despite the fact the book shelves in the basement are moving and rearranging themselves like a maze. As he runs through the rotunda trying to make it back to the meeting room before his time is up, Kyle slips. However, the box slides into the meeting room just in time.

In Chapter 51, Lemoncello is unable to get in touch with Charles' uncle even though Charles claims that he let him know his help might be needed that weekend. Lemoncello suggests he can have Al Capone do Charles' laundry.

In Chapter 52, using clues from Lemoncello's first game, Kyle and his team members discover that 1968, which was the year that Lemoncello turned twelve, is a key year. They figure out that using the first letters of the names of the books on their library cards, a sentence is formed that says: "In 1968 the way out was a way in." There is some question about the Willy Wonka clue because that book was not written in 1968. They decide they need to find a new rhyme for "Andy."

Analysis

In this section, Charles seems to hit a roadblock as Lemoncello has trouble getting in touch with an uncle for Charles' Ask an Expert helpline. Lemoncello's reaction to Charles' claim that he is related to the head librarian at the Library of Congress seems to be one of doubt, as he suggests Al Capone might also do Charles' laundry. As Charles stalls waiting for his uncle, Kyle and his team make progress when Kyle survives an extreme challenge and retrieves the memory box that Haley tucked away in the basement.

When Haley first found the box, she knew there was something significant about its contents; but, she could not put together what its importance might be. Working with Kyle and the others, the group realizes they can use Lemoncello's first game idea, which he indicates was his worst idea, in order to make a sentence using the first letters of the library books listed on the library cards.

The members of Kyle's group begin to rethink their decision that the "Andy" clue had something to do with Willie Wonka since that book was not yet written in 1968. The section closes with their decision to try to find another rhyme for "Andy" that better fits the information they have uncovered so far.



Discussion Question 1

How does Lemoncello make Kyle's search for the memory box more difficult?

Discussion Question 2

What is Lemoncello's reaction to Charles' request to speak to his uncle, whom he claims is a head librarian for the Library of Congress?

Discussion Question 3

Putting together the information Charles' and Kyle's teams have uncovered thus far, do you have any ideas about the escape route from the library?

Vocabulary

phantom, pivoting



Chapters 53 - 56

Summary

In Chapter 53, Kyle's team begins to put the clues together. They realize the rhyme for "Andy" is the Dandy Bandits who broke into the bank in 1968. At 11 a.m., they get the Dewey Decimal number for the last book they need to solve the riddle.

In Chapter 54, Charles has finally gotten to talk to his uncle. When he learns the approximate number of the book, he takes off running for the 300s room. He meets Kyle and his group coming from the other direction. When Charles realizes Kyle has the whole call number, he hangs back and waits for Kyle to get the book first. Then, he grabs it. Sierra calls for Kyle not to hurt the book, and Kyle listens, easing his grip. Charles body-checks Kyle and gets the book from him. When he finds the chapter about the Alexandriaville bank robbery, he signals to Kyle that he is a loser.

Lemoncello enters the room asking Charles if he remembers Zinchenko's number one rule. Charles recites the wrong rule. Zinchenko's voice is heard reciting the rule about being gentle with others and library property. Charles tries to turn the blame on Kyle by saying that he was trying to keep Kyle from tearing up the book. When Lemoncello questions Kyle, Charles uses this moment to mark the true crimes book with his library card as he chatters on about the window that Kyle broke. Lemoncello interrupts him to ask about the habit. Charles admits he'd seen Sierra Russell do the same thing. Hearing this, Lemoncello interjects that Charles had asked Andrew to borrow Sierra's card.

Zinchenko plays back the discussion between Charles and Andrew in which Charles bullies Andrew into stealing Sierra's card. Charles is ejected from the game with no winnings.

In Chapter 55, Kyle and his team members read about how the Dandy Bandits tunneled through the basement wall of the bank from a building next door. They all head for the basement. Kyle carries the "True Crime" book with him. When Akimi asks why he has the book, he tells her that he plans to put it on the book-sorting machine. He believes that the basket in which the book stops will show them where the tunnel out of the library is located. They locate a square in the floor of the basement that lights up. After they list sixteen words for an anagram, the floor folds up in that spot, uncovering a staircase.

In Chapter 56, the door out of the basement in the dress factory is locked. However, Kyle spots the casement windows and thinks back to the game he played with his brothers that got him involved in the library lock-in. A combination lock on the window is opened when the group members solve a final riddle. Once they are outside, people begin cheering, even for Sierra.



Analysis

When Kyle and his team members finally read the section in the “True Crimes” book about the Dandy Bandits, they finally begin to put together all of the clues they’ve been being given since the beginning of their visit to the library. They realize the significance of the book “Get to Know Your Local Library” and the reason why Zinchenko left them the Sherlock Holmes books to read. Kyle surmises that Zinchenko might have gotten the idea for the entire game from the Holmes story about the robbers tunneling into the bank through a tunnel in the basement.

Discussion Question 1

Is it surprising that Lemoncello does not know how the game will end?

Discussion Question 2

What sort of clues were given from the beginning of the children’s stay in the library pointing them in the direction of the hidden way out of the bank?

Discussion Question 3

Does it come as a surprise that Lemoncello hopes Andrew will work as a library aid? Why or why not?

Vocabulary

placid, entourage, tactics



Characters

Kyle Keeley

Twelve-year-old Kyle Keeley is the main character of the novel. Kyle loves to play video games. Since he's not able to play games at home because he is grounded, Kyle decides to enter an essay in a contest that is being sponsored by Lemoncello. If his essay is a winner, he will be part of the a library lock-in. He sees playing games at the lock-in as a way to circumvent his punishment.

Though Kyle loves games and winning, he cares about people more. His generosity shows when he splits his prize money among his family members. It's apparent that Kyle is also a team player because he shares information he learns with his teammates, withholding nothing, as they try to find the way out of the new town library.

Charles Chilton

Charles Chilton is the spoiled rich kid who has been raised to believe he should win every competition just because of who he is. His parents have hired him special tutors to help him get the best grades possible. He has never really had to do anything for himself. He thinks the way to get people to help him is by bribing or threatening them. Charles believes others like Kyle and Lemoncello who care for others are sentimental saps. Although Charles acts rudely and breaks the rules at several points during his time in the library, he is ultimately thrown out of Lemoncello's game because Zinchenko finds footage of Charles instructing Andrew on how to go about stealing Sierra's library card. Charles could be considered the antagonist of the novel. He works against the others, even those who are supposed to be on his team. He provides a contrast for the cooperative and fair way that Kyle's group works together as a team.

Luigi Lemoncello

Luigi Lemoncello is the eccentric benefactor who has donated a huge amount of money for a new public library in Alexandriaville. Having grown up in the town, he remembers how much he had loved the old library. The librarian there had helped Lemoncello develop and market his first successful game. He is now known as a game guru.

Disappointed that Alexandriaville's library has closed several years ago, Lemoncello wants the children of his town to have the same opportunity that he enjoyed of visiting a library. Since he is a billionaire and money is no object, Lemoncello pays to have the former Gold Leaf Bank building remodeled into a library that includes an Electronic Learning Center.

Lemoncello's eccentricity shows when he arrives at the library in a red, boot-shaped vehicle. However, beyond his quirky personality, lies a knowledge of books and young



people. He has asked the head librarian to devise a game that will have the participants using their reading skills and learning caps as they try to find the escape route from Lemoncello's library. Through Lemoncello's efforts, the children learn that reading and learning are fun.

Miguel Fernandez

Miguel Fernandez is the overachiever of his class in school. He serves as president of the school's Library Aide Society. On the day the library essays are due, Miguel shows up with a 2-inch binder holding his paper which includes pictures and charts. Miguel is also the one who tells his group of friends that it is Lemoncello who has funded the library. He researches Lemoncello and learns that he once lived in Alexandriaville. Although he is described as being an overachiever, Miguel is laid back when Andrew gets angry with him and accuses him of trying to steal his information. Miguel refuses when Kyle first asks him if he wants to join their team. Later, he changes his mind. After Miguel and the others win at Lemoncello's game, Lemoncello offers Miguel a job to work as his head library aide in the public library.

Sierra Russell

Sierra Russell is a girl who would prefer to read rather than to interact with actual people. She is one of the students who wins the library lock-in essay contest. She appears to be more interested in finding new books to read than in playing with all of the library's gizmos and gadgets. Sierra becomes part of Kyle's team when she helps Kyle and Akimi locate the call number of a book stored near the library's skylights. Sierra suggests that they need to rig up a safety device using telephone cords in case Kyle falls. As Sierra works with Kyle and Akimi she becomes more and more excited about the game. She realizes that interacting with people face-to-face is just as fun as reading and interacting with people on Internet sites.

Dr. Yanina Zinchenko

Dr. Yanina Zinchenko is a world famous librarian who prepares the library at Alexandriaville for its grand opening. She has supervised the construction of the library in Alexandriaville for Lemoncello. She will be the head librarian once it opens. It is later learned in the book that Lemoncello had asked Zinchenko to devise a game in which students search for a secret way out of the library as a gift for Lemoncello's birthday. It is Zinchenko who is tasked with searching through the video and audio footage to find the proof that Charles bullied Andrew into stealing Sierra's library card.

Andrew Peckleman

Andrew Peckleman is Miguel's friend. The two boys work together in the library at Alexandriaville Middle School. They have a fight in the new Lemoncello Library when



Andrew accuses Miguel of trying to steal his clues about how to escape from the library. Because Charles needs someone who has knowledge of the Dewey Decimal System, he sweet-talks Andrew into joining his team. Andrew allows himself to be bullied by Charles into stealing Sierra Russell's library card, a move that gets Andrew kicked out of the game.

Akimi Hughes

Akimi Hughes is Kyle's best friend. She is the one who reminds Kyle about the opportunity to win an overnight stay in the town's new library by writing an essay. It is Akimi who encourages Kyle to try again to submit an essay when they learn it is Lemoncello who is in charge of the essay contest. Akimi and Kyle first team up when they work together to find the dessert that is hidden in the library. It is Akimi who suggests that she and Kyle team up to figure out how to get out of the library. She suggests they share the prize if they win.

Gail Tobin

Gail Tobin was the head librarian of the Alexandriaville Public Library when Lemoncello was a child. She is said to have helped Lemoncello design and market his first game. As a salute to his childhood librarian, Lemoncello includes Tobin as a holographic librarian. As such, the children can call upon her for help in the new library.



Symbols and Symbolism

Mr. Lemoncello's Indoor/Outdoor Scavenger Hunt

Kyle and his two older brothers are playing this game — Mr. Lemoncello's Indoor/Outdoor Scavenger Hunt — when Kyle gets in trouble for breaking a basement window.

Family Frenzy

Family Frenzy is the first board game designed by Lemoncello when he was still a child. Gail Tobin, who was the librarian at the Alexandriaville Library when Lemoncello was a teen, helped him develop and market the game.

The Library Lock-In Essay Contest

Students who are twelve years old are invited to submit an essay that will win them a chance to participate in a lock-in at Alexandriaville's new library. Lemoncello chooses twelve students for the lock-in. The number twelve is significant because it has been twelve years since the town had a public library.

Golden Key

This golden key gives the holder access to Lemoncello's private suite in the library. It is the prize given to Charles for winning the first game of the night.

Escape from Mr. Lemoncello's Library

Escape from Mr. Lemoncello's Library is the name of the game that Lemoncello creates to challenge the essay contest winners to use their library constructively. In the end of the novel it is learned that Lemoncello does not know how the game will end as he had his head librarian, Dr. Zinchenko, create the game as a gift for his birthday.

The Staff Picks Display

Charles centers his search for clues on how to escape the library on the book titles contained in this case. When Charles finds the book that corresponds to each title displayed in the case, there is a card inside with a piece of a pictogram. The pictogram can only be completed when Charles has found all twelve cards.



Bibliomania

Bibliomania is a game that Kyle and his team believe will help them uncover clues about how to escape from the bank.

“Get to Know Your Local Library”

The book “Get to Know Your Local Library” is one of the books Kyle and his team members are pointed to by the Bibliomania game. They realize later that the intent was for them to get to know the past of the building in which the library is now housed.

Clunker Card

When Andrew and Charles are offered a “Let’s Do a Deal,” they draw a Clunker Card. The punishment for the card is that the doors to the Dewey Decimal rooms are locked for all contestants of the library lock-in game.

A Three-Foot Tall Hourglass

This is the outsized hourglass that Lemoncello uses to measure the time remaining in the library lock-in game in the last three hours of the competition.

Memory Box

Kyle’s Extreme Challenge is to find a memory box which Haley has stowed in the basement of the library. He finds the box and gets back with it just in time to win the challenge.



Settings

Lemoncello Library

The Lemoncello Library is built in the former location of the Gold Leaf Bank in Alexandriaville. The majority of the action in this novel takes place inside this new library as the game contestants try to escape from the building.

Alexandriaville Middle School

Alexandriaville Middle School is the school that Kyle and his friends attend. It is at this school that Kyle learns it is his hero, Mr. Lemoncello, who will judge the essays. Kyle also learns at the school that Lemoncello has submitted plans for a lock-in at the new library.

Parker House Hotel

The reception for the grand opening of the Lemoncello Library is held at the Parker House Hotel which is located across the street from the new library. It is at this hotel that parents are allowed to stay to watch their children participate in the game. Lemoncello's birthday party is also held at this hotel after Kyle and his friends escape from the library.

True Crime Section

It is in this section of the library that Charles is finally thrown out of the game. Lemoncello stops the game when Charles knocks Kyle down as he attempts to take a book from his opponent. He is thrown out, however, because he bullied Andrew into stealing Sierra's library card.



Themes and Motifs

Bullying

Bullying is a theme that is addressed in this novel through the example of Charles and the way that he treats others. Charles eventually gets his due punishment as he is ejected from the game. Note, however, that it is only after the adults in charge of the game review the video and audio and have proof of Charles' act of bullying Andrew that they actually take action against him.

Charles is portrayed as the antagonist from the beginning of the novel. He is the affluent rich kid who believes he deserves special treatment just because he is Charles and rich. He makes snide remarks to and about the other game participants. He manipulates both Andrew and Haley into joining his team because he believes they can be beneficial to him. Charles doesn't plan to share any of his winnings or the glory with either of them. He plans to dump them both just before he wins.

Charles bullies Andrew into stealing Sierra's library card. Then, he enters their conference room so he can steal their research. Lemoncello catches Andrew with Sierra's card and ejects him from the game immediately because of the theft. He does not, at that time, listen to Andrew's claims that it was Charles who made him steal the card. However, Lemoncello does act when he has the full story and irrefutable proof that Charles bullied Andrew. He bans Charles from the game.

Joy of Reading

The premise of this novel is Mr. Lemoncello's desire to give the children of his hometown of Alexandriaville a new public library. He remembers how important the library was to him when he was growing up and wants modern children to have the same memories. As a game guru, Lemoncello realizes how much the games children play and the things that interest them have changed in the years since he was a child. For this reason, he fills his library with high tech animatronics, display screens, robots, hover ladders, and even an Electronic Learning Center to pique children's interest in the library. He uses a library lock-in essay contest with the promise of great prizes and fun to lure kids into the library. Once the children arrive, he involves them to play a game in which they use information in the library to find a way to get out of the building.

During his time in the library, Kyle discovers that reading can be just as fun as playing video games. He comes up with a list of books he hopes to read, including Sherlock Holmes. Kyle even gains a new respect for the bookworm Sierra. He only noticed her before because she always had her nose in a book. However, after they work on the same team during Lemoncello's library game, he realizes how much she has learned from her books and how valuable this knowledge is to the team.



With Lemoncello's desire to stress the importance of libraries and learning, it is fitting that the last clue instructing Kyle and his friends on how to get out of the library deals with reading. The clue asks them to guess what activity they can learn to do that will ensure they will be forever free. The answer, of course, is reading.

Teamwork

The importance of teamwork and the way to properly work together as a team are two important lessons taught in this novel. In the escape from the library challenge, the students divide themselves into two teams. Kyle's team demonstrates the way a team should cooperate, while members of Charles' team work against one another. From the beginning, Kyle and his team members agree to share the prize if they win the competition. They share the information they gather and collaborate on what they know, using the unique knowledge of each other to the team's benefit. The members of Charles' team, however, work against each other.

Charles manipulates both Haley and Andrew into joining his team as he believes they can each aid him in winning the game. Once he figures out how to escape the library, however, Charles plans to get rid of his team members and take all of the glory for himself. Additionally, Charles bullies Andrew into stealing Sierra's library card, an act that gets Andrew ejected from the game. Eventually, Charles is ejected from the game as well as Lemoncello learns that he bullied Andrew into stealing the card. Haley chooses to join Kyle's team, abandoning Charles because she is tired of the way she and Andrew have been treated. Kyle's team members enjoy playing the game.



Styles

Point of View

This story is told from the third person point of view. The point of view is omniscient and reliable with the narrator reporting on the actions of each character as well as the emotions of each of these characters. The point of view is important since one of the major ideas of the novel deals with working together as a team. This theme could not be developed as completely if the results that Kyle and his team have working together could not be compared with the results that Charles and his team members have as they work against each other.

The story is told in exposition and dialogue. Since teamwork and interpersonal relationships are important ideas in the book, it is necessary that the characters interact and converse with one another. Some description of the library and its contents is given; but, the bulk of the novel is largely comprised of discussions between the characters as they try to solve the puzzle and get out of the library in time to claim their prize.

Language and Meaning

Escape from Mr. Lemoncello's Library is written in a light style with relatively short sentences. Since one of the major themes in the book deals with encouraging children to read, it makes sense that the book would be written in a style that would make children and young teens want to read it. The vocabulary is not difficult, but Grabenstein does incorporate some words that may be new to young readers through the character of Charles Chilton. Although these words may not be familiar to the reader, their meanings are easily determined through the use of context clues.

The novel makes use of a great deal of language unique to the library. For instance, one must have a general idea of what the Dewey Decimal System is and how it is used in the library to understand how the characters are putting together clues based on these numbers.

Many of the games in the book are very dependent on language and words. The lock-in teams must solve word puzzles. Since the word puzzles are printed in the novel, the reader can solve them as well. The teams also find rhyming words in order to solve clues that will give them ideas on how to get out of the library.

Structure

This story is divided into fifty-six short chapters of approximately five pages each. The chapters are numbered. The plot of the novel is fairly simple with no subplots; however, there are a variety of different themes addressed in the story. The novel tells the story of one game guru's desire to instill in a group of children the same love of reading and



respect for the local library that he was given as a child. Kyle Keeley, a twelve-year-old boy who loves games, is among the children included in Mr. Lemoncello's ultimate game "Escape from Mr. Lemoncello's Library." Along with his friends, Kyle learns the value of the public library as well as the enjoyment one can get from reading as he works in a group to piece together clues that Lemoncello has left to help them discover their way out of the library. The story moves along rapidly. It is an easy and enjoyable read.



Quotes

This was one of the main reasons why Kyle thought everything that came out of Mr. Lemoncello's Imagination Factory — board games, puzzles, video games — was amazingly awesome. For Mr. Lemoncello, a game just wasn't a game if it wasn't a little goofy around the edges.

-- Narrator (Chapter 3 paragraph 49)

Importance: This particular quote explains Kyle's obsession with Lemoncello's games. The fun is not just in the game itself but also in interpreting the odd clues that Lemoncello hides in the games.

Because the old library was torn down twelve years ago, the twelve twelve-year-olds who write the best essays on 'Why I'm Excited About the New Public Library' will get to go to the library lock-in this Friday night.

-- Akimi Hughes (Chapter 3 paragraph 67)

Importance: When Kyle learns about the opportunity of an overnight stay at the town's new library, he isn't excited by the books that might be there. He wants to play the electronic games.

Mrs. Yunghans, the librarian, just confirmed that Mr. Lemoncello is the top-secret benefactor who donated all the money to build the new public library. Five hundred million dollars!

-- Miguel Fernandez (Chapter 5 paragraph 16)

Importance: Miguel reveals to his friends that he has learned that Lemoncello, the game guru who is Kyle's hero, is the one who has paid to have the town's new library built.

Because, my dear friends, these twelve children have lived their entire lives without a public library. As a result, they have no idea how extraordinarily useful, helpful, and funful — a word I recently invented — a library can be. This is their chance to discover that a library is more than a collection of dusty old books. It is a place to learn, explore, and grow!

-- Mr. Lemoncello (Chapter 15 paragraph 23)

Importance: Mr. Lemoncello explains why he's chosen the twelve year olds to participate in his library essay contest and library escape game.

Simple: Find your way out of the library using only what's in the library.

-- Mr. Lemoncello (Chapter 17 paragraph 26)

Importance: This quote sums up the basis of the main game that Lemoncello has planned for the winners of his essay contest.



He and his so-called teammates, Andrew and Haley (Charles planned on dumping them both right before he made his glorious solo exit from the library), had scoured the library together for hours looking for more book cover matches.

-- Narrator (Chapter 33 paragraph 2)

Importance: This quote exemplifies Charles' attitude toward the other students in the competition. He intends to win the game as a solo competitor without giving any credit to Haley or Andrew, even though they are helping him find an escape route.

On one hand, he didn't want to give away the bonus his team had received thanks to the other team's penalty. On the other hand, he didn't want people saying he and his friends won because Mr. Lemoncello had tossed them an extra clue.

-- Narrator (Chapter 38 paragraph 8)

Importance: Unlike Charles, Kyle does not believe in taking advantage of others or hiding information as being a fair way to play a game. Instead of hiding his clue from Charles, he gives him a chance to know what Kyle and the others are doing, a move that he believes levels the playing field.

Nobody went for the e-reader.

-- Narrator (Chapter 38 paragraph 34)

Importance: Significant in a generation of preteens who have been raised on electronic media is this statement that although one of the Sherlock Holmes books was loaded onto an electronic reader, all the students chose physical books instead of the e-reader.

Thanks,' said Sierra, realizing how much more fun it was to play this kind of game with real friends instead of virtual ones on the Internet.

-- Sierra (Chapter 41 paragraph 22)

Importance: Known as the bookish one of the group, Sierra opens up to the others in her group as she realizes how much fun interacting face-to-face with other people can be.

Kyle could see Mr. Lemoncello's nose twitch when Charles said that. And it wasn't a happy-bunny kind of twitch, either.

-- Narrator (Chapter 45 paragraph 11)

Importance: Kyle realizes that Lemoncello is irritated by Charles' opinion of Haley when he sees the man's nose twitch when Charles comments that he doubts Haley understands the meaning of any of the clues they have uncovered so far.

Haven't a clue. This entire game was designed by my head librarian, Dr. Yanina Zinchenko, as my birthday present.

-- Lemoncello (Chapter 45 paragraph 18)

Importance: The children participating in the escape game are surprised to learn that Lemoncello has no idea where the hidden exit from the library is located.