

AN UNOFFICIAL MINECRAFT CHAPTER BOOK

Steve Sees Green Light

PART 1



Steve swings his pickaxe
at the **coal**. Same old **coal**.
Same old dark cave. Same
old **day**. Then something
green flashes in the wall,
and Steve stops his swing.
A big, **bright** emerald
glows from the wall like it
needs to be **seen**. His
brain says, 'Don't grab it.'
His fingers grab it.





A hiss fills the cave. Steve turns and lifts his **shield** just as the Creeper explodes. The blast slams Steve back into the wall. When the dust is gone, Steve looks at the emerald. A strange **green light** flickers **deep** inside it, like a tiny flame. 'That is odd,' Steve says. Then the cave starts to spin.

Steve blinks. The cave is gone. He stands on grass under the stars, in the open. His battle kit is still on him. He checks it. No cracks. He checks the emerald in his hand. Still **bright**. Still strange. 'Okay,' Steve says to the **night**. 'So it is that kind of emerald.'





An **arrow** **flies** past his **cheek**.

A skeleton! Steve blocks the next two **arrows**, then grabs his blade and runs at it. One swing. Bones all over. A small **green** orb **floats** up from the pile. Steve grins. 'Thanks for that,' he tells the bones. The bones **say** nothing. But something behind him does. A clicking, skittering something with many legs.

Steve turns. A spider **creeps** from the **shadows**, its red **eyes glowing**. Behind the spider, a skeleton has an **arrow** on the string. And behind that, a baby zombie on a chicken. 'Come on,' Steve groans. Steve picks a path and runs. His **feet** thud on the grass, his battle kit clangs, and at his back a chicken **cries**.





A river! Steve splashes **right** in. Zombies can not swim fast, and a skeleton can not **aim** at a moving target in the water. A zombie stands on the shore and looks at Steve with dull, **hollow eyes**. It does not **follow**. Steve swims to the **deep** water and lets the current take him. The monsters shrink to tiny shapes far back in the dark. 'Not **today**,' Steve says.

Steve swims until the **trees** on the banks **grow** tall. Jungle. Vines hang from **each tree**, so thick he can not run at **night**. Then Steve **sees** it. A small log cabin, hidden **deep** in the ferns. Its shape shines in the still water like a **painting**. A cabin **means** a door, and a door **means** nothing can get in. Steve swims for it as fast as he can.





Steve shuts the door, flops on the bed, and **sleep** hits him like a falling anvil. When he wakes, **sunlight** beams in the window and the cabin **feels** safe and still. Steve **eats** his last meal and sits there, looking at nothing. Then he **sees** a **green gleam**. The emerald, on the bed by his **pillow**. That strange little flame still flickers inside it. Steve picks it up and holds it to the **light**. He smiles. 'So. Where to next?'



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Steve Sees Green Light

Steve is stuck in the same dark cave, swinging his pickaxe at the same old coal, until a bright green light flashes in the wall. He grabs the strange, glowing emerald anyway, and it flings him somewhere new. Now he's outside under the stars, armor cracked from a Creeper blast, with monsters closing in behind him. Can Steve outrun what's chasing him before this strange night gets even stranger? Created to align with the UFLI Foundations scope and sequence (Lesson 88: Vowel Teams Review 1), this book practices words like 'green', 'bright', 'deep', 'creep', 'see'.

Phonics Focus: Vowel Teams Review 1

aim, arrow, arrows, beam, beams, brain, bright, cheek, coal, creep, creeps, cries, day, deep, doe, each, eat, eats, eyes, feel, feels, feet, flies, floats, follow, gleam, glow, glowing, green, groan, grow, hollow, light, meal, mean, means, need, night, painting, pillow, right, say, see, seen, sees, shadow, shadows, shield, sleep, sunlight, today, tree, trees, window

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