



THE KANE CHRONICLES



SURVIVAL
GUIDE



Our Q&A interview this month is with

SADIE KANE:

QUEEN OF MAGIC



An exclusive TeenQueen interview with the young magician everyone's talking about . . .

**Q: WHAT WOULD YOU SAY
IS YOUR PERSONAL STYLE?**

A: Definitely not boring, I'll tell you that. I keep an eye out for vintage bargains, but my everyday look generally includes perfectly broken-in jeans, a T-shirt, and a leather jacket, worn with combat boots. I never go anywhere without my music, so earphones are

probably my most important accessory—and they're great for drowning out adults and teachers.



Q: WHO ARE YOUR BEST MATES?

A: Liz and Emma. But I don't get to see them as much, now that I'm running all over the world. I miss them loads, but with all the new trainee magicians around, I'm making new friends: Walt, Jaz, and the younger kids, too. They almost seem like family these days. . . . Oh, and Carter, I guess. When he's being cool.

Q: HOW WOULD YOUR FRIENDS DESCRIBE YOU?

A: As perfect, of course! Well, I suppose that they might say I can be a tad sarcastic and stubborn (I prefer "persistent"), but that I'm also caring, funny, kind, and loyal.

Q: HOW DO YOU SPEND YOUR DOWNTIME?

A: Well, what with trying to stop the apocalypse and all, I don't exactly have a lot of time to relax. But when I do, I like to skateboard and Rollerblade with Liz

and Emma, or lounge around watching soaps and movies. In New York, I like to shoot baskets with my baboon buddy, Khufu. Basketball is way cooler than the netball we play at school in London, and Khufu is teaching me some moves. It's great.



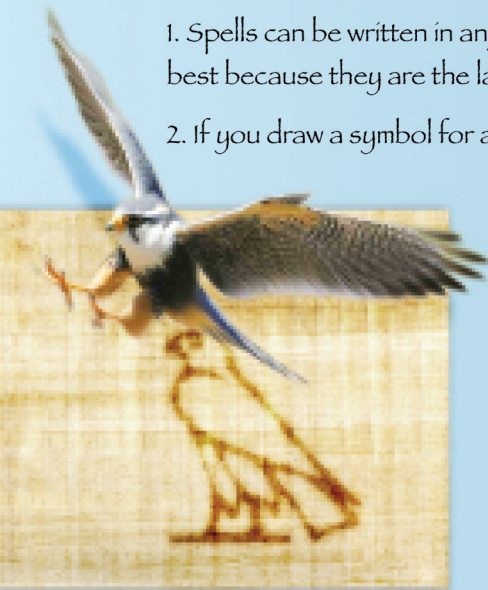


CREATE YOUR OWN MAGICAL WORD SPELL

CARTER AND SADIE LEARN HOW TO CREATE THEIR OWN SPELLS, USING WORDS AND SYMBOLS, AND THE MORE THEY PRACTICE, THE BETTER CARTER AND SADIE GET AT PERFORMING MAGIC: STASHING ITEMS IN THE DUAT, CREATING PORTALS, AND DEFEATING MONSTERS. IF YOU'RE AN ASPIRING MAGICIAN, LEARNING HOW TO CREATE SPELLS IS AN ABSOLUTE MUST.

HERE ARE THE RULES.

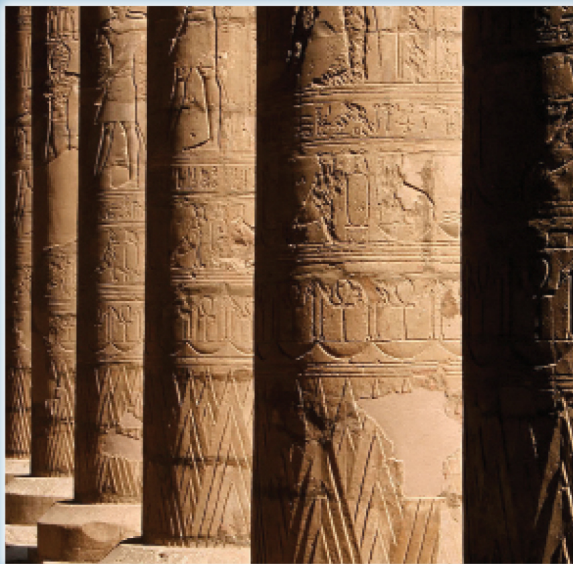
1. Spells can be written in any language, but hieroglyphs are best because they are the language of magic.
2. If you draw a symbol for a living being, it is important not to



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"CARTER DREW A SIMPLE HIEROGLYPH OF A BIRD. THE PICTURE WRIGGLED, PEELED ITSELF OFF THE PAPYRUS, AND FLEW AWAY. IT SPLATTERED CARTER'S HEAD WITH SOME HIEROGLYPH DROPPINGS ON ITS WAY OUT. I COULDN'T HELP LAUGHING AT CARTER'S EXPRESSION."

—SADIE

draw a whole creature, or the magic you channel might bring it to life (Carter didn't know this, which got him into a sticky situation). For example, make sure you leave a wing off a bird or a leg off a cat, unless you want all sorts of animals scampering through your house.



3. Magic can be very powerful indeed, so be careful what you wish for.

The symbols you draw will summon that particular object or creature from the Ma'at, which is the creative power of the universe. To get started, you'll need a papyrus scroll (or roll of paper) and a stylus (Egyptian pen), or modern equivalents. If your hieroglyphs come to life from the page, you'll know that you're a modern magician.

**COULD YOU BE A MODERN MAGICIAN? FIND SOME PENS AND PAPER  
AND SEE WHAT YOU CAN SUMMON.**