1. Define:
   1. dissonance-
   2. admonishing-
   3. iridescent-
   4. malicious-
2. What is word play?
3. In the opening scene of Act II, where do Milo, Tock, and Humbug find themselves?
4. What do you think “din” means?
5. What is the meaning of the name *Dynne*?
6. What does Dischord think about laughter? Do you agree? Why/why not?
7. What does Dischord give Milo to take with him?
8. What is an everyday situation where the ability to solve mathematical problems is useful?
9. What important facts does Dodecahedron give about Digitopolis?
10. How does the name of the strew show why the characters are hungrier than they were before they ate?
11. What does the Mathemagician teach Milo about numbers?
12. What can Milo do with the Mathemagician’s gift?
13. How can the princess’s rhyme be applied to real life?
14. What message about laziness is shown through Terrible Trivium’s words?
15. What lessons have Milo and the others learned?
16. Where are Milo and the others stuck, and how did they get there?
17. Why are Milo and the others in such a hurry?
18. How do they get rid of the demons?
19. How is Milo different when he returns to his own room?