

THE NERD DAILY HOSTS **GAME ON**

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As a theater geek, I've always brought what I know about the stage to my work as a fiction writer. I love to think about how each of my characters "enters" the story. Is the entrance dramatic?

My latest book **Game On!**, the first in my **Star Striker** series, is about Albert Kinney, a 7th grader, who is abducted by aliens. He's terrified, of course, but eventually learns that he is being recruited to play Star Striker for their interplanetary soccer team. The first alien he meets is the pilot of the spacecraft sent to pick him up, an intelligent robot known as Unit B.

In my first draft, Albert simply opened his eyes after getting beamed aboard the alien spacecraft, and then Unit B began explaining the situation to him. Dull. When revising, I brainstormed how Unit B's entrance could surprise my readers and add to the fear and confusion that Albert was experiencing. Take a look at the excerpt of the abduction scene to see what I came up with.

But before you take off, let me explain the unusual headings you'll encounter. Earthling writers typically assign a new whole number for each chapter, such as Chapter 1, Chapter 2, and Chapter 3. In the Star Striker world, I tell the story in scenes that are expressed as decimals. Scenes 1.0, 1.1, and 1.2, for example, are all scenes that occur on the first day. Scenes 2.0, 2.1, 2.2 are all scenes that occur on the second day, etc. In this excerpt you'll see the very end of scene 1.2 and then the whole of the abduction scene, which is scene 1.3.

As an added bonus, I'm throwing in scene 1.4, which is the entrance of Albert's nemesis, the brilliant botmaker named Mehk. And now, ladies and gentlemen, on with the show!

To read the free excerpt, check out:

<https://thenerdaily.com/star-striker-game-on-by-mary-amato-excerpt/>