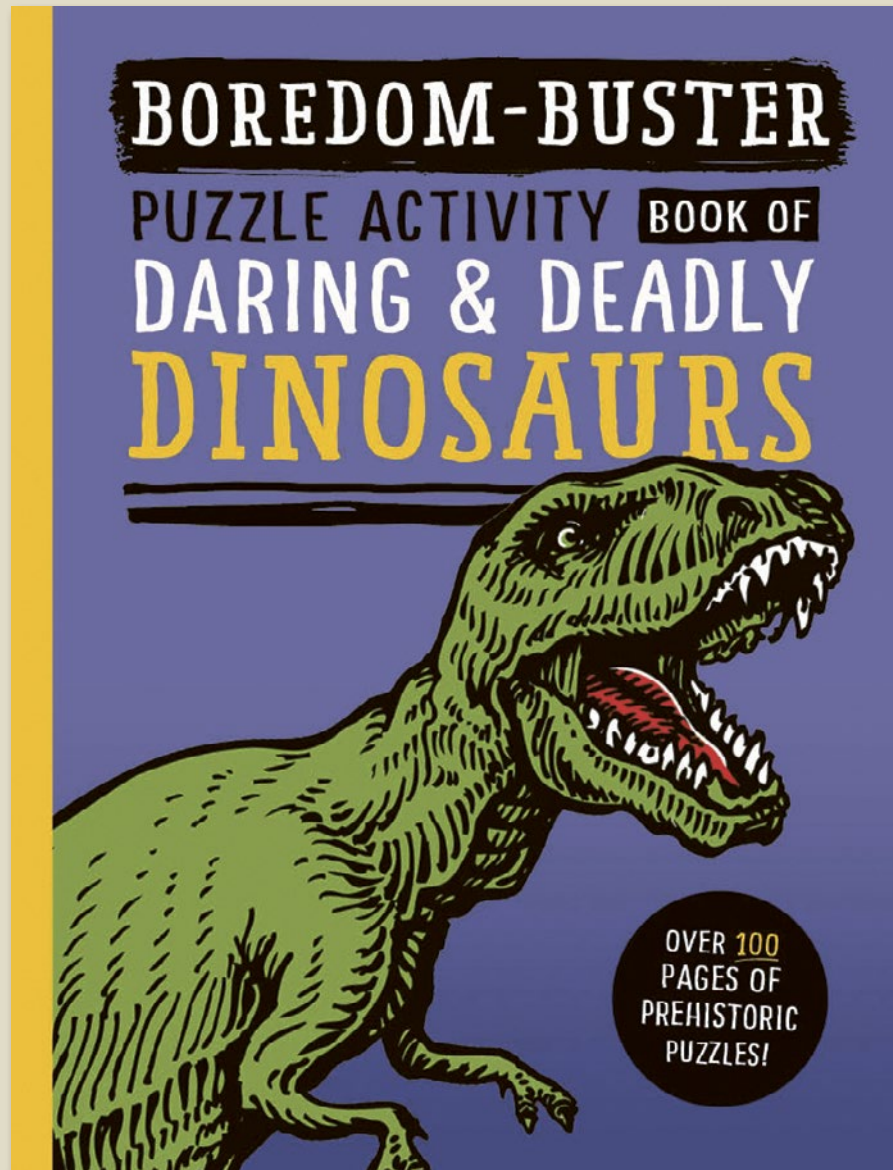




**Hatch Frankfurt 2023**



# Boredom Buster: Puzzle Activity Book of Daring & Deadly Dinosaurs

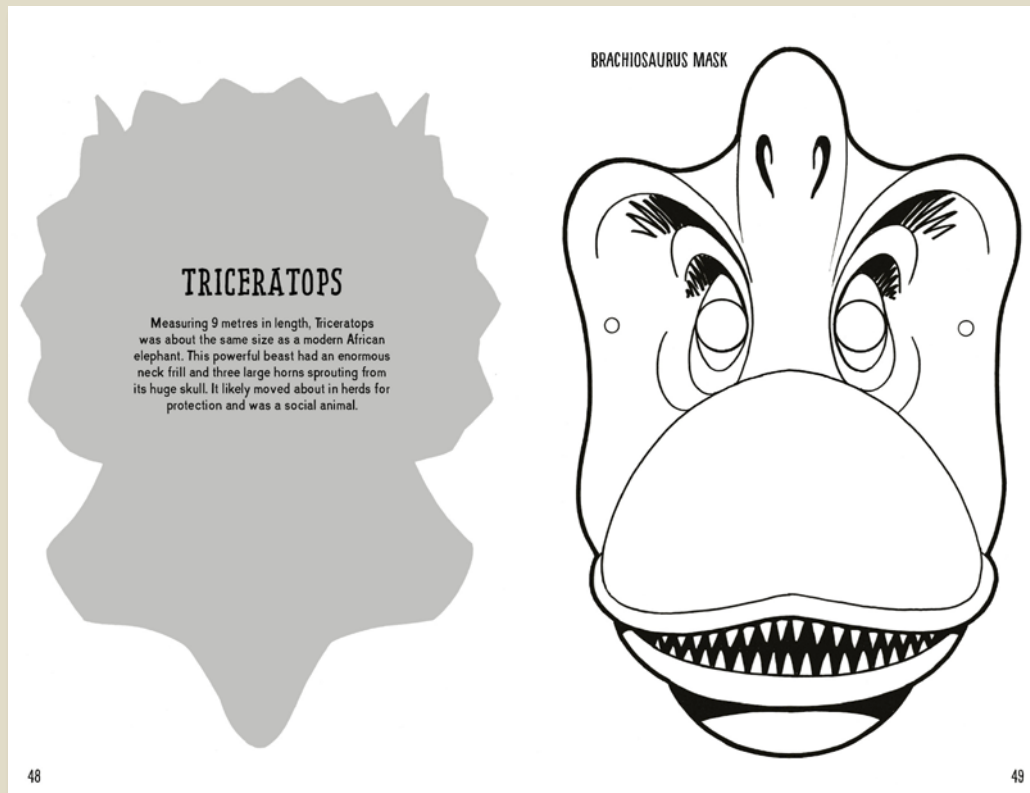
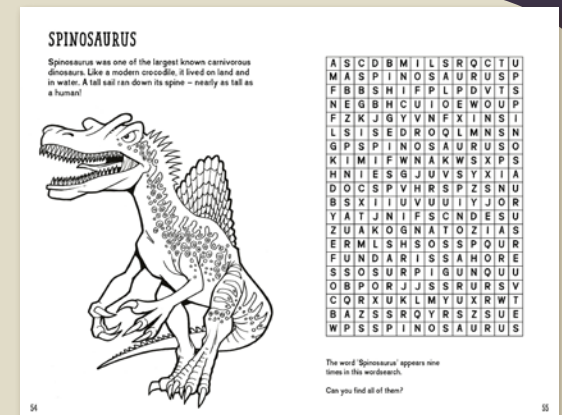
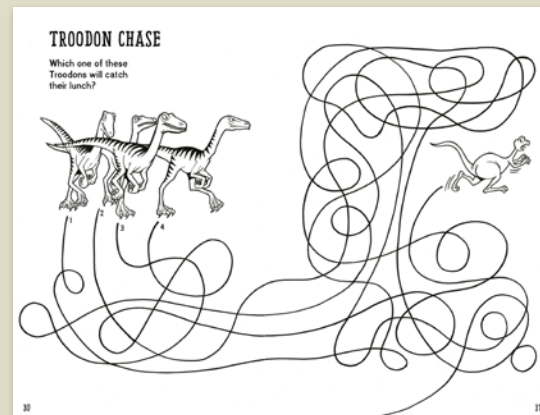
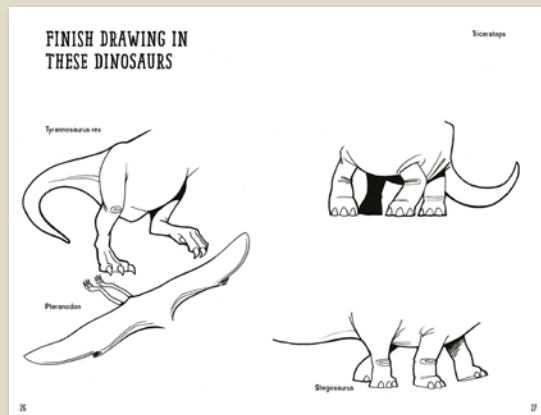


## A deadly, daring dinosaur activity book!

- Containing 112 pages of roarsome brain games and bite-sized facts, this book will entertain and educate children for hours.
- Features a brain-busting, ultimate dinosaur quiz for children to test their knowledge.
- The perfect accompaniment for children studying the prehistoric era at school or dinosaur lovers in general.
- The Boredom Busters series is perfect for long journeys, waiting rooms and summer holidays, keeping children entertained for hours on end.



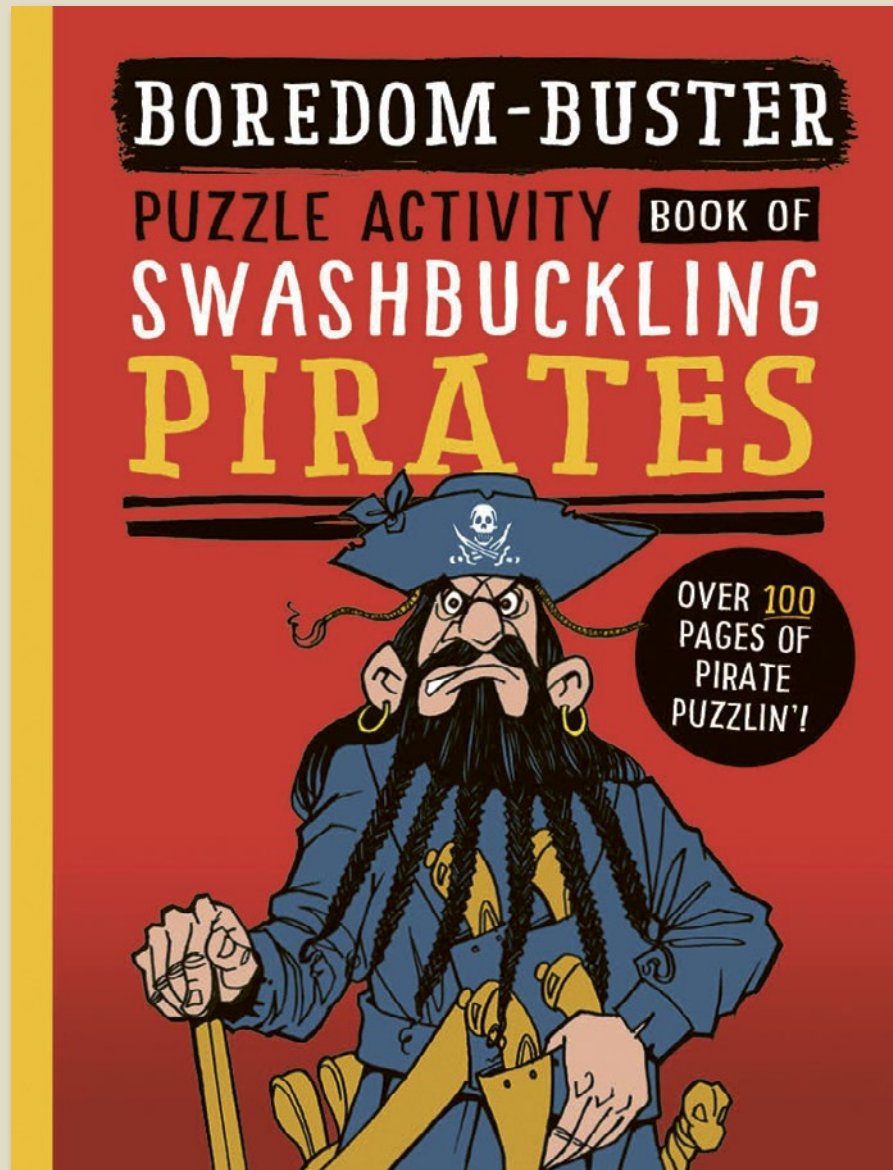
# Boredom Buster: Puzzle Activity Book of Daring & Deadly Dinosaurs



Pub Date	10/10/2024
Pub Price	£5.99
ISBN	9781800788480
H x W	280 x 215mm
Binding	Paperback
Age Range	7-9 years
Author	David Antram
Extent	112pp
Word Count	3986 words
Files To Printer	13/05/2024
Freight On Board	08/08/2024
Rights Available	World



# Boredom Buster: A Puzzle Activity Book of Swashbuckling Pirates

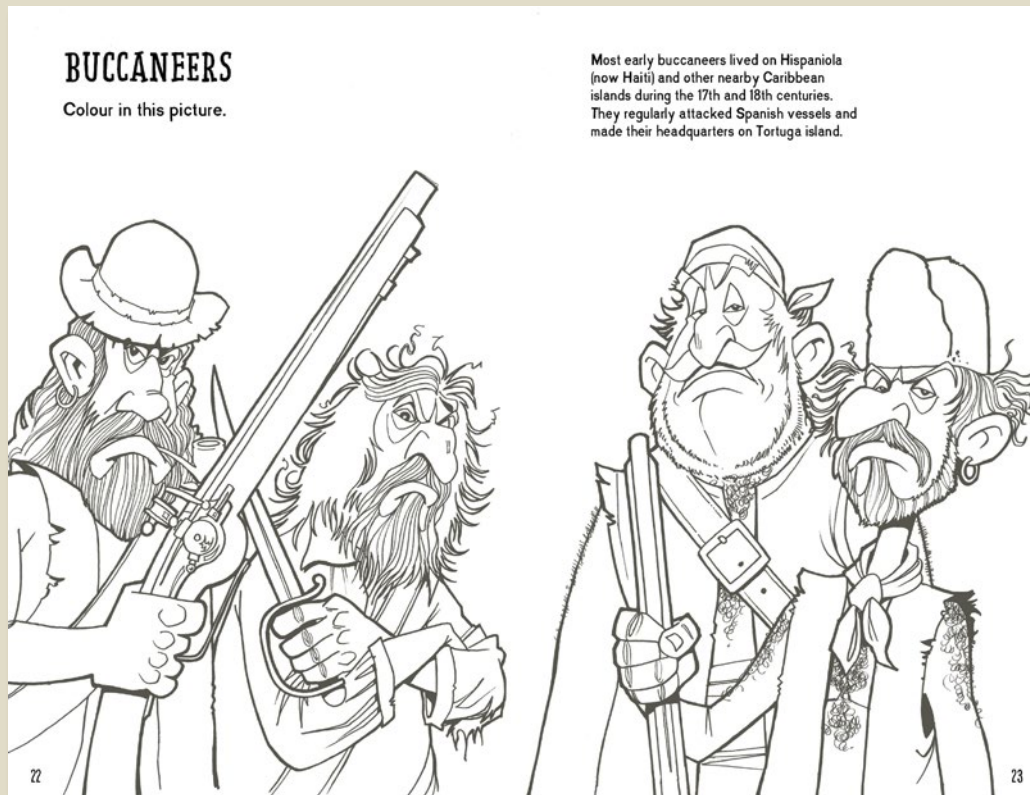
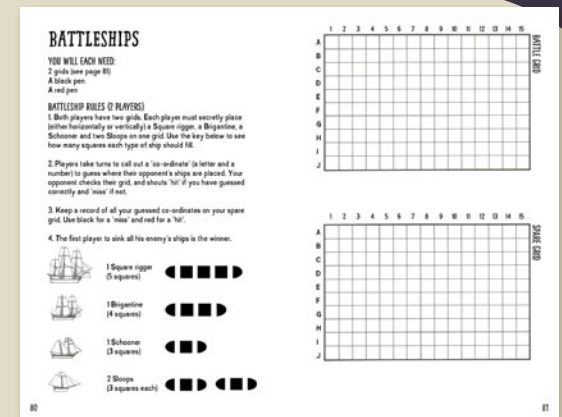
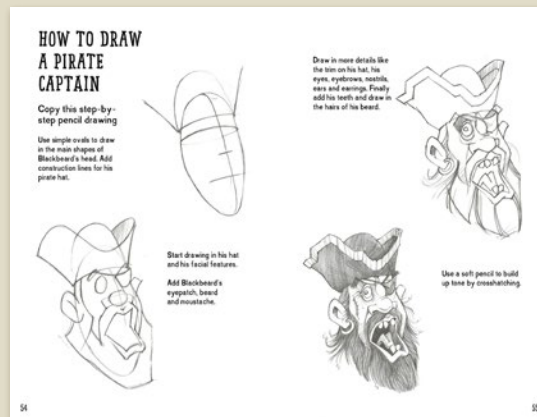
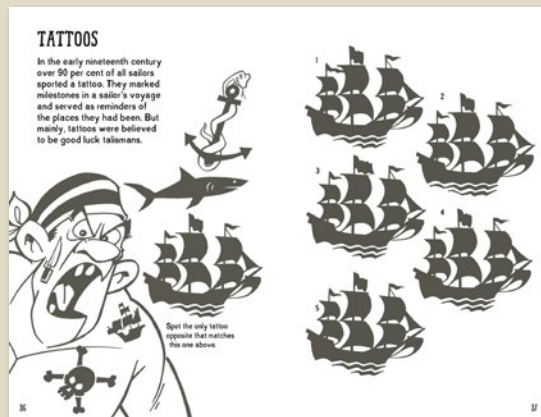


## A treasure trove of swashbuckling pirate puzzles!

- Containing 112 pages of swashbuckling brain games, this book is a treasure trove of entertainment, engaging and educating pirate lovers for hours.
- Features a brain-busting, ultimate pirate quiz for children to test and apply their newfound knowledge.
- Introduces children to non-fiction topics such as the 'Golden Age' of piracy in an engaging, interactive manner. The perfect curriculum accompaniment.
- The Boredom Busters series is perfect for long journeys, waiting rooms and summer holidays, keeping children mentally stimulated for long periods of time.



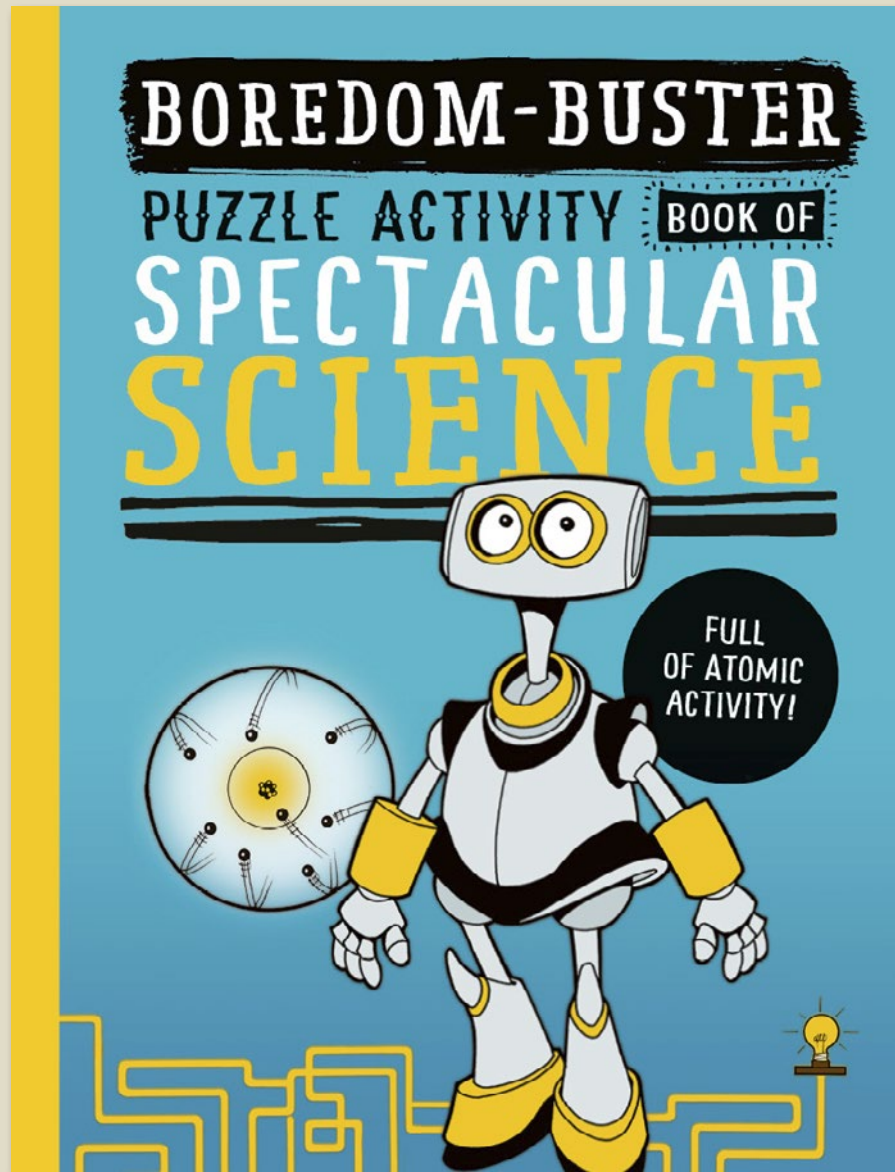
# Boredom Buster: A Puzzle Activity Book of Swashbuckling Pirates



Pub Date	10/10/2024
Pub Price	£5.99
ISBN	9781800788510
H x W	280 x 215mm
Binding	Paperback
Age Range	7-9 years
Author	David Antram
Extent	112pp
Word Count	3885 words
Files To Printer	13/05/2024
Freight On Board	08/08/2024
Rights Available	World



# Boredom Buster: A Puzzle Activity Book of Spectacular Science



## A spectacular STEM-themed puzzle book!

- Containing 112 pages of STEM-themed brain games, this book is an excellent curriculum resource that will keep children entertained for hours.
- Introduces children to important non-fiction scientific concepts, such as gravity, outer space, radiation, and atoms, in an easy, accessible and highly engaging manner.
- The perfect curriculum companion to help children practise their maths and science skills.
- The Boredom Busters series is perfect for long journeys, waiting rooms and summer holidays, keeping children engaged and mentally stimulated for long periods of time.



# Boredom Buster: A Puzzle Activity Book of Spectacular Science

## ON THE LEVEL

If you pour water into a series of tubes that are connected together, the water finds the same level in all the tubes.

But some of these tubes have been drawn wrongly! Can you find which tubes contain water at the wrong level?

**HINT:** It will help if you colour all the tubes connected to jar A red, and all the tubes connected to jar B blue.

## TRICKS WITH LIGHT

Optical illusions are tricks that fool the eye. They make you see something that's not really there.

Hold the book up in front of you and tilt it to the left or right. What happens to the curved lines in the drawing below?

Can you see a triangle here? There isn't one in the drawing!

Stare very hard at the picture below, then slowly move it towards and away from you. What happens?

Are the sides of the square straight or curved? Check with a ruler.

Are the horizontal lines level or slanted?

## PUT THE FISH IN THE BOWL

1. Trace the fish and bowl onto card. Colour them in, then cut out the two circles.

2. Tape the two pictures to a pencil, so both pictures face out.

3. Spin the pencil between your hands. Can you see the fish in the bowl?

**DID YOU KNOW?** Optical illusions aren't just for fun – they help scientists to understand how the eyes and brain work together.

## GERMINATION

Most plants grow from seeds. If you plant a seed in a moist, sunny place it will start to germinate (sprout).

The tough seed coat splits open (1). First, a little root grows downwards (2), so the plant can take in water. Then, a little green shoot begins to grow upwards towards the sky (3). The new plant sprouts its leaves in the light (4).

**BEANPROUT MAZE**  
Help the new shoot find its way through the soil towards the light.

## RISING AIR

When air is heated it rises. This is what makes a hot-air balloon rise. Air spirals upwards in currents called thermals where the sun heats the air near the ground.

This experiment uses the warm air from a radiator.

String

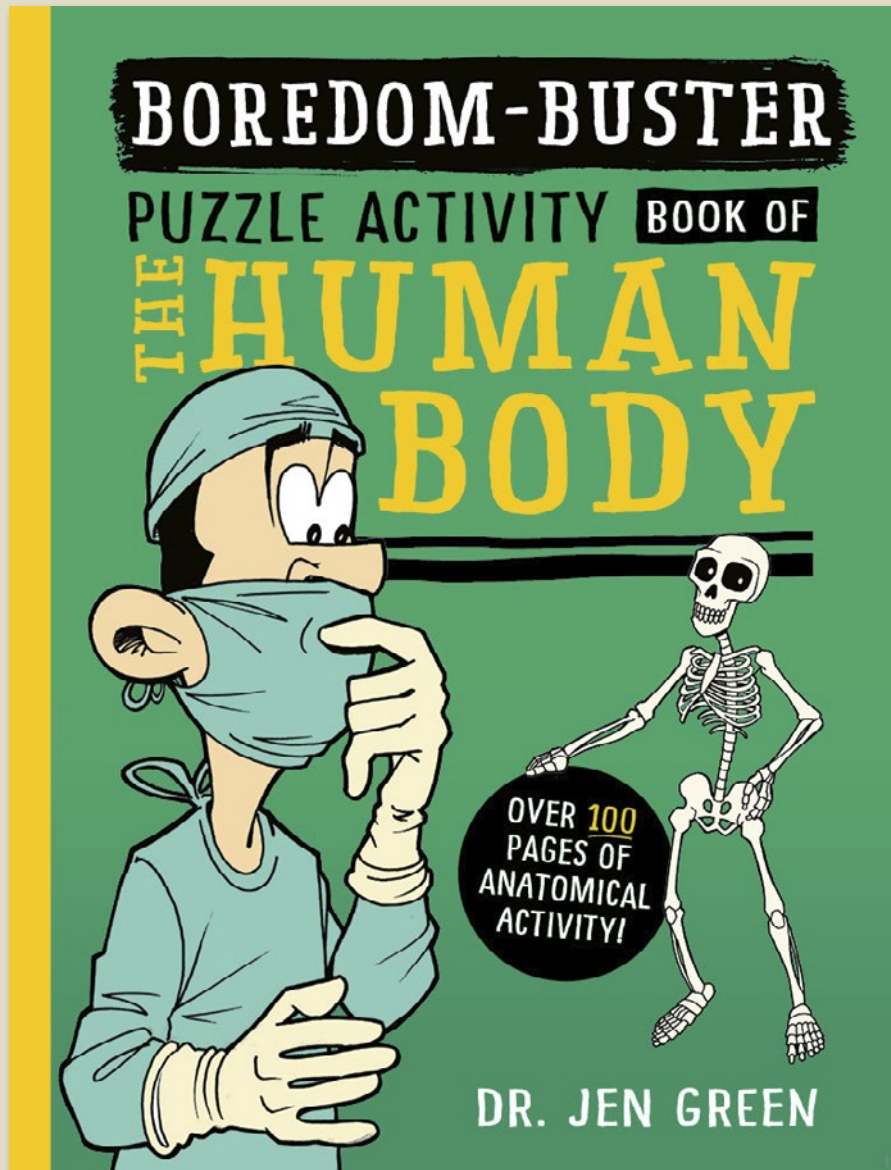
Warm air rising

Colour the snakes, then cut them out to make a spiral. Gently pull the head and tail apart. Use scissors to make a hole in the nose, and attach a string. Hang the snakes over a radiator and watch them spin around!

Pub Date	10/10/2024
Pub Price	£5.99
ISBN	9781800788794
H x W	280 x 215mm
Binding	Paperback
Age Range	7-9 years
Author	Dr Jen Green
Extent	112pp
Word Count	6143 words
Freight On Board	08/08/2024
Rights Available	World



# Boredom Buster: A Puzzle Activity Book of the Human Body



## A spectacular STEM-themed puzzle book.

- Containing 112 pages of mind-boggling brain games, this book will entertain and educate children for hours.
- Introduces children to human anatomy and biology in a highly engaging, informative and interactive manner.
- The perfect curriculum companion for key stage 2 scientific study.
- The Boredom Buster series are perfect for long journeys, waiting rooms and the summer holidays, keeping children mentally stimulated and engaged for long periods of time.



# Boredom Buster: A Puzzle Activity Book of the Human Body

**How you see**

Light passes through a hole called the pupil, in the coloured part of your eye. It passes through the lens which focuses it on the retina at the back of the eye. This sends signals via nerves to your brain.

Image appears upside down on retina

Brain

Optic Nerve

Retina

Colour the pictures

Tricking the eye

Look at this picture for a minute or two. Then close your eyes. You should see an image of the skull even though your eyes are closed.

Look at the circles in the centre. Which looks bigger? Now measure them with a ruler.

**Check your pulse**

Every time your heart beats, it sends a surge of blood through your arteries. These little surges are your pulse.

Feel your pulse by pressing two fingers on your wrist below the base of your thumb.

Eating and exercise make your heart beat faster. Time your pulse after doing different activities for two minutes. Record the results below.

Activity	Resting	Eating	Walking
Beats per 10 seconds			
Activity	Running	Shopping	Swimming
Beats per 10 seconds			
Activity			
Beats per 10 seconds			

Multiply the number of beats by 6 to find the number of beats per minute.

**Match the skeletons**

The adult skeleton contains about 206 bones. The smallest bones are in your ears!

Find the skeletons that match exactly

**How tall are you?**

Measure your height and draw yourself between the two figures.

An adult's height is eight times the size of the head.

A baby's height is four times the size of its head.

How many times does your head fit into your height?

**Follow the tail**

**Biggest and smallest**

The tallest Man who ever lived, American Robert Wadlow, was 2.72 M.

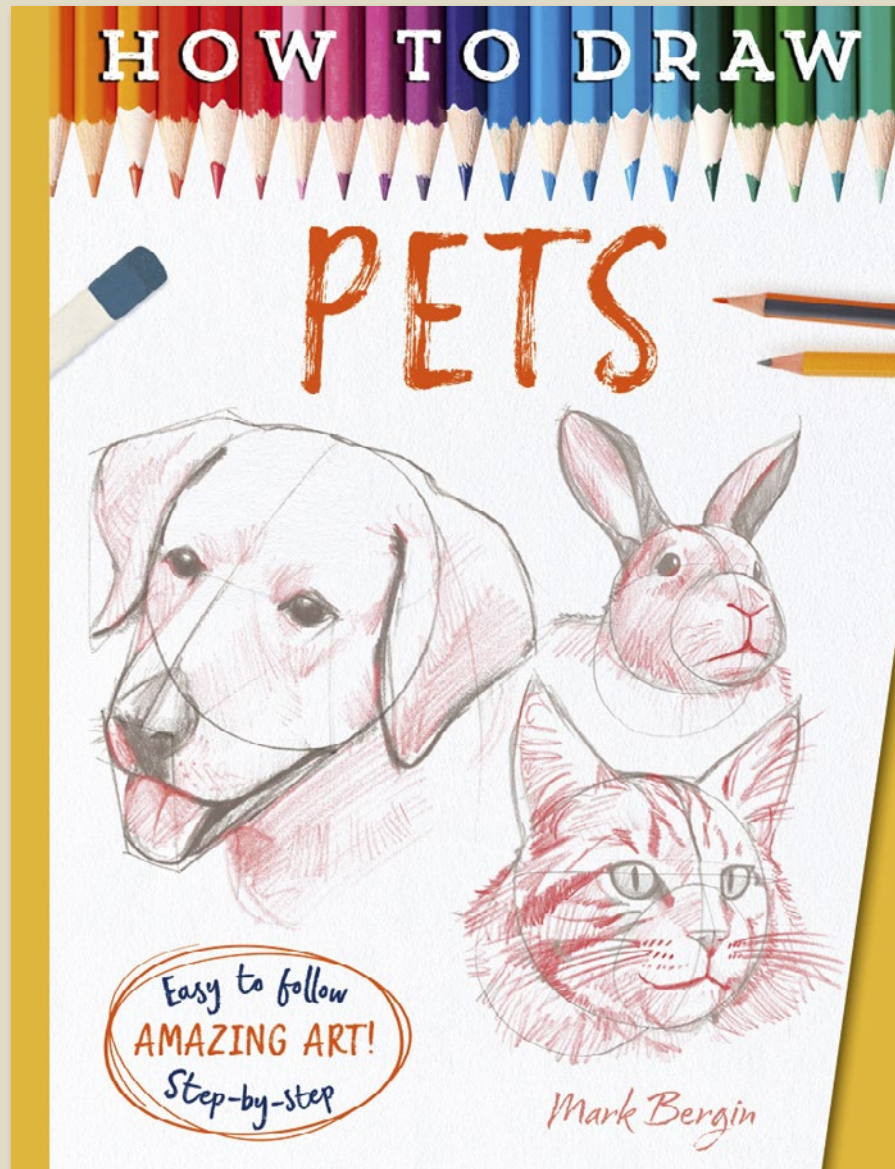
Average human 1.65 M.

Chandra Bahadur Dangi of Nepal is the shortest Man, 0.55 M.

Pub Date	10/10/2024
Pub Price	£5.99
ISBN	9781800788787
H x W	280 x 215mm
Binding	Paperback
Age Range	7-9 years
Author	Dr Jen Green
Extent	112pp
Word Count	4111 words
Files To Printer	13/05/2024
Freight On Board	08/08/2024
Rights Available	World



# How To Draw Pets

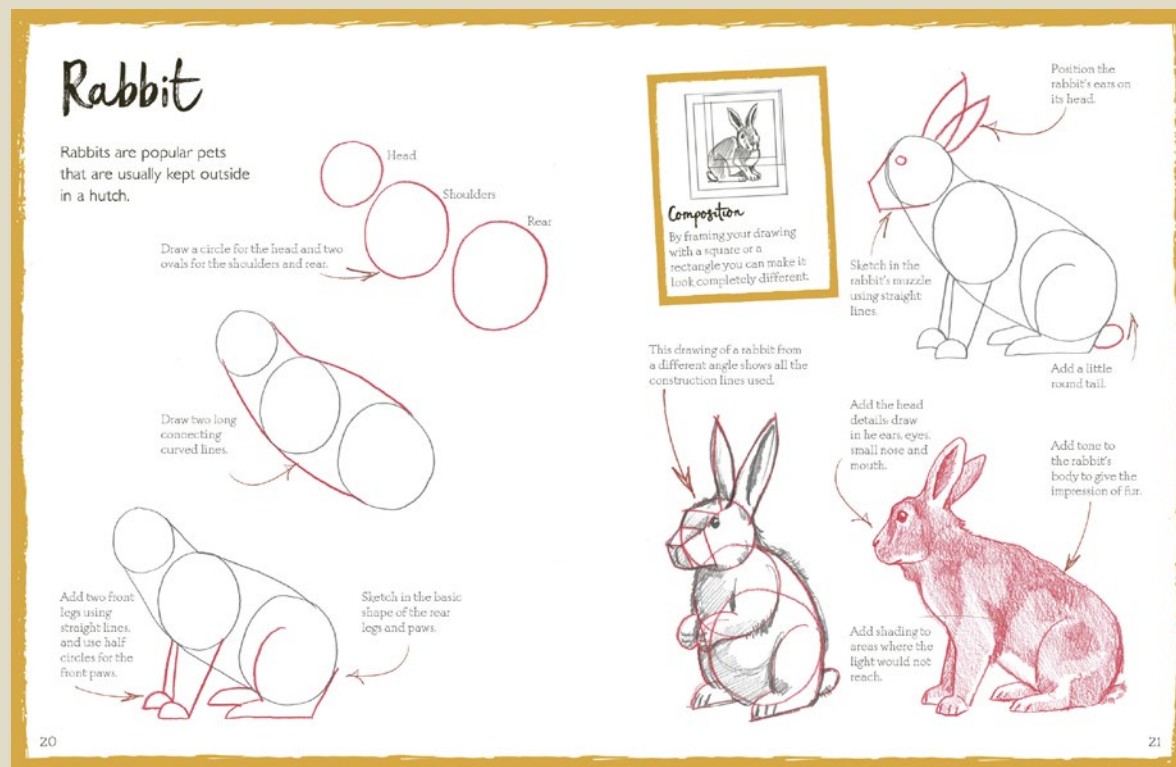
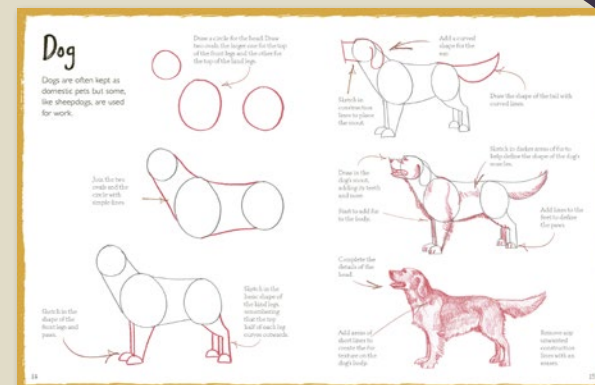
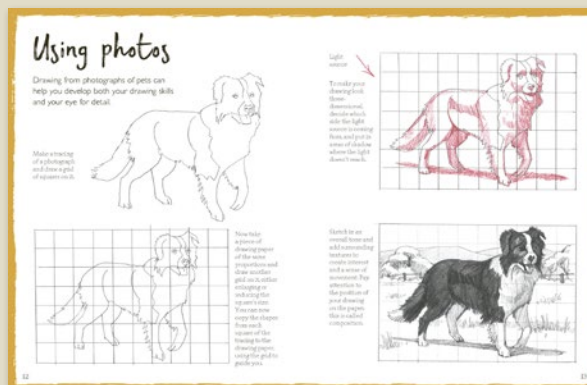


## A step-by-step guide to drawing your furry friends

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw 9 different pets, from dogs and cats to parrots, snakes and bearded dragons!
- Perfect beginners guide to introduce children to art. Ideal for 9 to 12 year olds.
- Continue the series with 55 other How to Draw titles available!



# How To Draw Pets



Pub Date	28/03/2024
Pub Price	£6.99
ISBN	9781800787650
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Mark Bergin
Illustrator	Mark Bergin
Extent	32pp
Word Count	2955 words
Rights Available	World



# How To Draw Dragons

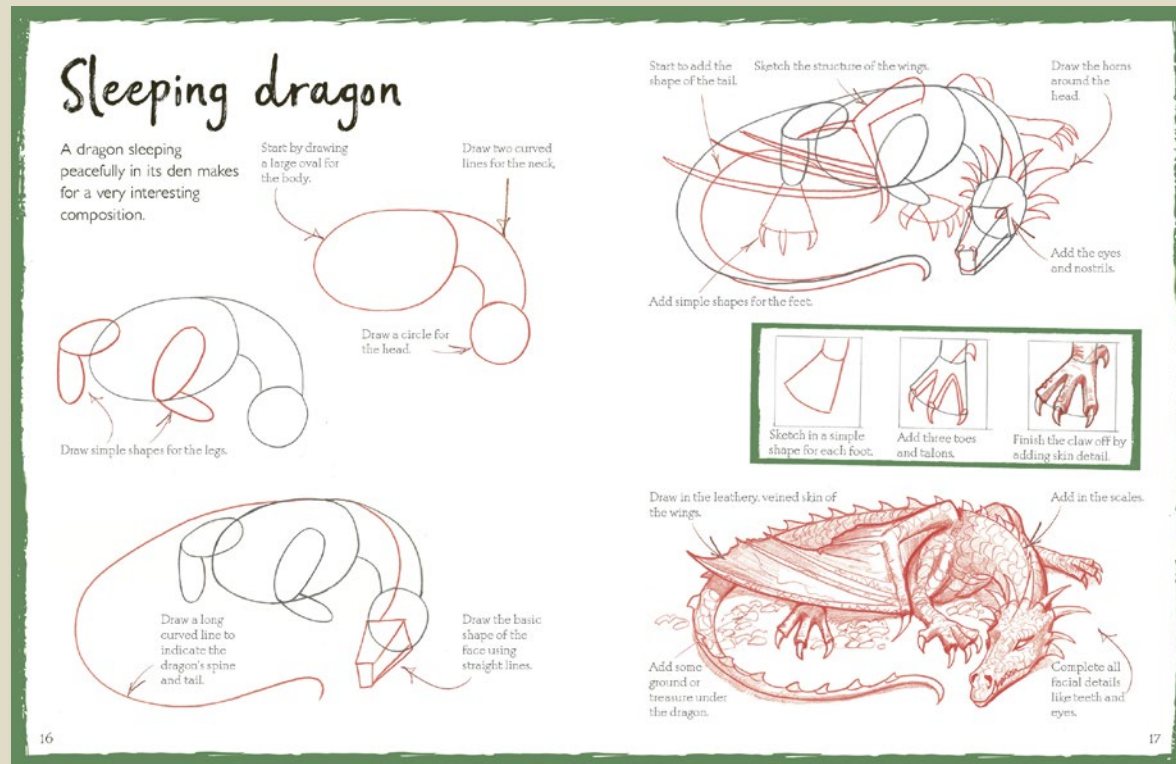
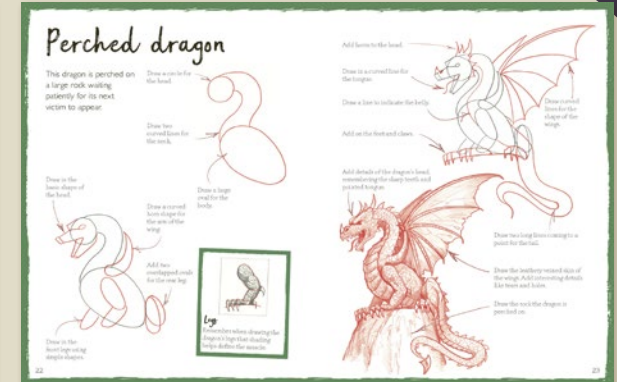
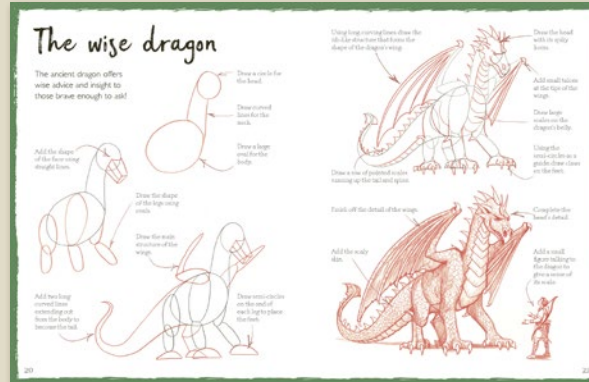
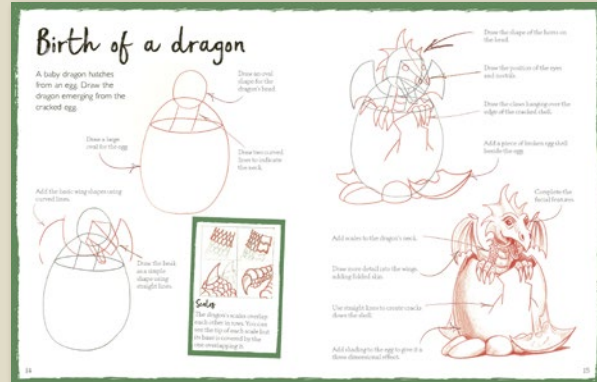


## A step-by-step guide to drawing dragons

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw a range of different dragons and mythical beasts in all their intricacy!
- Perfect beginners guide to introduce children to the art of drawing. Ideal for children and dragon enthusiasts 9 to 12 years old.
- Continue the series with 55 other How to Draw titles available!



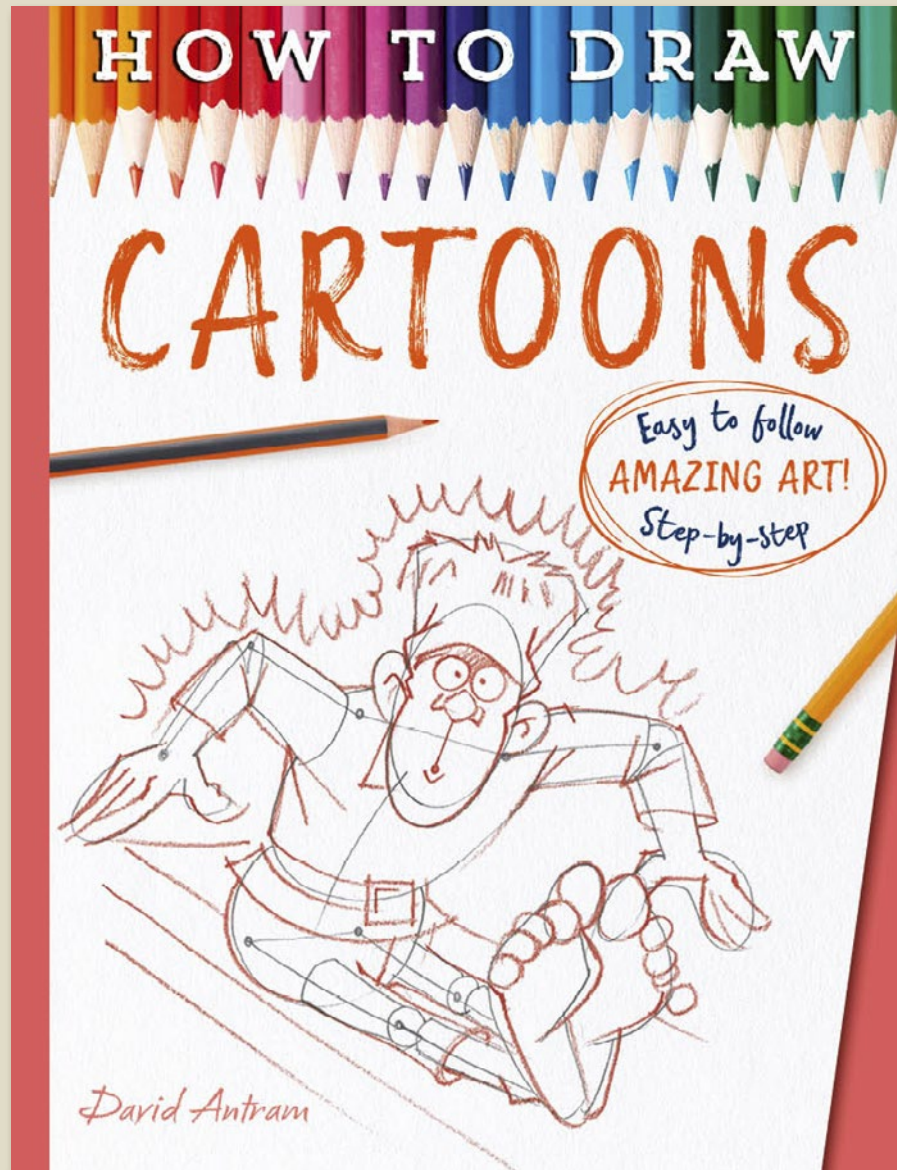
# How To Draw Dragons



Pub Date	<b>28/03/2024</b>
Pub Price	<b>£6.99</b>
ISBN	<b>9781800787667</b>
H × W	<b>280 × 215mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Bergin Mark Mark Bergin</b>
Extent	<b>32pp</b>
Word Count	<b>2849 words</b>
Rights Available	<b>World</b>



# How To Draw Cartoons



## A step-by-step guide to drawing cartoons

- Easy to follow instructions, simple steps and diagrams throughout
- Learn to draw a range of cartoon characters and scenes, encouraging children to get creative and make their own stories
- Perfect beginners guide to introduce children to art. Ideal for 9 to 12 year olds.
- Continue the series with 55 other How to Draw titles available!



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# How To Draw Manga

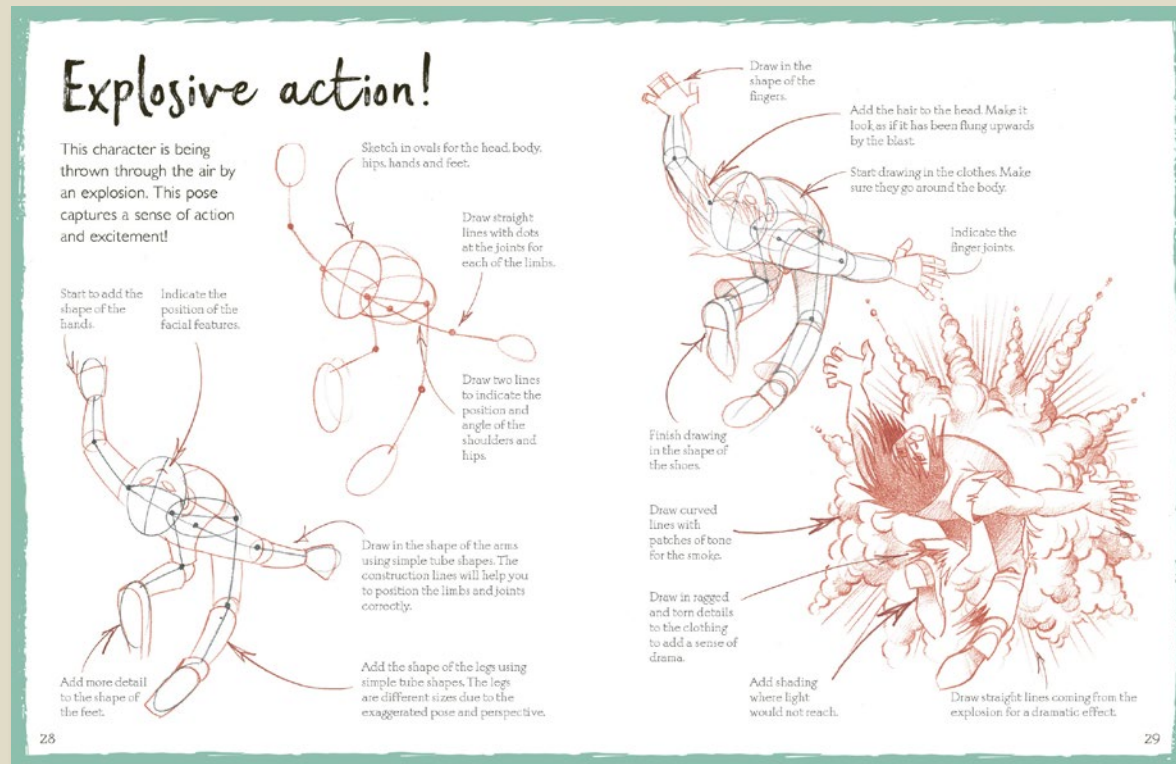
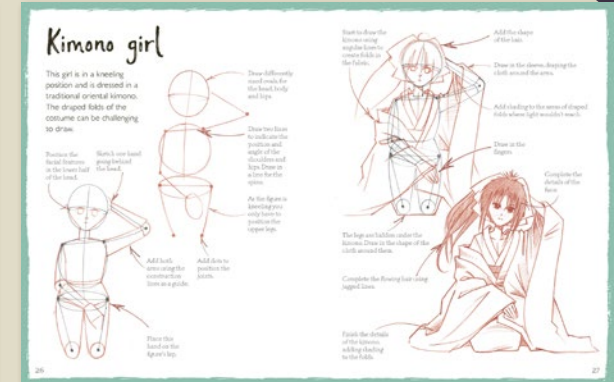
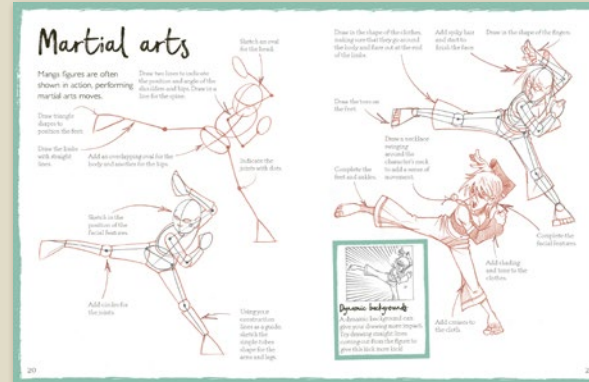
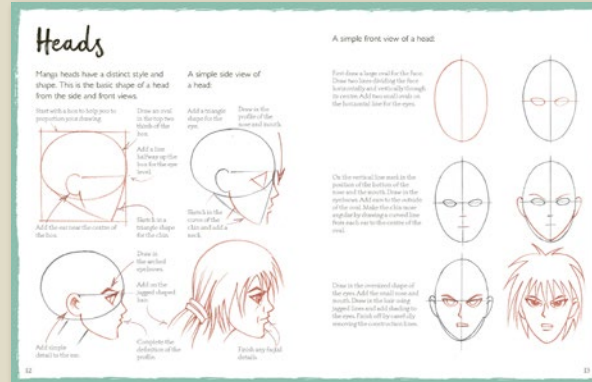


## A step-by-step guide to drawing manga

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw Manga from scratch and kickstart your comic journey
- Manga and Japanese illustration styles are increasingly popular among all ages, so this is the perfect beginners guide for children and adults alike to fine tune their skills.
- Continue the series with 55 other How to Draw titles available!



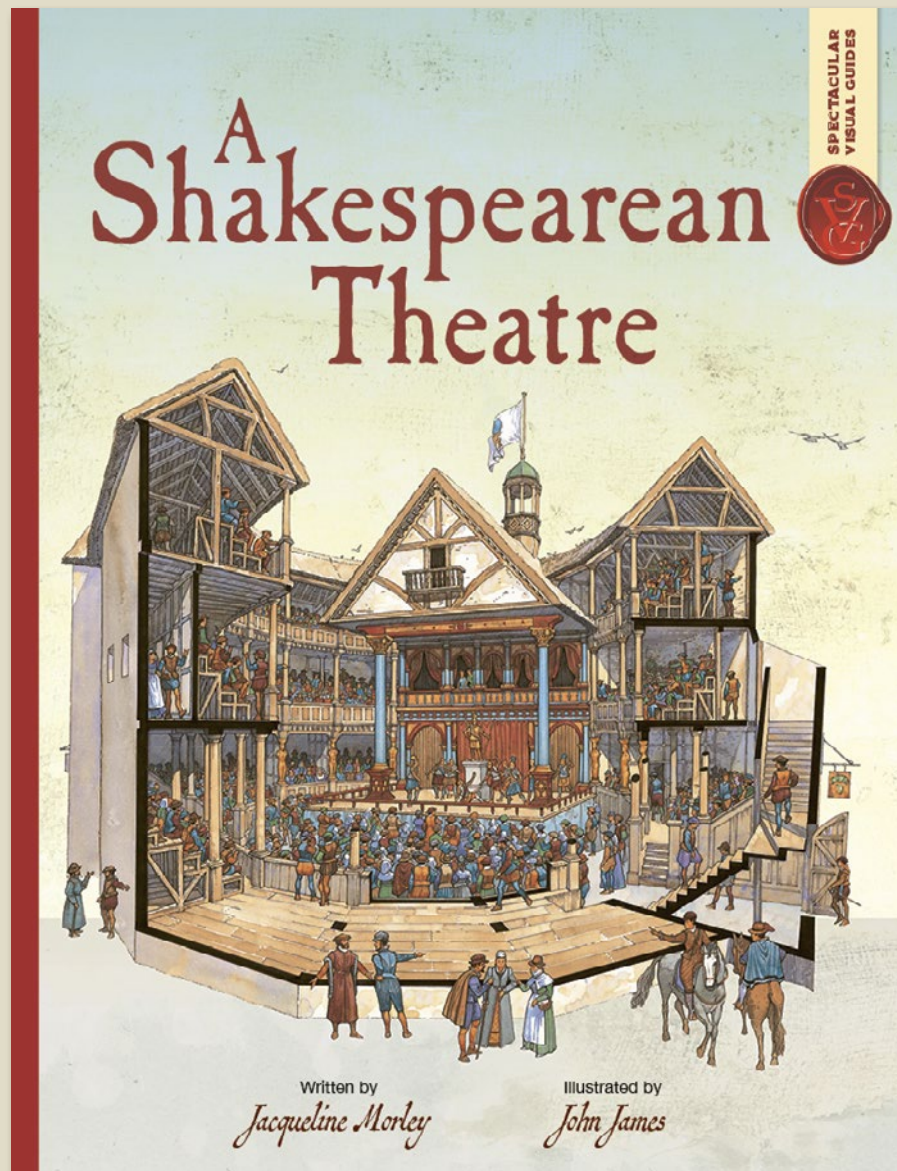
# How To Draw Manga



Pub Date	<b>28/03/2024</b>
Pub Price	<b>£6.99</b>
ISBN	<b>9781800787681</b>
H × W	<b>280 × 215mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Antram David David Antram</b>
Extent	<b>32pp</b>
Word Count	<b>3490 words</b>
Rights Available	<b>World</b>



# Spectacular Visual Guides: A Shakespearean Theatre

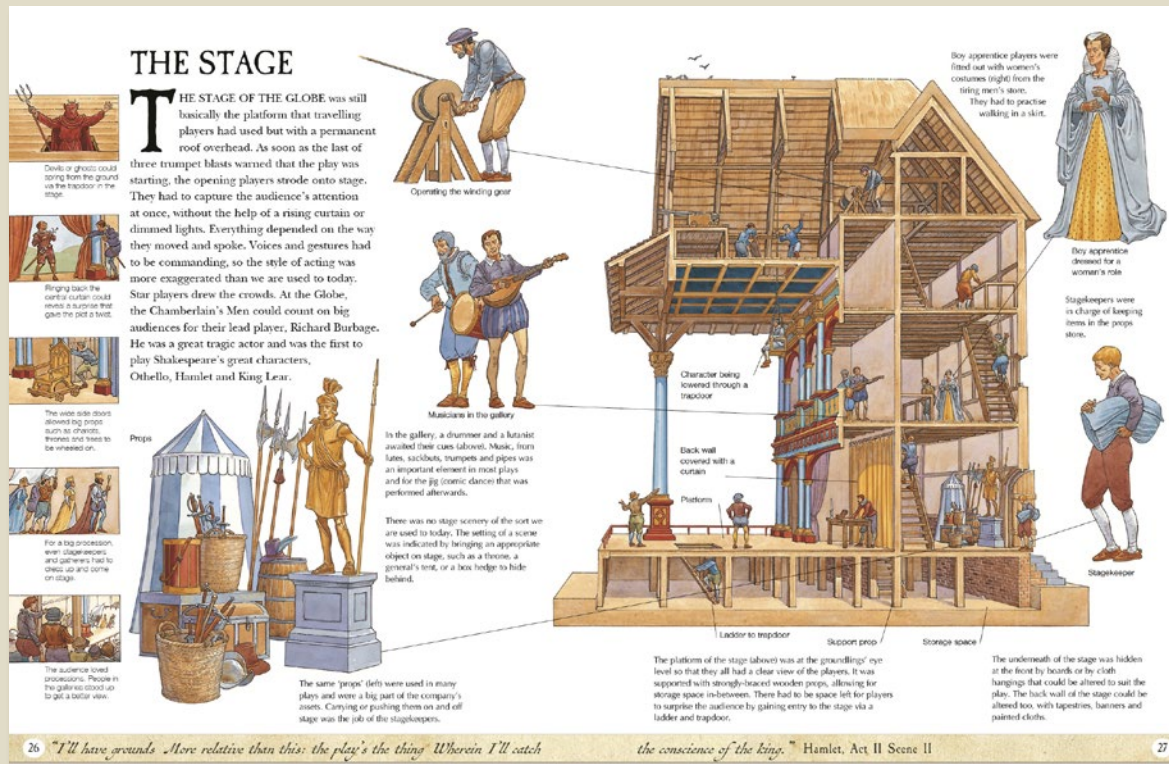
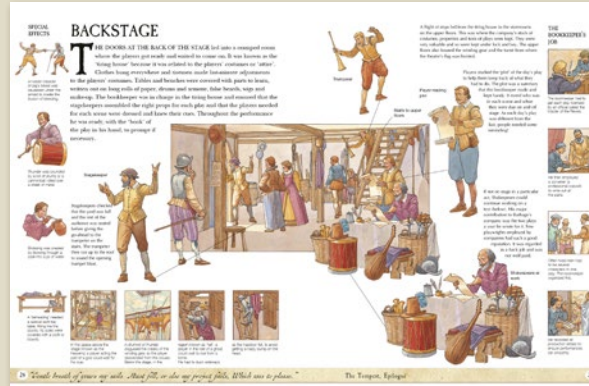


**An informative visual guide to Shakespearean theatre, featuring spectacular cutaway illustrations.**

- Packed with information, including a full glossary, maps, captions and cutaway illustrations to engage readers.
- Perfect introductory guide to the world of Shakespeare and development of theatre under the reign of Queen Elizabeth I - a great resource for English and drama studies.
- In this series, astounding architectural achievements are explained and explored with full-colour cutaway illustrations and artifacts and paintings from the era help to support the main text.
- The perfect book to consolidate learning after a trip to the theatre or museum.



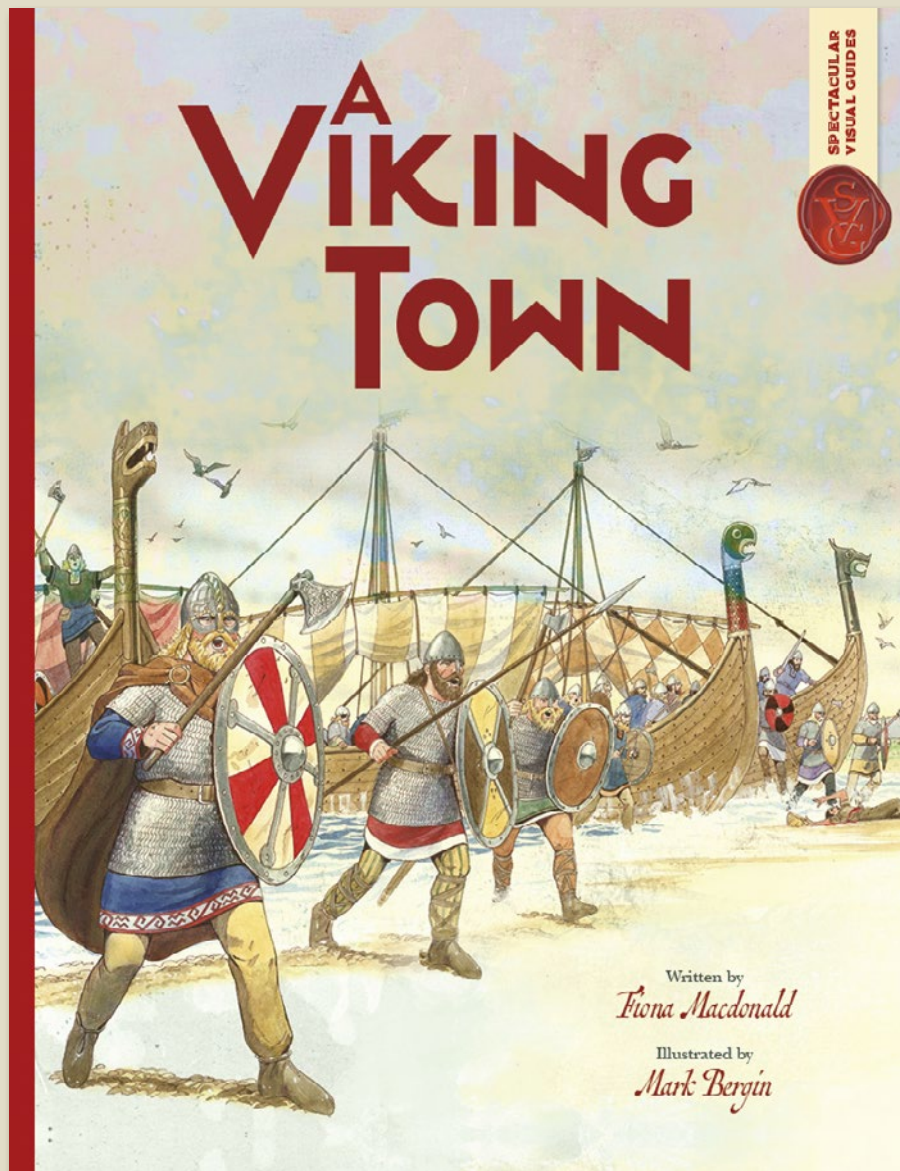
# Spectacular Visual Guides: A Shakespearean Theatre



Pub Date	20/06/2024
Pub Price	£6.99
ISBN	9781800787735
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Jacqueline Morley
Illustrator	John James
Extent	48pp
Word Count	1185 words
Rights Available	World



# Spectacular Visual Guides: Viking Town

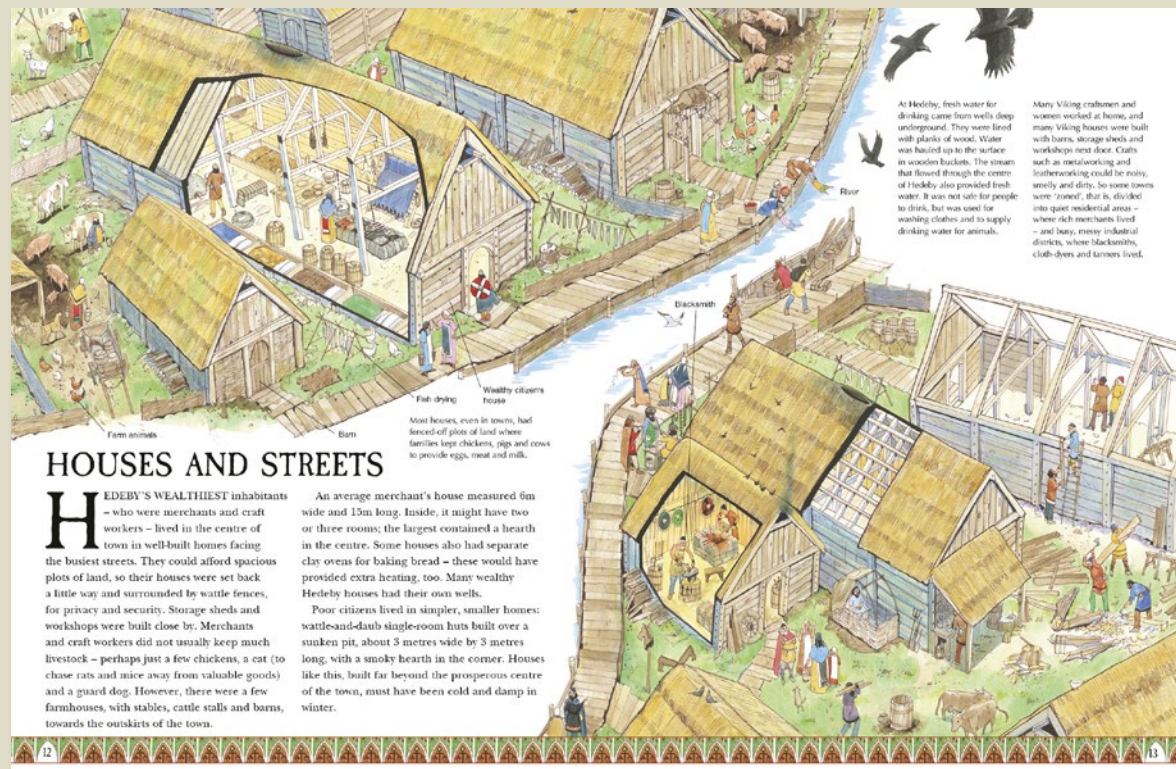
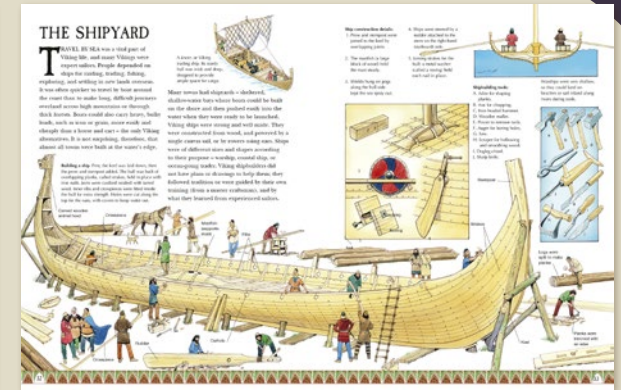


**An informative visual guide to the Viking period, featuring spectacular cutaway illustrations.**

- Packed with information, including superb cutaway illustrations, a full glossary, maps, captions, and cutaway illustrations to engage readers and educate children.
- Perfect introductory guide to the Viking world and architectural developments made during this period, from day-to-day activities to how Vikings looked, ate, dressed and entertained themselves. A great resource for history students.
- The perfect book to consolidate learning after a trip to the museum.
- Continue the series with 20 other Spectacular Visual Guides titles available.



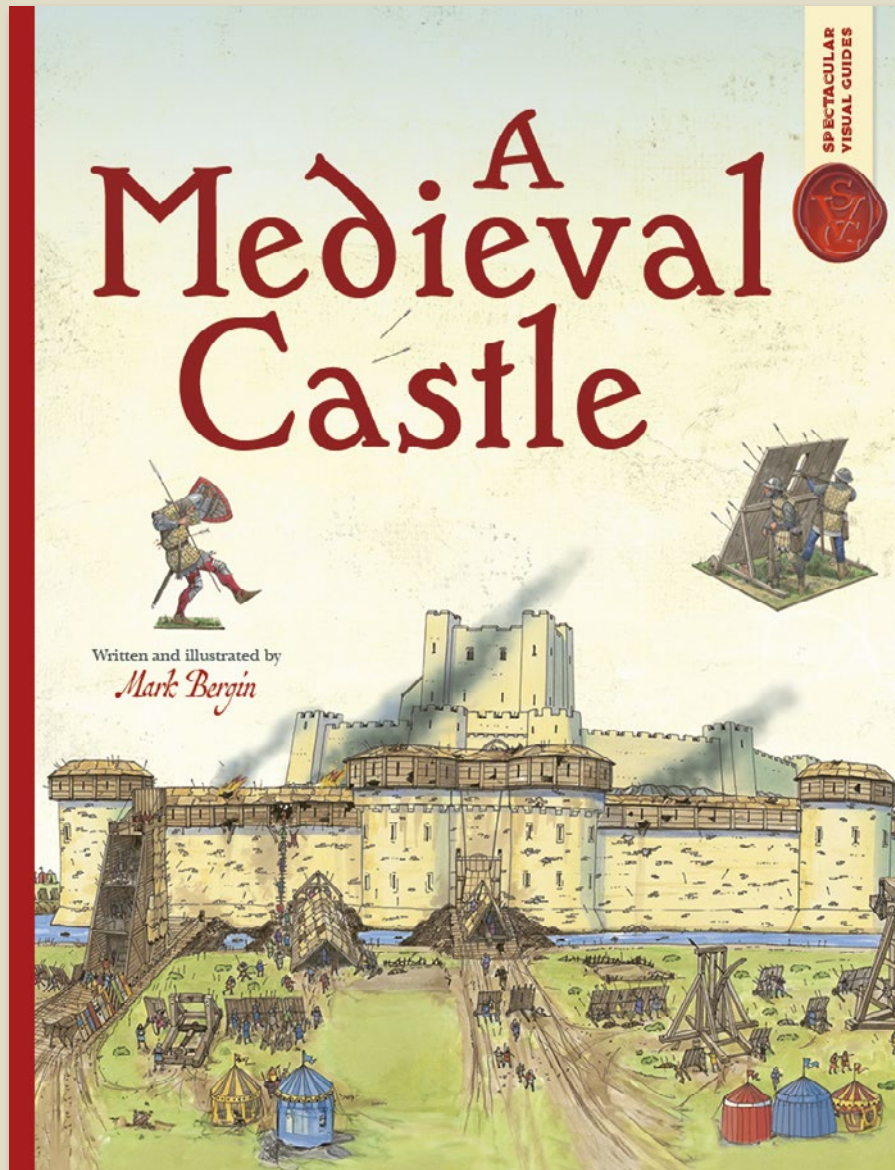
# Spectacular Visual Guides: Viking Town



Pub Date	20/06/2024
Pub Price	£6.99
ISBN	9781800787742
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	Mark Bergin
Extent	48pp
Word Count	10670 words
Rights Available	World



# Spectacular Visual Guides: A Medieval Castle

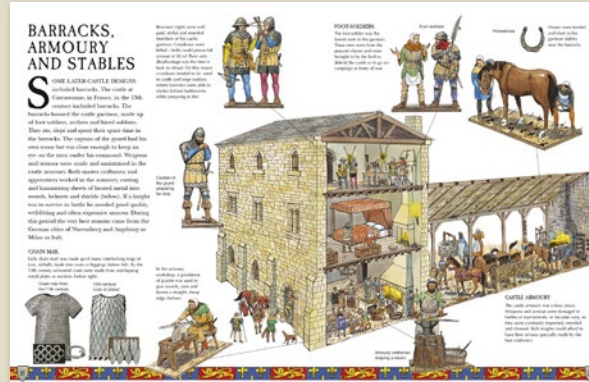


**An informative visual guide to the medieval period, featuring spectacular cutaway illustrations.**

- Perfect introductory guide to the Medieval world, and the architectural and technological advances made during the Middle Ages - a great curriculum resource for history students, especially those learning about different castles.
- Visually spectacular and packed with information, including a full glossary, maps, captions, and cutaway illustrations to engage readers.
- The perfect book to consolidate learning after a trip to the museum.
- Continue the series with 20 other Spectacular Visual Guides titles available!



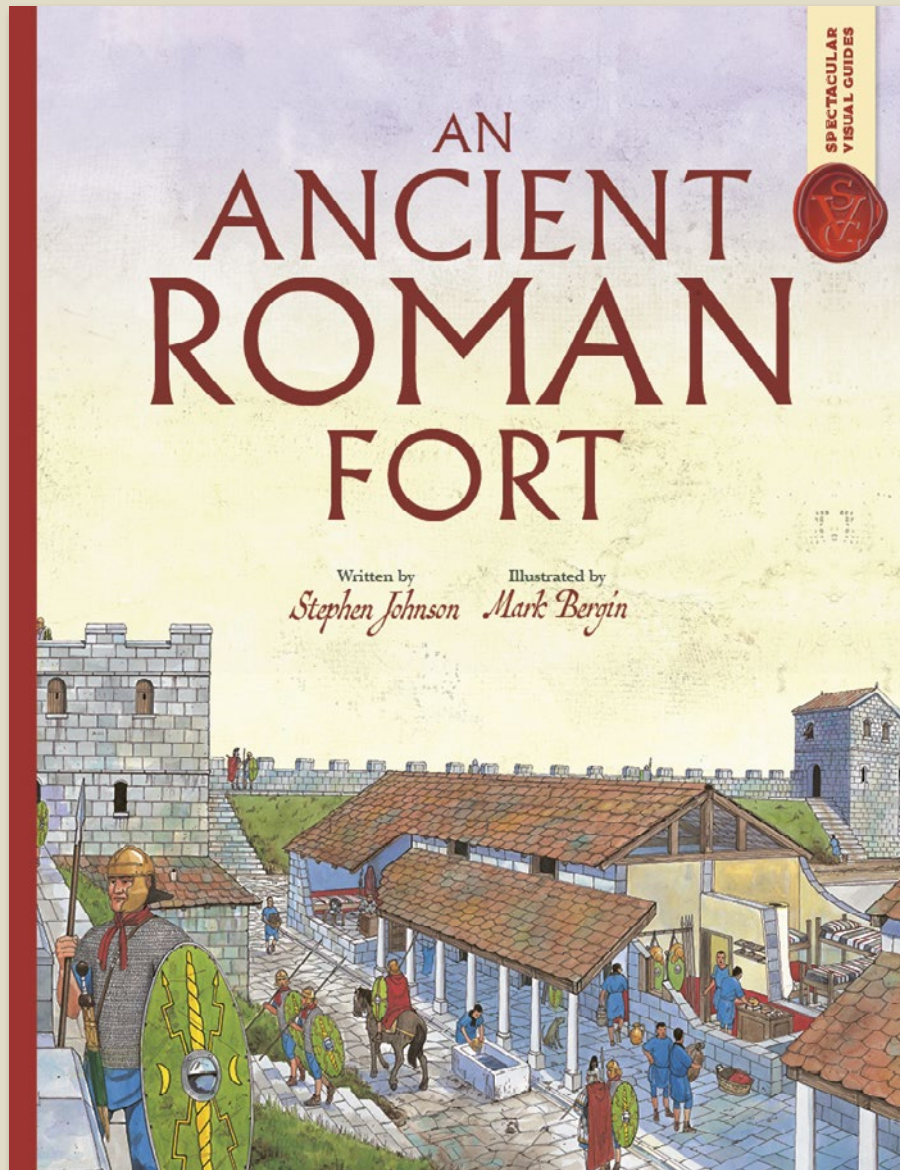
# Spectacular Visual Guides: A Medieval Castle



Pub Date	20/06/2024
Pub Price	£6.99
ISBN	9781800787759
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Mark Bergin
Illustrator	Mark Bergin
Extent	48pp
Word Count	10555 words
Rights Available	World



# Spectacular Visual Guides: An Ancient Roman Fort



**An informative visual guide to the Ancient Romans, featuring spectacular cutaway illustrations.**

- Packed with information, including a full glossary, maps, captions and cutaway illustrations to engage readers
- Perfect introductory guide to the ancient world and the Roman empire - a great resource for history studies or teachers
- In this series, astounding architectural achievements are explained and explored with full colour cutaway illustrations and artefacts and paintings from the era to help support the main text
- The perfect book to consolidate learning after a trip to the museum.
- Continue the series with 20 other Spectacular Visual Guides titles available.



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**A** fort for a cohort of around 500 soldiers would have had six barrack blocks, each containing the living-space for a century of 80 men. Plans that have been discovered show that barrack blocks were long and narrow, with the living quarters for the centurion in command at one end. In some parts of the Empire, barracks for the troops had two storeys. The barracks had foundations of stone and the upper parts had a framework of wood, filled in with rubble and plastered over. The building would have been roofed in tiles, stone slates, or wooden shingles, depending on what materials were available locally.

Water was precious so rainwater was collected from the roofs of buildings, in tanks like this (above). As well as providing water for washing and cooking, the sides of the stone tank could be used to sharpen knives and swords.

Centurion's quarters

The centurion had a suite of rooms to himself, including a separate bedroom and living room. Parts of his quarters may have been used as offices or storerooms.

auxiliary soldiers' quarters

Over the years, chain mail might have been worn to protect the upper arms and body. This could restrict all the time and add weight!

Today, more weather canals on their feet, their bodies protected with iron studs. In colder climates, soldiers wore chain mail under their tunics.

There were several different designs of mail, but the most commonly produced were made up of the chain and the mail.

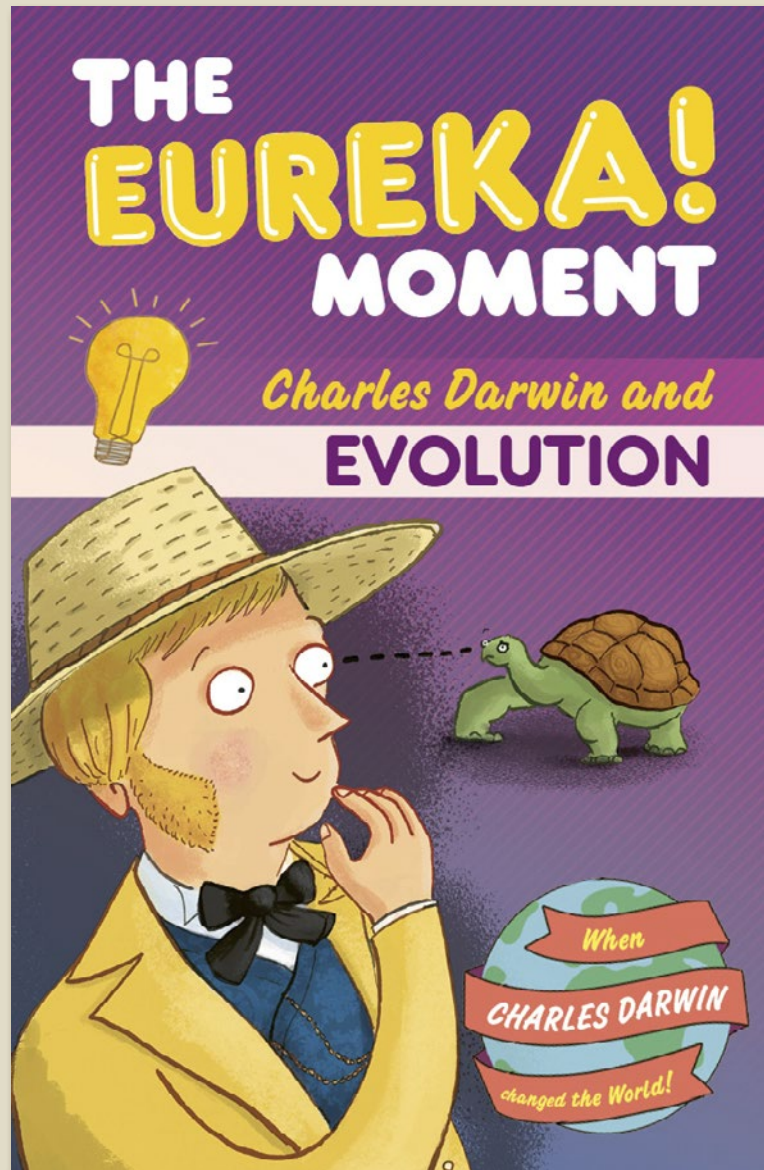
Chains had different patterns to different units and were used to decorate.

12

**[bookshelf.bonnierbooks.co.uk/books/9781800787766](http://bookshelf.bonnierbooks.co.uk/books/9781800787766)**



# The Eureka! Moment: Evolution

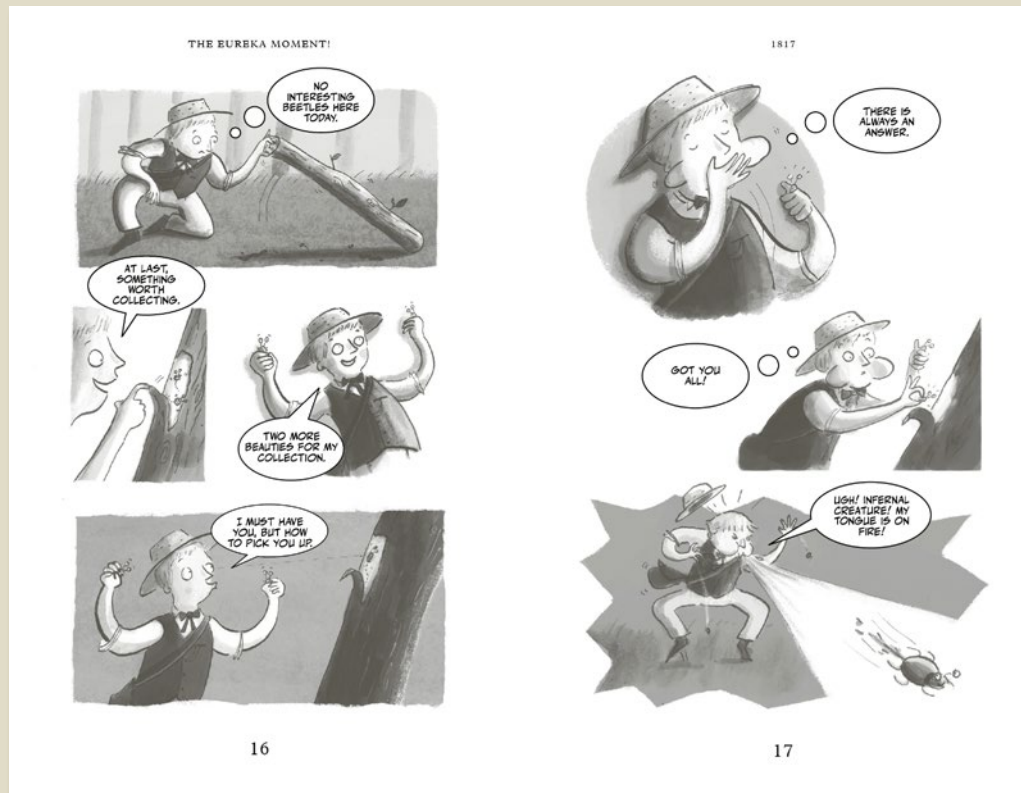
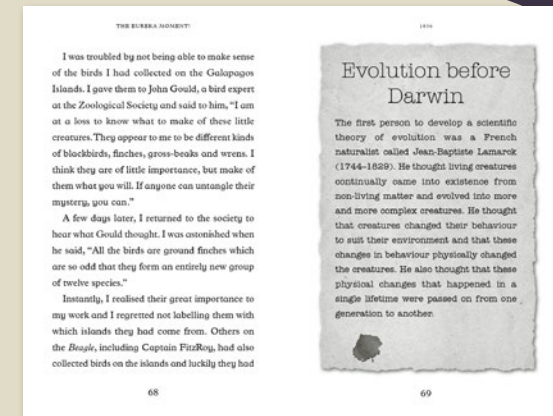
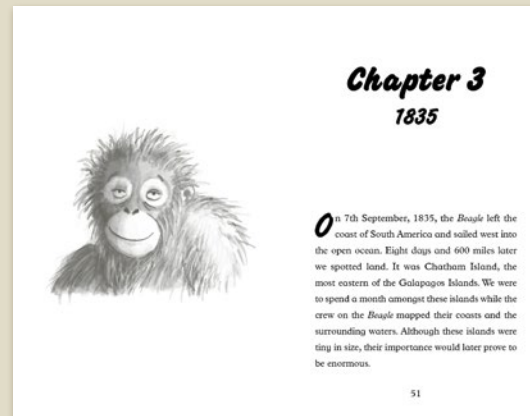
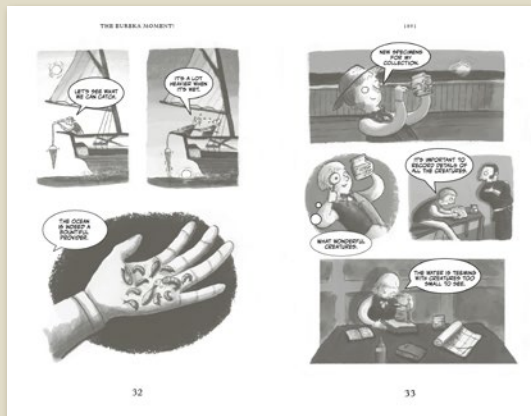


## Explore Charles Darwin's incredible 'Eureka' moment!

- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining way.
- Short comic strips scattered throughout the narrative to help children visualise and engage with key events.
- This series introduces children to a myriad of inspirational individuals and the barriers they faced during their quest for knowledge, encouraging and inspiring young people to dare to think differently.
- Combines history and STEM focused learning. The perfect curriculum companion to children studying evolution, adaptation, animal biology, and survival of the fittest.
- Includes extra end matter, such as timeline and glossary, to help children to fully understand concepts and the historical context.



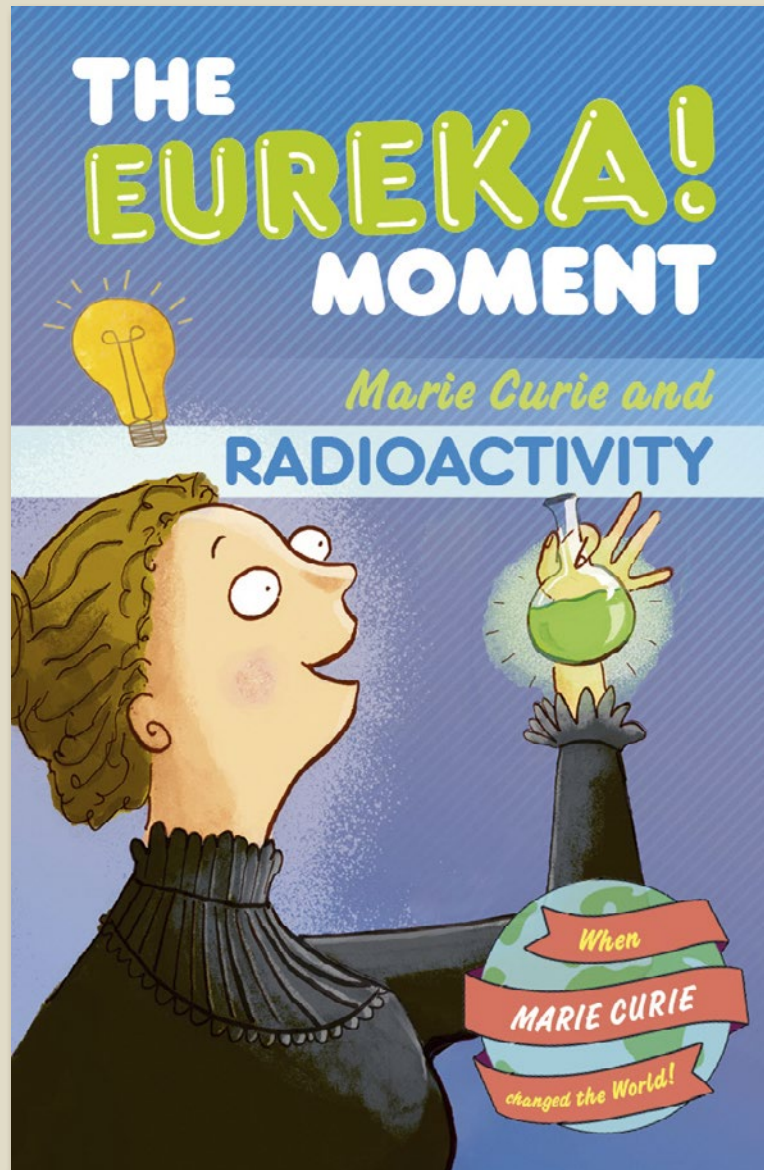
# The Eureka! Moment: Evolution



Pub Date	<b>29/02/2024</b>
Pub Price	<b>£5.99</b>
ISBN	<b>9781800788473</b>
H x W	<b>198 x 129mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Ian Graham</b>
Illustrator	<b>Annaliese Stoney</b>
Extent	<b>144pp</b>
Word Count	<b>15936 words</b>
Rights Available	<b>World</b>



# The Eureka! Moment: Radioactivity

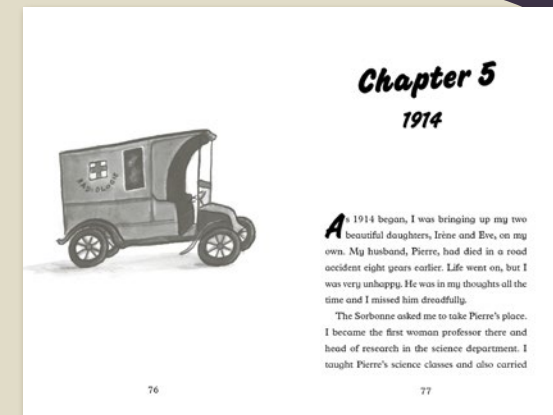
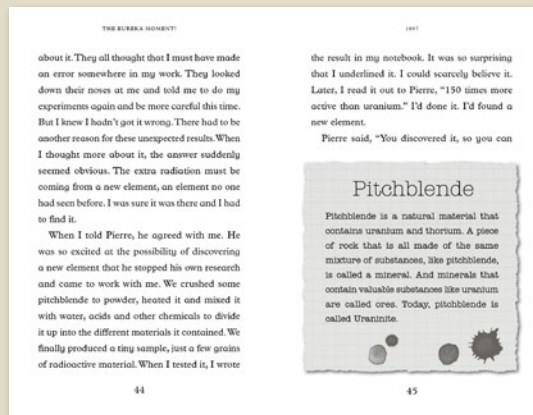


## Explore Marie Curie's incredible 'Eureka' moment!

- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining manner.
- This series introduces children to a myriad of inspirational individuals and the barriers they faced during their quest for knowledge, encouraging and empowering young ones to follow their own research.
- Blends history and STEM-focused learning. The perfect curriculum companion, especially on the themes of radioactivity, medicine and scientific advances during WW1.
- Includes extra end matter, such as a timeline and glossary, to help children fully understand concepts and historical context.



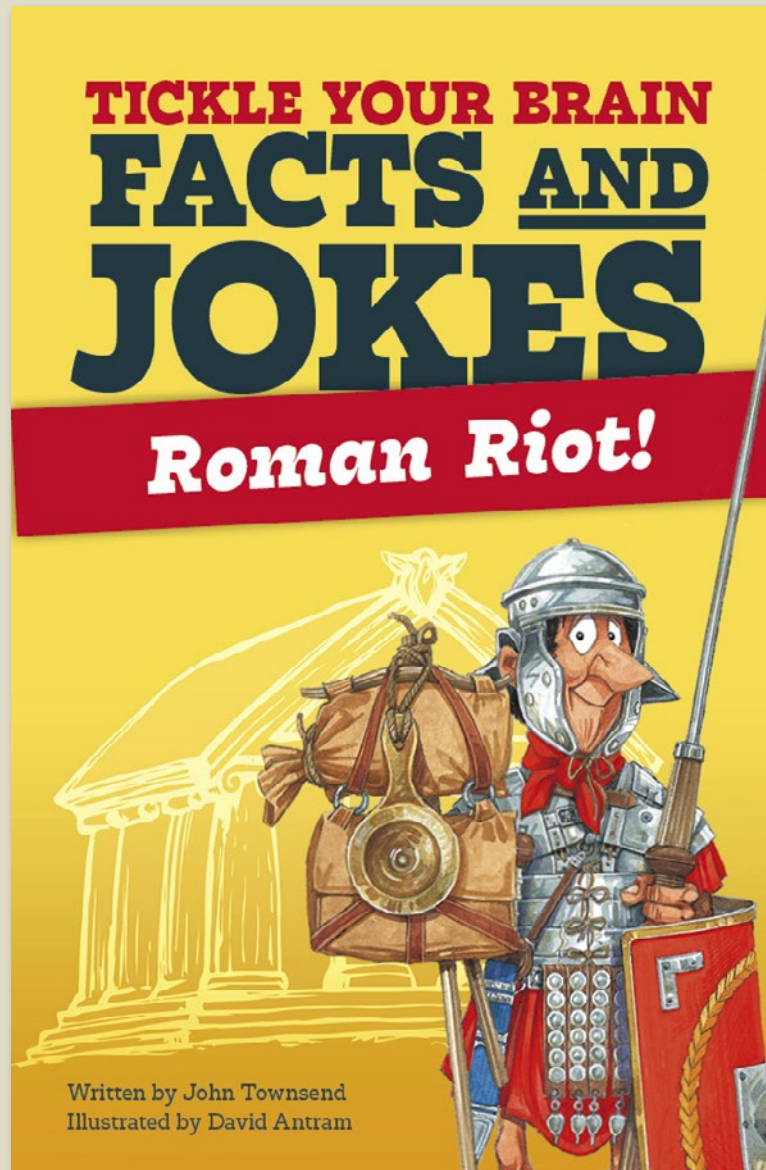
# The Eureka! Moment: Radioactivity



Pub Date	29/02/2024
Pub Price	£5.99
ISBN	9781800788527
H x W	198 x 129mm
Binding	Paperback
Age Range	9-11 years
Author	Ian Graham
Illustrator	Annaliese Stoney
Extent	144pp
Word Count	14683 words
Rights Available	World



# Tickle Your Brain: Roman Riot!

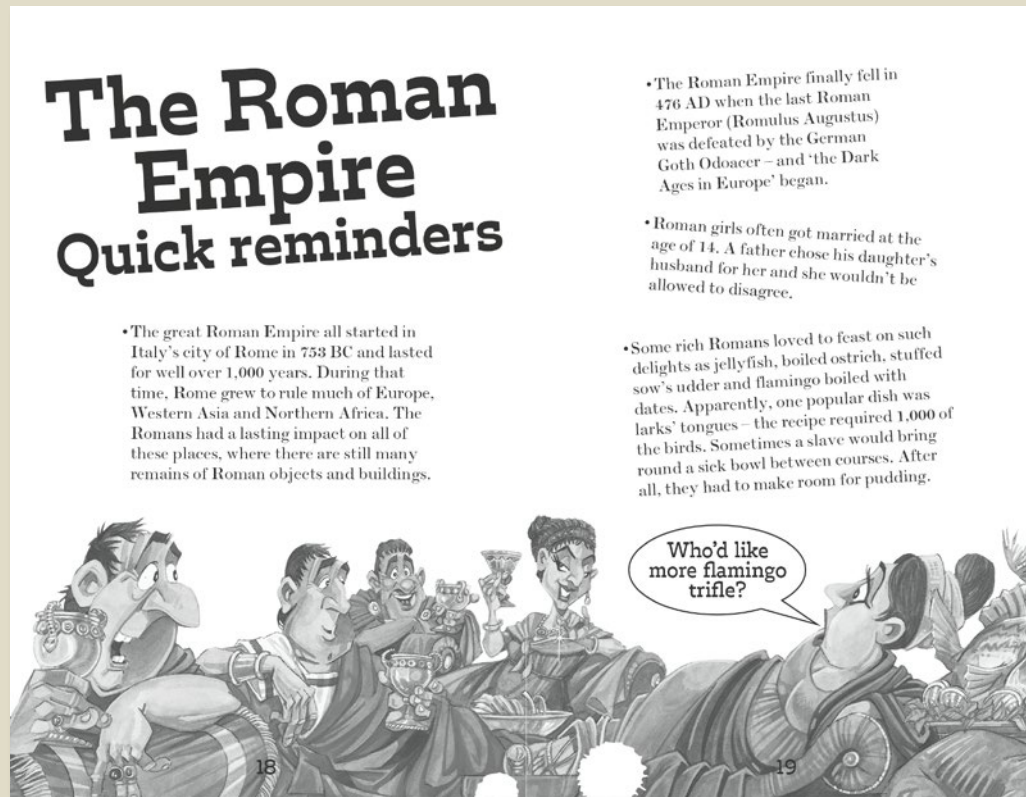
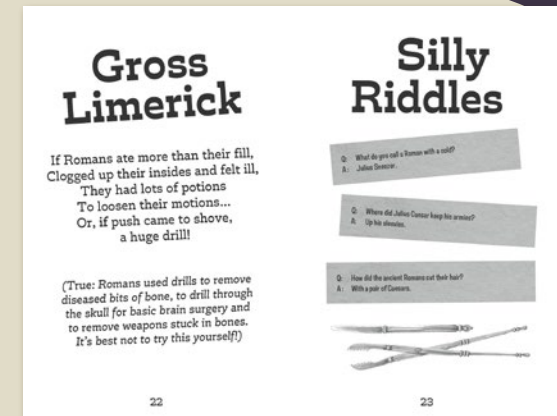
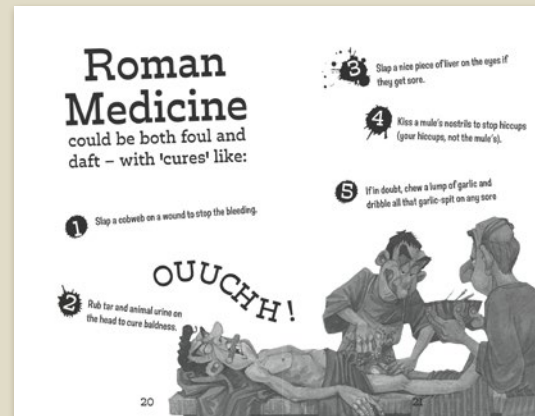
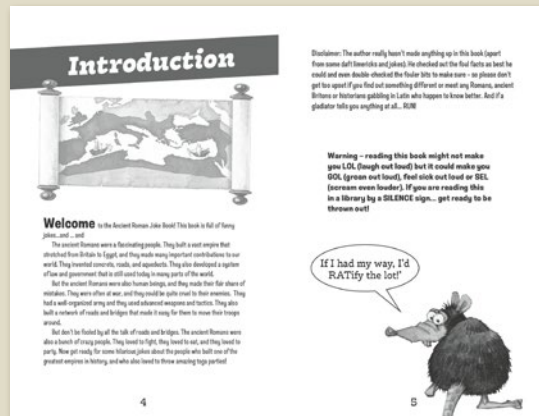


## Adventure into the unruly world of Ancient Rome!

- Jam-packed with foul facts, riddles, limericks and jokes, this book is a perfect way for children to discover more about the Ancient Romans and their society.
- A hilarious resource to engage reluctant readers with the topic of Key Stage 2 history in an exciting, non-intimidating way.
- A deep dive into the rotten side of history - perfect for *Horrible Histories* fans!
- Tickle Your Brain: another 16 titles available.



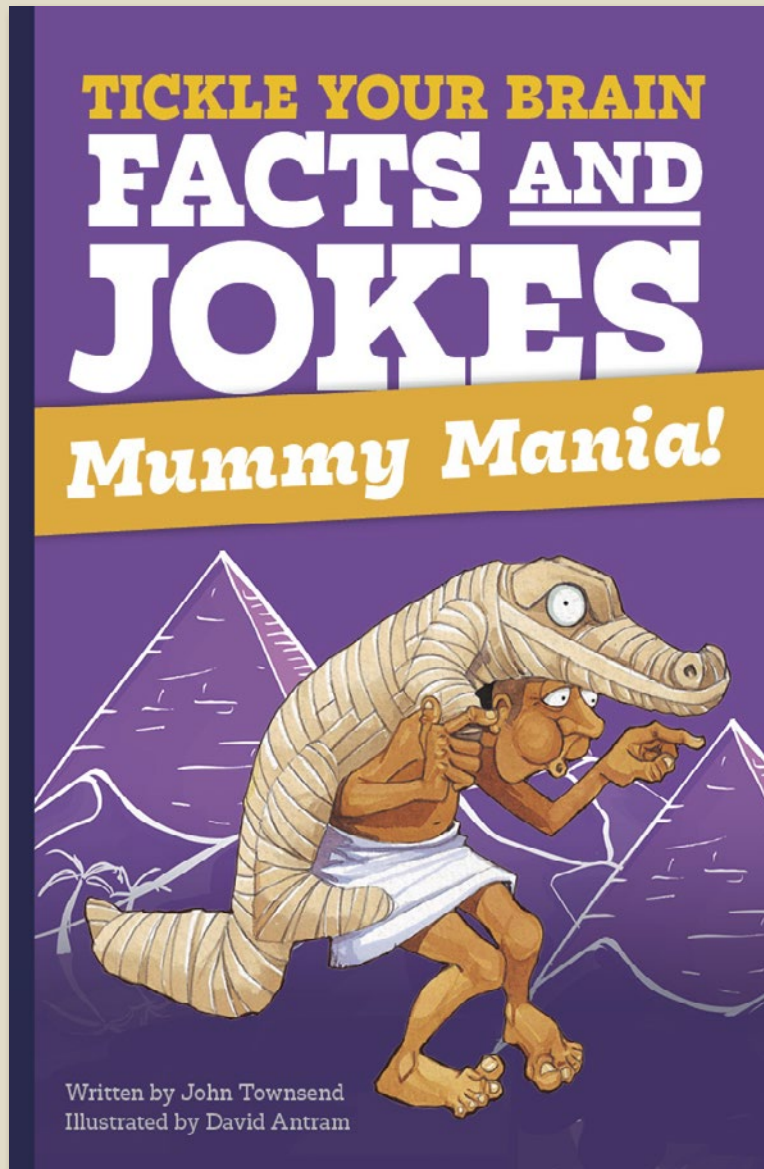
# Tickle Your Brain: Roman Riot!



Pub Date	01/08/2024
Pub Price	£5.99
ISBN	9781800788497
H x W	198 x 129mm
Binding	Paperback
Age Range	7-9 years
Author	John Townsend
Illustrator	David Antram
Extent	128pp
Word Count	8915 words
Files To Printer	13/06/2024
Freight On Board	03/07/2024
Rights Available	World



# Tickle Your Brain: Mummy Mania!

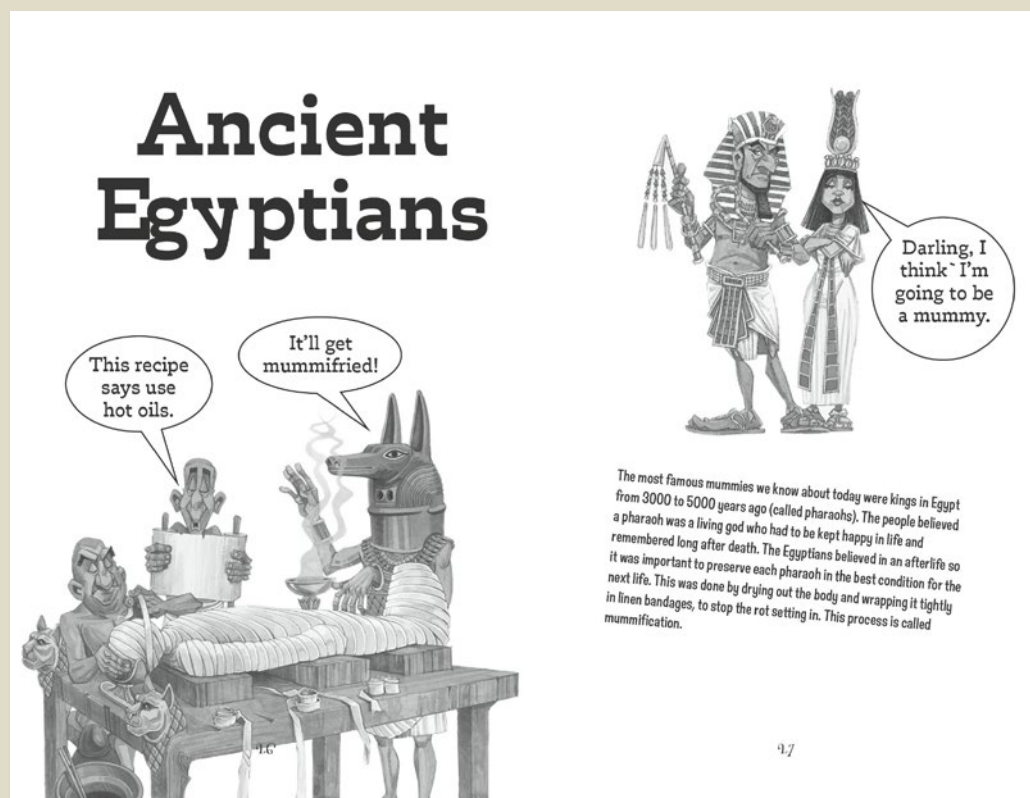
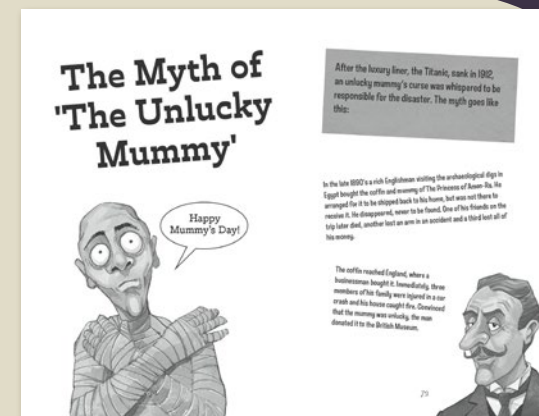
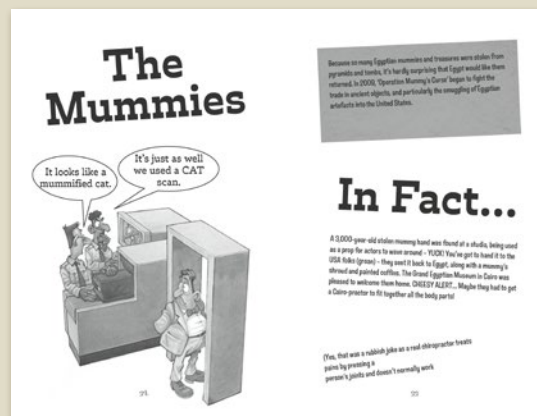
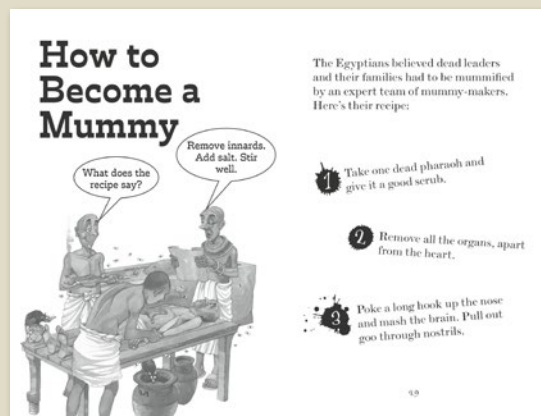


## Delve into the unruly world of Ancient Egypt!

- Jam-packed with foul facts, riddles, limericks and jokes, this book is a perfect way for children to discover more about the Ancient Egyptians.
- A hilarious resource to engage reluctant readers with the topic of Key Stage 2 history in an exciting, non-intimidating way.
- A deep dive into the rotten side of history - perfect for *Horrible Histories* fans!
- Tickle Your Brain: another 16 titles available.

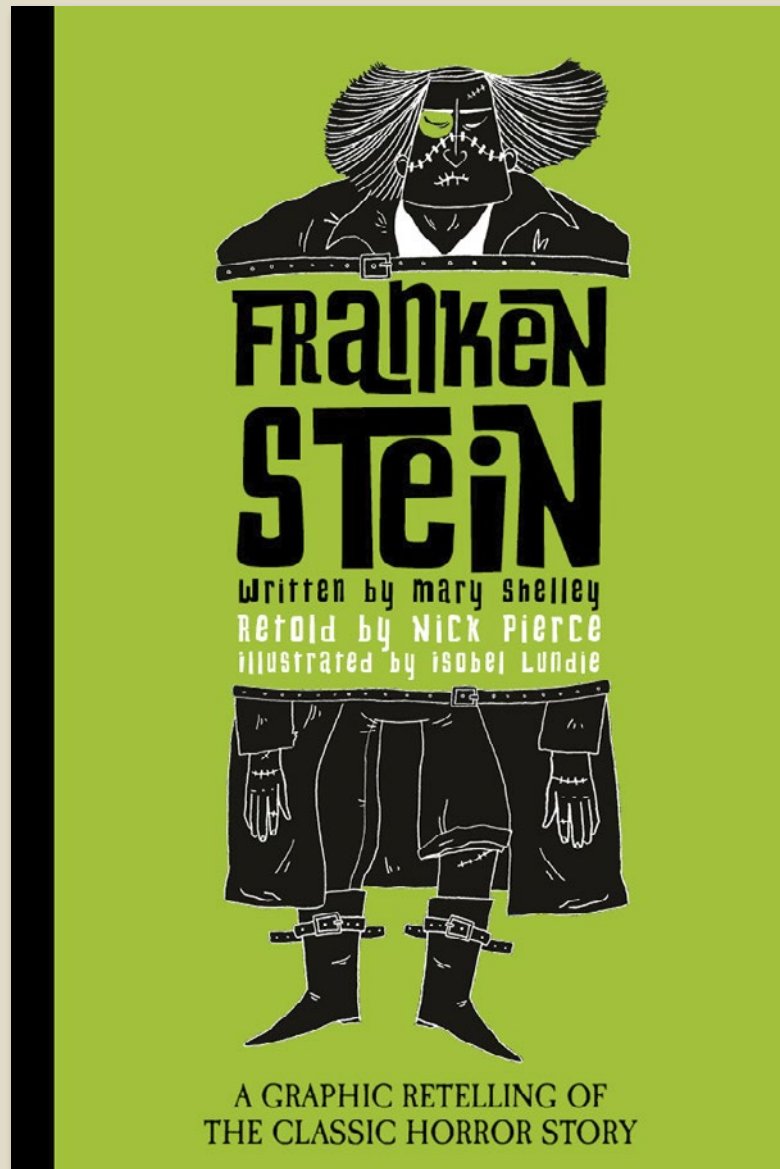


# Tickle Your Brain: Mummy Mania!



Pub Date	01/08/2024
Pub Price	£5.99
ISBN	9781800788503
H x W	198 x 129mm
Binding	Paperback
Age Range	7-9 years
Author	John Townsend
Illustrator	David Antram
Extent	128pp
Word Count	9147 words
Files To Printer	13/06/2024
Freight On Board	03/07/2024
Rights Available	World



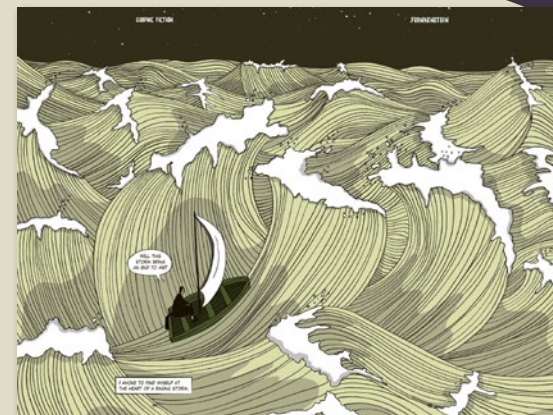


## A graphic retelling of Mary Shelley's gothic masterpiece

- A contemporary twist on a 19th Century classic. This creepy graphic retelling is the perfect tool for engaging reluctant readers and introducing children to the literary canon.
- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of the text and key theme analysis to further help children.
- A wonderful introduction to the horror genre. Young readers will be captivated by Isobel Lundie's beautiful, spooky illustrations.
- Utilises speech bubbles and easy-to-follow sequential ordering to make the story more accessible.
- Next title in the series: Dracula

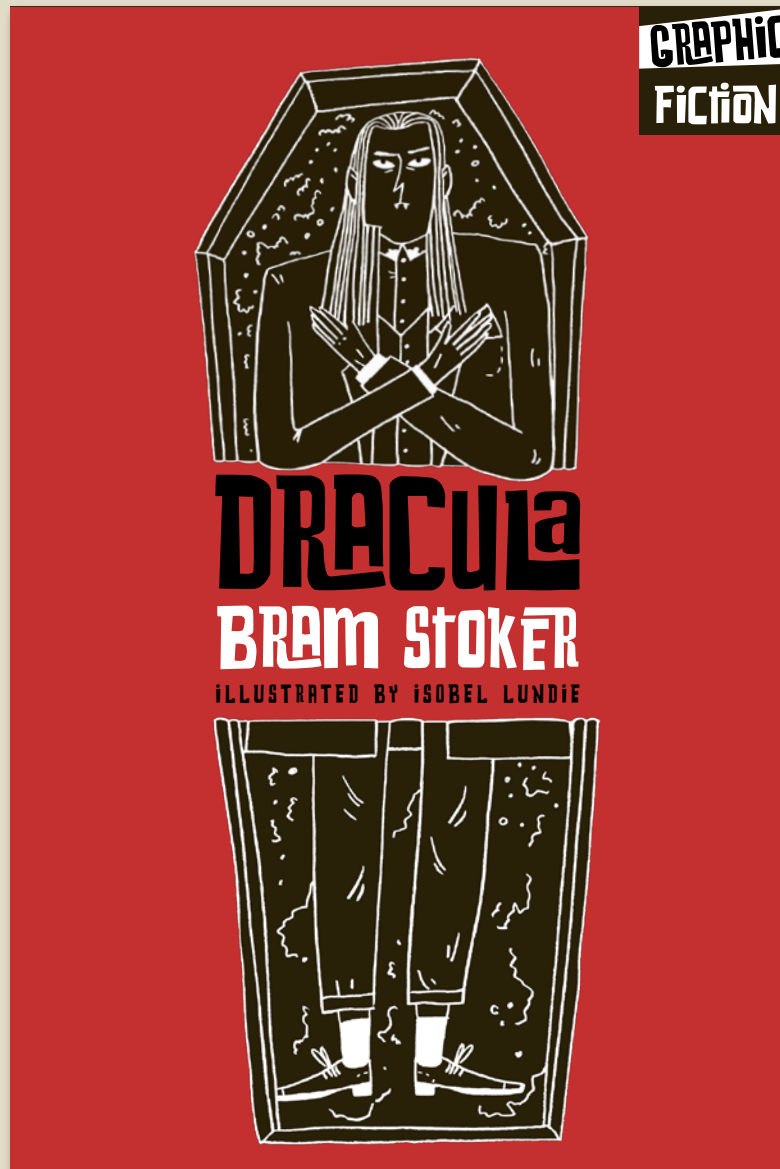


# Frankenstein



Pub Date	<b>12/09/2024</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800788800</b>
H x W	<b>210 x 140mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Mary Shelley</b>
Illustrator	<b>Isobel Lundie</b>
Extent	<b>64pp</b>
Word Count	<b>4316 words</b>
Files To Printer	<b>15/04/2024</b>
Freight On Board	<b>11/07/2024</b>
Rights Available	<b>World</b>





**Bram Stoker's legendary gothic masterpiece is bought back to life in this blood-sucking graphic retelling!**

- A contemporary twist on a 19th Century classic. This creepy graphic retelling is the perfect tool for engaging reluctant readers and introducing children to the literary canon.
- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of the text and key theme analysis to further help children.
- A wonderful introduction to the horror genre. Young readers will be captivated by Isobel Lundie's beautiful, spooky illustrations.



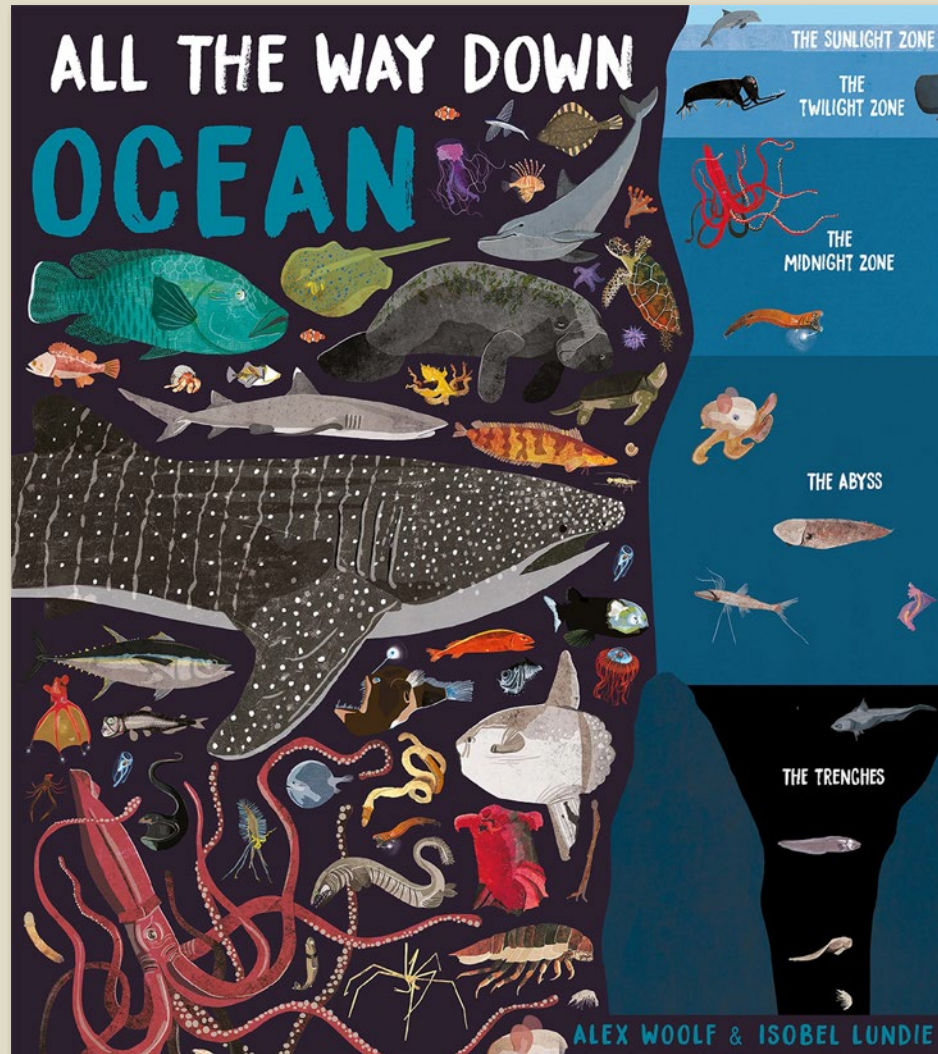
# Dracula



Pub Date	<b>12/09/2024</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800788817</b>
H x W	<b>210 x 140mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Bram Stoker</b>
Illustrator	<b>Isobel Lundie</b>
Extent	<b>64pp</b>
Word Count	<b>3140 words</b>
Translation Files	<b>29/01/2024</b>
Files To Printer	<b>22/04/2024</b>
Freight On Board	<b>27/06/2024</b>
Rights Available	<b>World</b>



# All The Way Down: Ocean

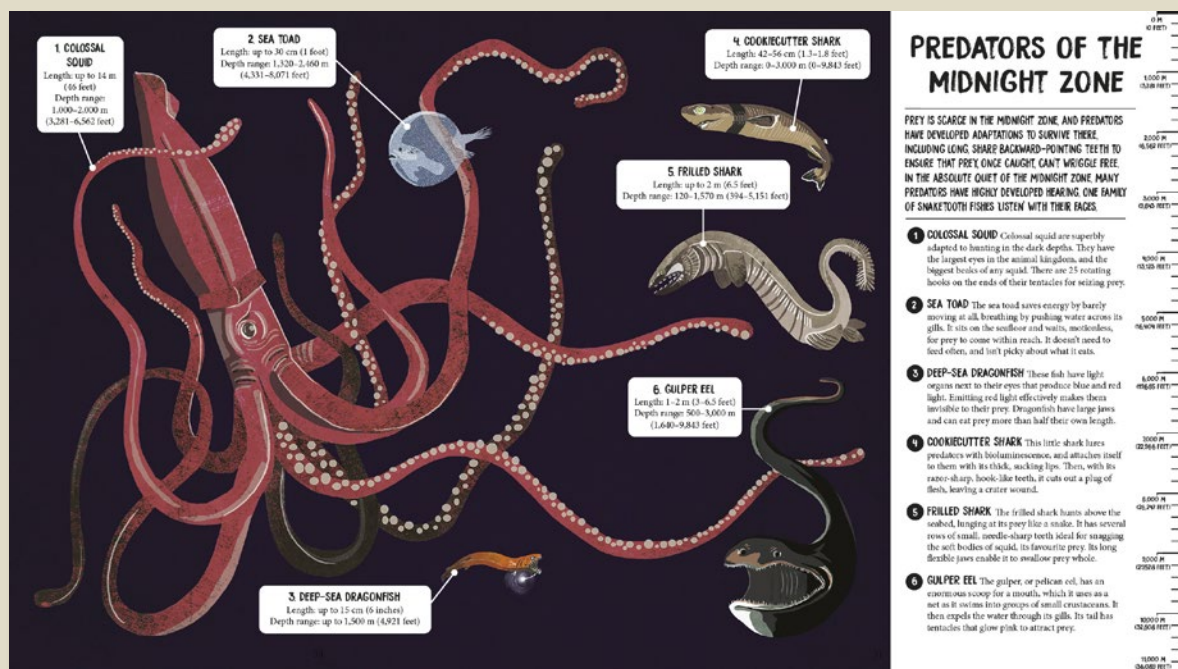
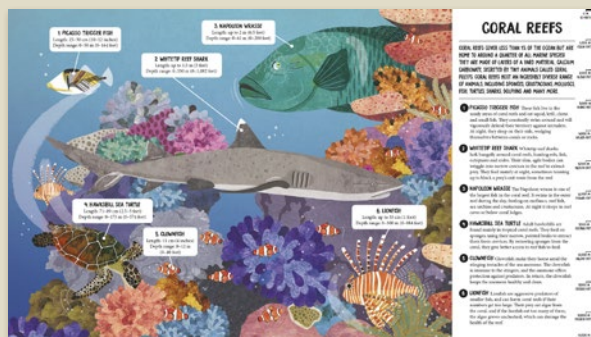
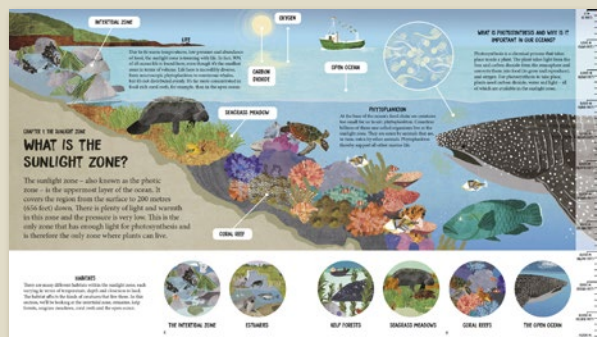


## An ingenious exploration of our oceans

- An innovative information book that allows children to dive into the ocean depths and discover what life resides at each level.
- Part of the All the Way Down series that takes a 'look down' approach at different ecosystems, from the organisms that reside near its top to the creatures that dwell near the bottom.
- Engaging STEM non-fiction book for children 7-9 years old and aspiring scientists.



# All The Way Down: Ocean



Pub Date	10/01/2024
Pub Price	£12.99
ISBN	9781800788855
H x W	292 x 260mm
Binding	Hardback
Age Range	7-9 years
Author	Alex Woolf Woolf Alex
Illustrator	Isobel Lundie
Extent	56pp
Word Count	11636 words
Rights Available	World



# All The Way Down: Amazon Rainforest

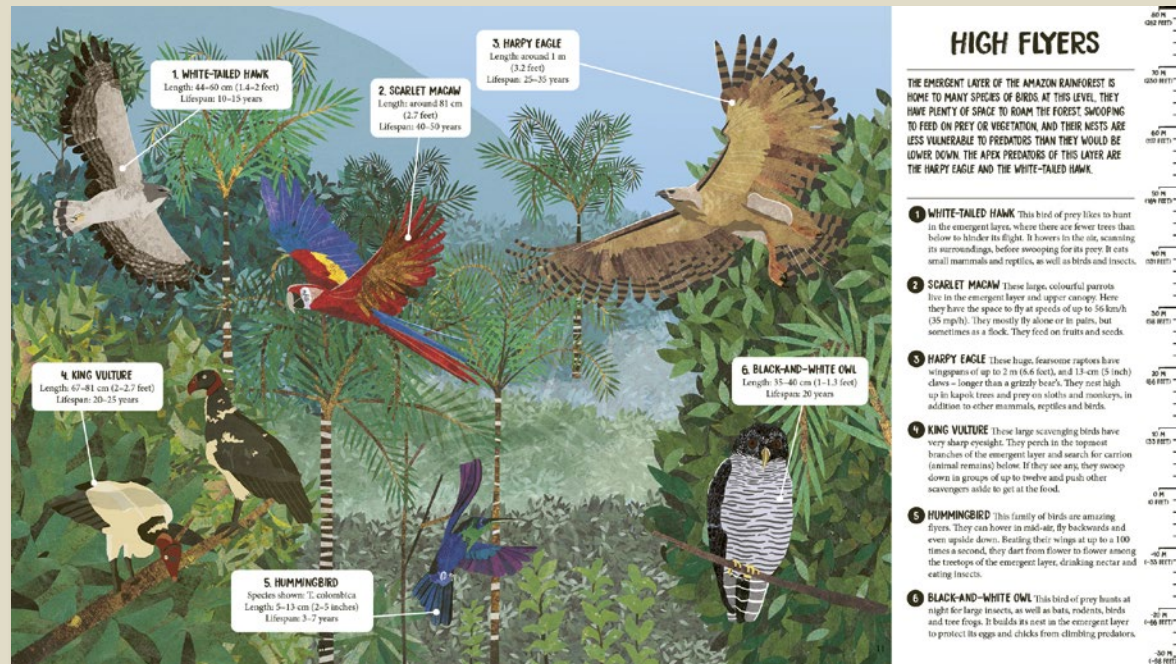
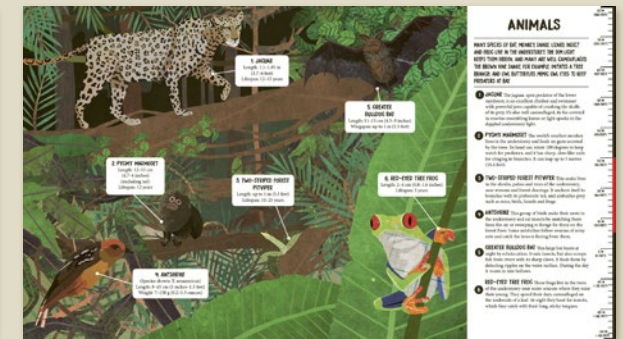
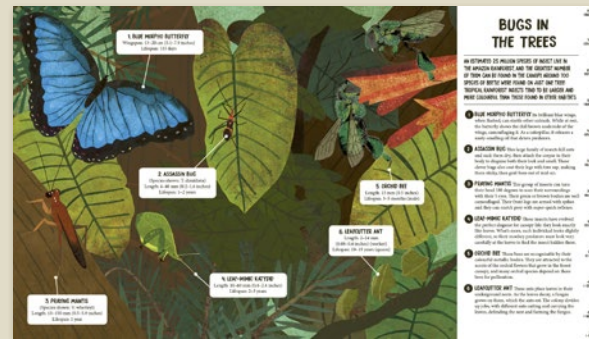


## An ingenious exploration of our rainforests

- Each spread features colourful and eye-catching illustrations of different animal and plant species, plus easy-to-digest, bite-sized facts.
- Part of the All the Way Down series that takes a 'look down' approach at different ecosystems, from the animals that swoop across the tallest trees to the creatures that dwell near the bottom.
- Engaging STEM non-fiction book for aspiring conservationists and scientists aged 7-9 years old.



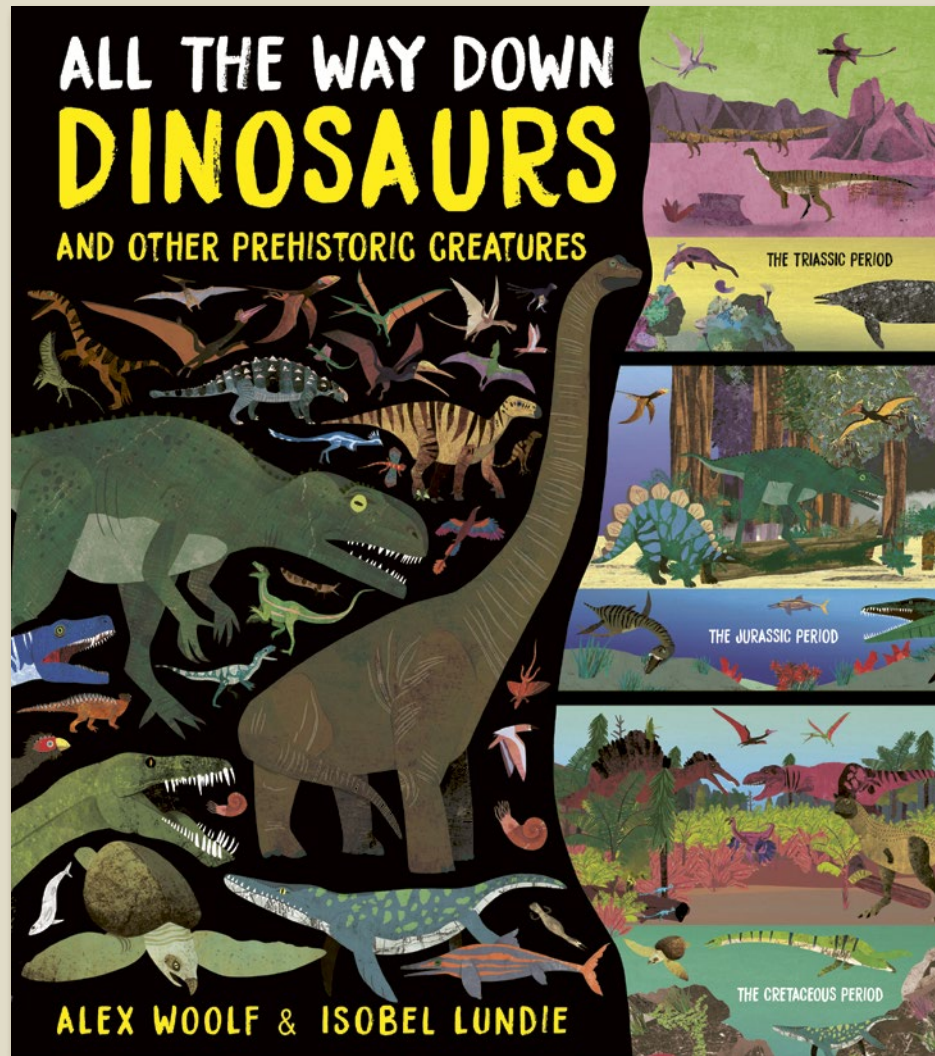
# All The Way Down: Amazon Rainforest



Pub Date	28/04/2021
Pub Price	£9.99
ISBN	9781800788947
H x W	292 x 260mm
Binding	Paperback
Age Range	7-9 years
Author	Alex Woolf
Illustrator	Isobel Lundie
Extent	56pp
Word Count	11097 words
Rights Available	World



# All The Way Down: Dinosaurs and Other Prehistoric Creatures

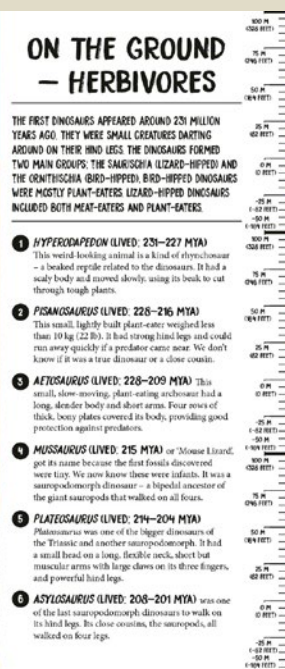
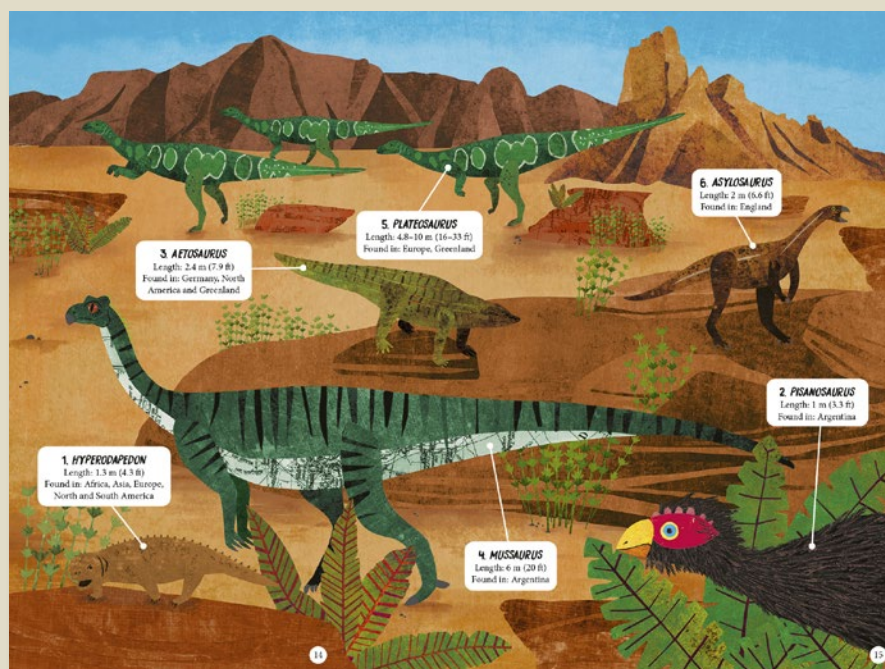
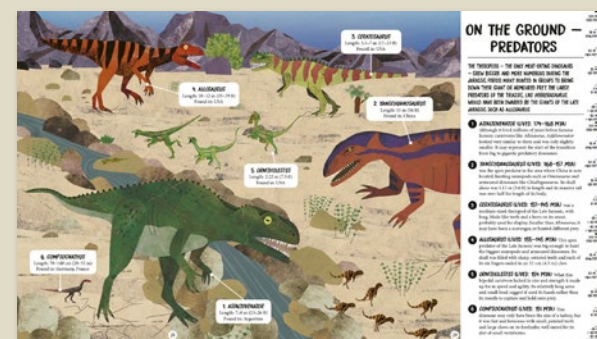
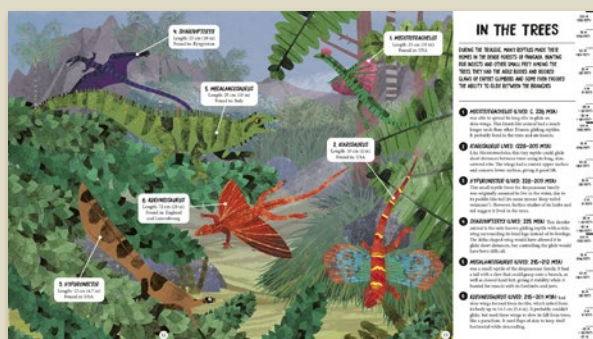


## An ingenious exploration of the dinosaurs!

- An innovative information book that allows children to travel back in time to the time when dinosaurs ruled, discovering what life resides at each level.
- Special material includes a ruler running down the side of each spread keep track of the different depths.
- Engaging STEM-focused non-fiction book for dinosaur lovers aged 7-8 years old.



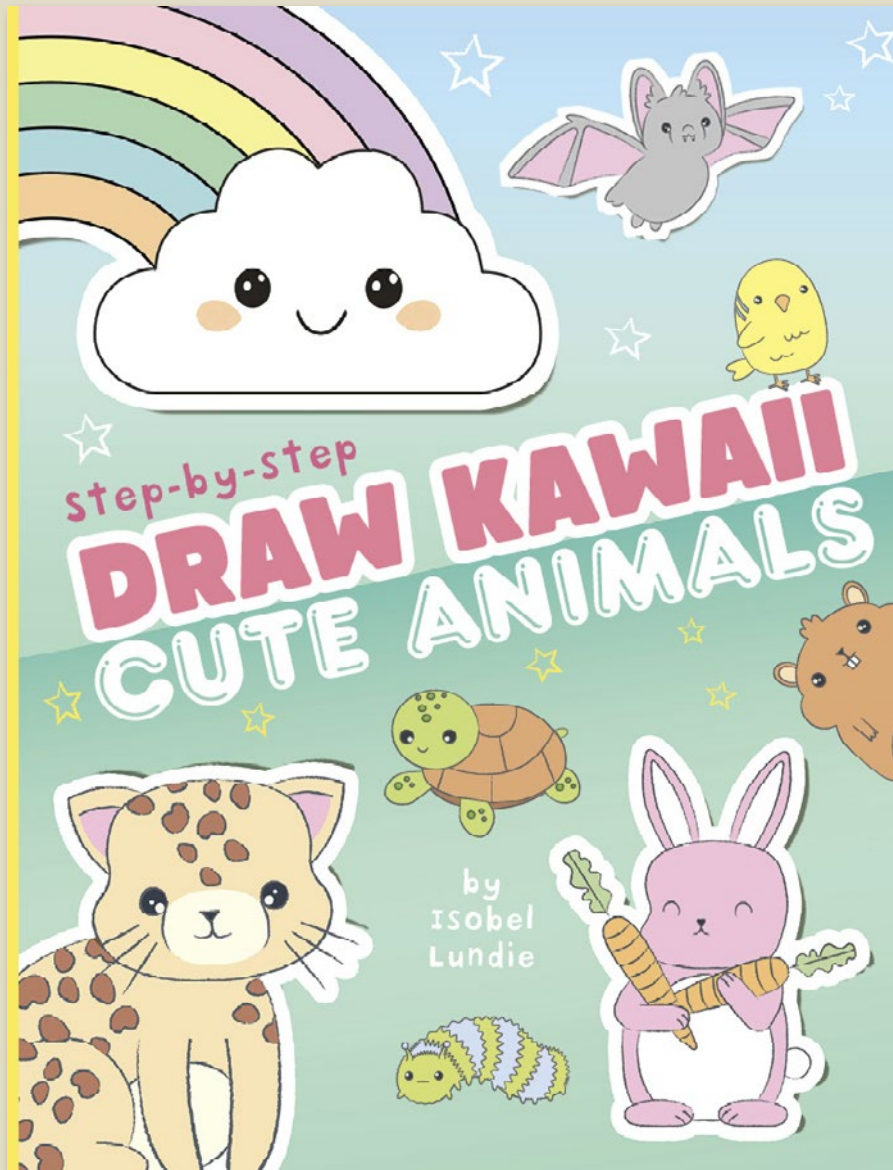
# All The Way Down: Dinosaurs and Other Prehistoric Creatures



Pub Date	28/07/2022
Pub Price	£9.99
ISBN	9781800789012
H x W	292 x 260mm
Binding	Paperback
Age Range	7-9 years
Author	Alex Woolf Wolf Alex
Illustrator	Isobel Lundie
Extent	56pp
Word Count	11030 words
Rights Available	World



# Draw Kawaii: Cute Animals

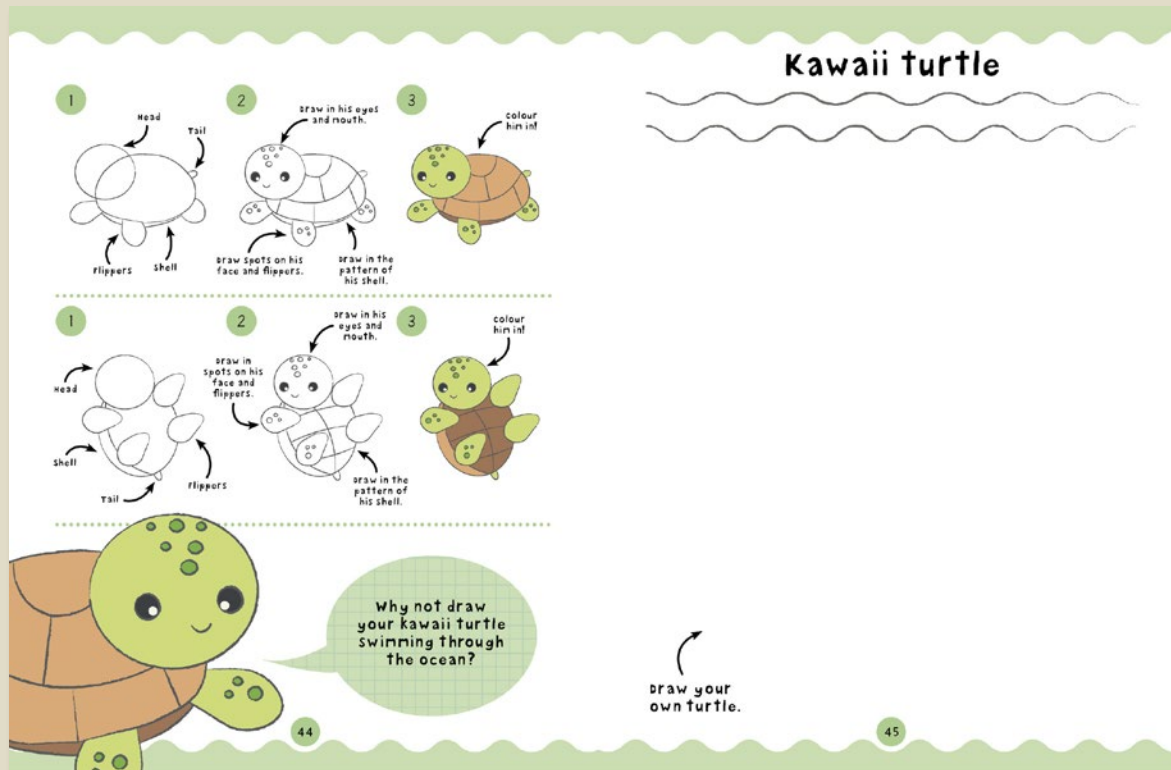
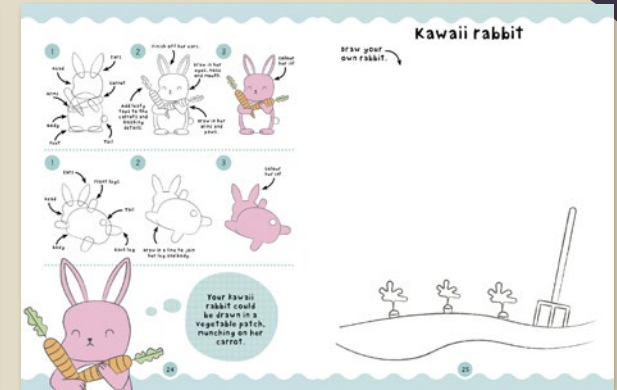
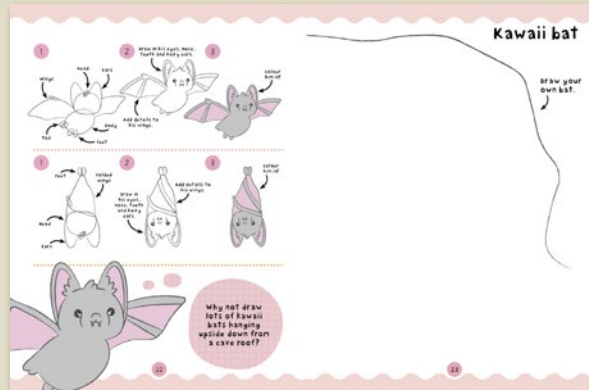
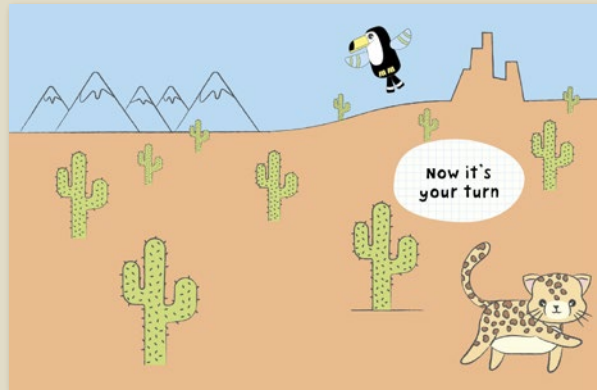


**Introduce your child to the charming world of kawaii!**

- Easy to follow instructions and guides throughout.
- Learn how to draw a range of different cute kawaii animals - perfect for young girls in particular.
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to gain confidence.



# Draw Kawaii: Cute Animals



Pub Date	04/07/2024
Pub Price	£7.99
ISBN	9781800789937
H x W	246 x 189mm
Binding	Paperback
Age Range	7-9 years
Author	Isobel Lundie
Extent	64pp
Rights Available	World



# Draw Kawaii: Cute Food

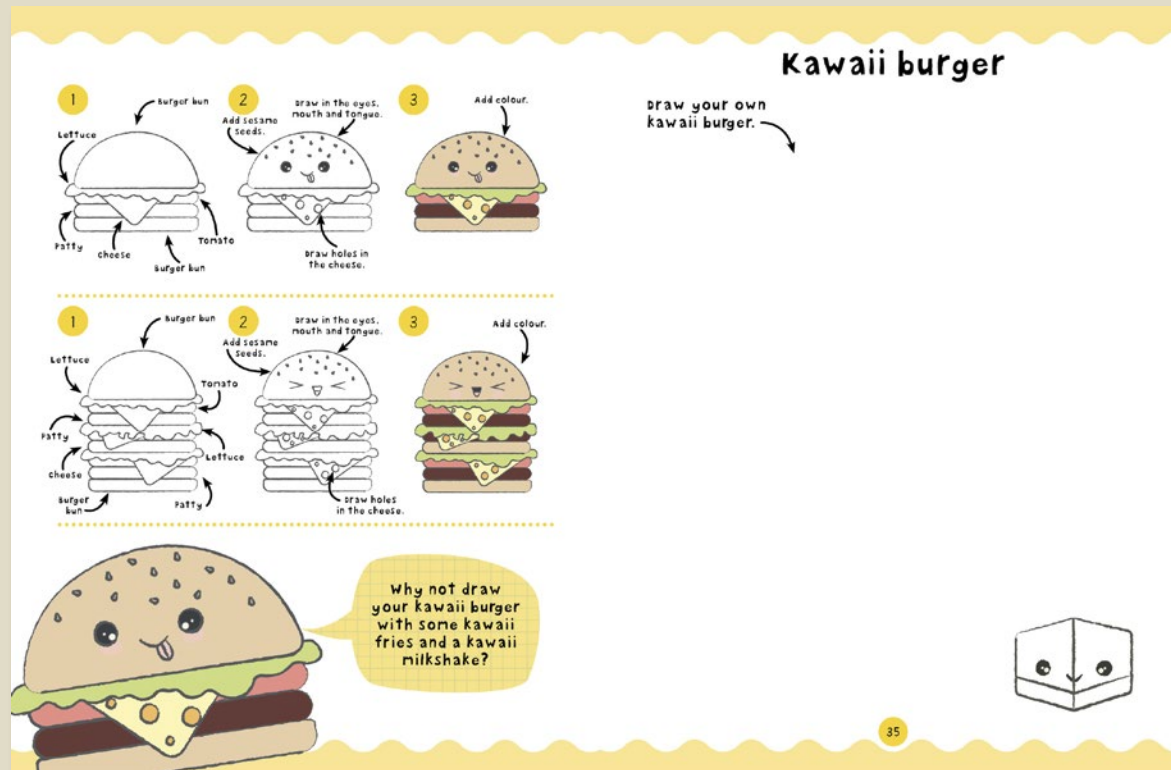
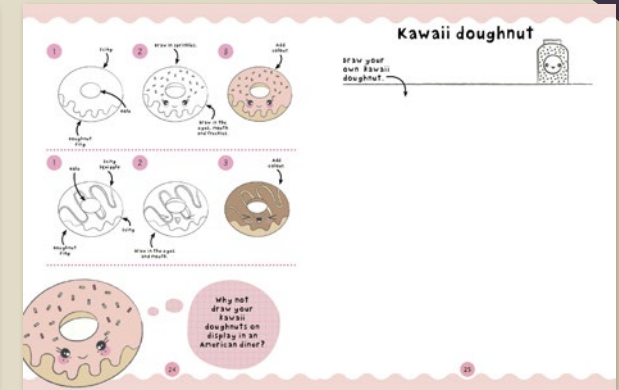
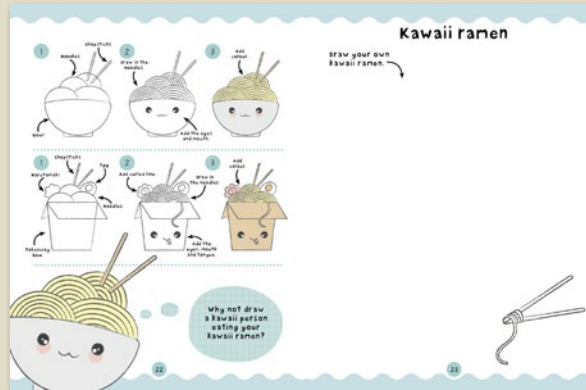


## Welcome to the charming world of kawaii!

- Easy to follow instructions and guides throughout.
- From fries to cupcakes, learn how to draw a range of different cute kawaii food - perfect for young girls in particular!
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to gain confidence.



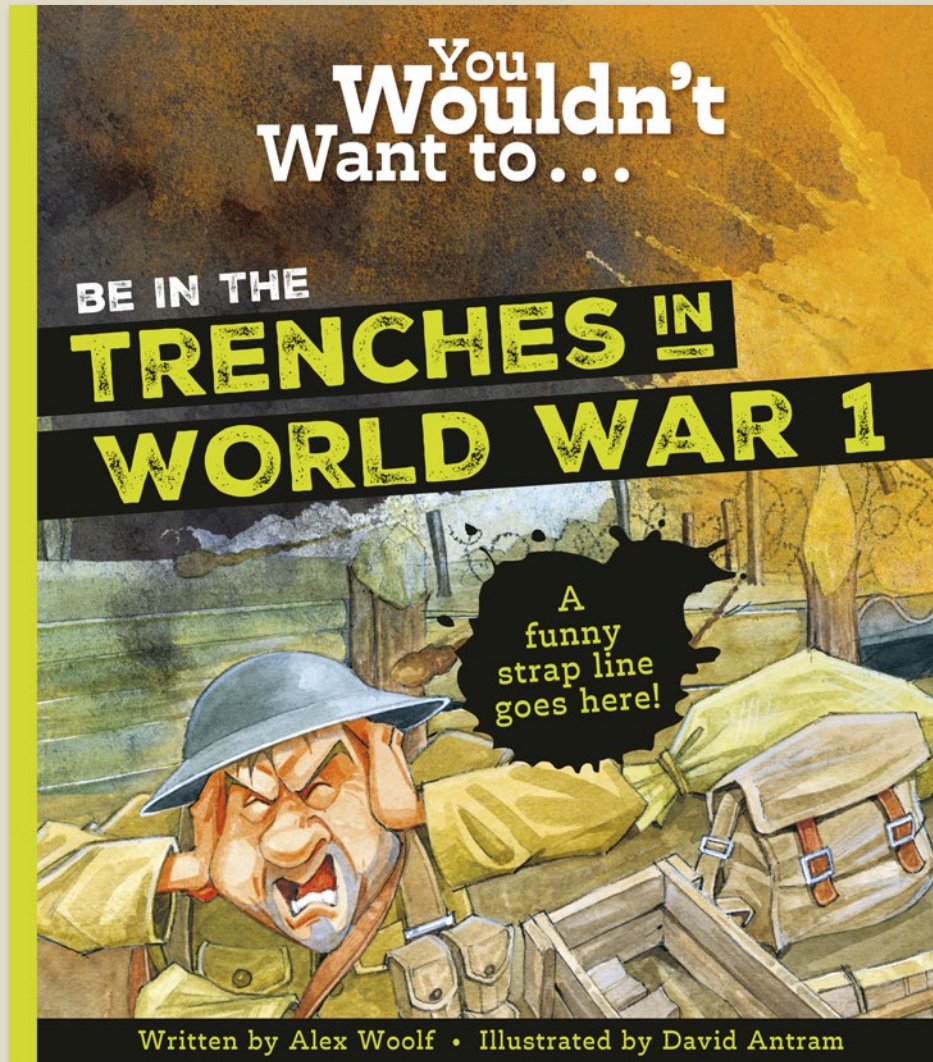
# Draw Kawaii: Cute Food



Pub Date	04/07/2024
Pub Price	£7.99
ISBN	9781800789944
H x W	246 x 189mm
Binding	Paperback
Age Range	7-9 years
Author	Isobel Lundie
Extent	64pp
Rights Available	World



# You Wouldn't Want To Be In The Trenches In World War One!



## The brutal history of WW1 soldiers!

- The grisly truth about trench life, ideal for Horrible Histories fans.
- A funny, foul and fact-filled book that engages reluctant readers with history and the KS2 First World War curriculum.
- Combines funny text and comical illustrations to fascinating facts, managing to accurately convey historical realities in an engaging way.



# You Wouldn't Want To Be In The Trenches In World War One!

[illegible][illegible][illegible]

# No-man's-land

You are selected as part of a patrol to venture into no-man's-land to discover information about the enemy. You must take control of a shell-hole in front of the enemy trench so you can spy on them. Your patrol goes out at night, crawling forward on your stomachs, faces blackened with burnt cork, trying to avoid getting caught in barbed wire. The Germans send up a flare and fire on your patrol. You dive for cover into the shell-hole and then must spend hours lying there silently in the mud, pretending to be dead.

Tell us all your secrets. How do you get rid of the lice?

Gu!p!

**Night raids**  
Men are often sent into no-man's-land at night on spying missions or to capture enemy soldiers for interrogation.

**Light flares**  
To trap British night patrols, the Germans use light-shell rockets. The flare blazes brightly for up to a minute, giving defending troops a chance to fire at the patrol.

Hang on, is this wire ours or theirs?

**Barbed wire**  
It is placed in front of trenches to foil evening infantry attacks. Night porries are sent out to repair these defences or cut the enemy's wire.

**Handy hint**  
If sent on a night raid, take silent weapons such as knives, clubs, knuckledusters and hatchets.

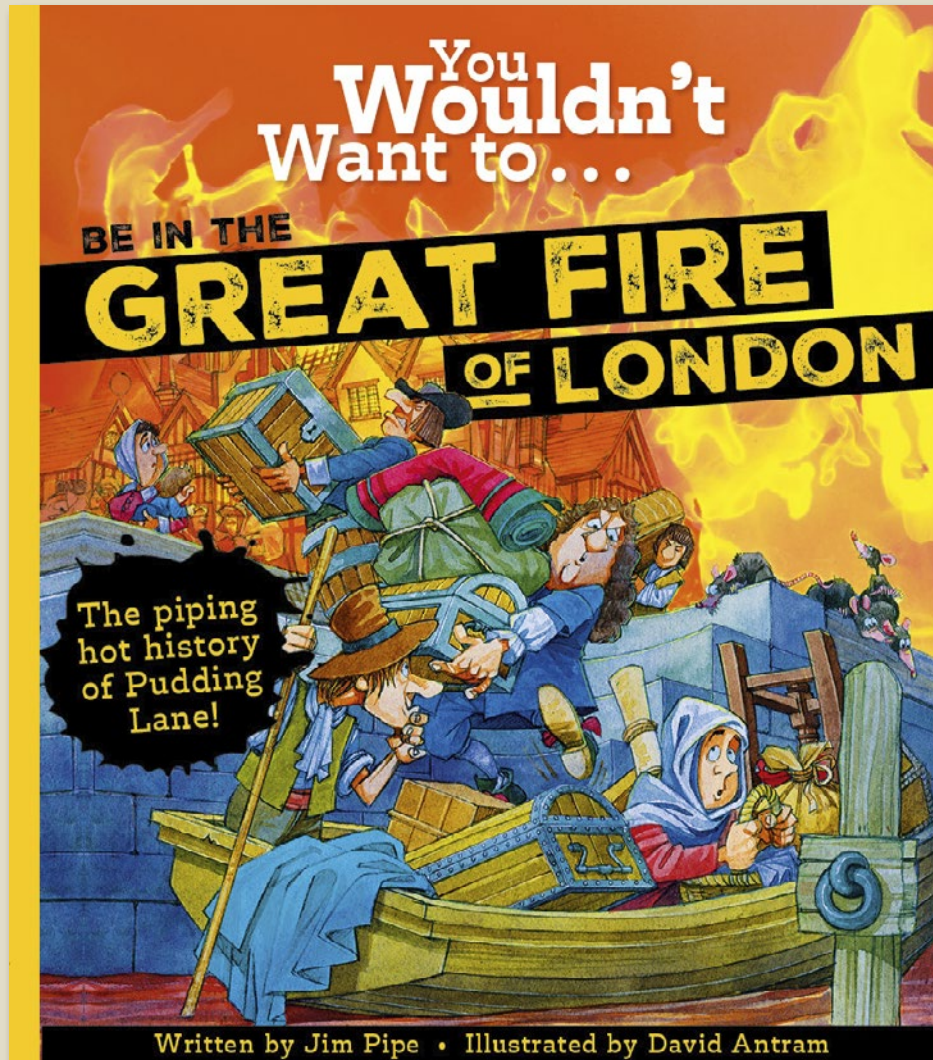
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Pub Date	<b>01/01/2014</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800788954</b>
H × W	<b>240 × 212mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Alex Woolf</b>
Illustrator	<b>David Antram</b>
Extent	<b>32pp</b>
Word Count	<b>4234 words</b>
Rights Available	<b>World</b>



# You Wouldn't Want To Be In The Great Fire Of London!

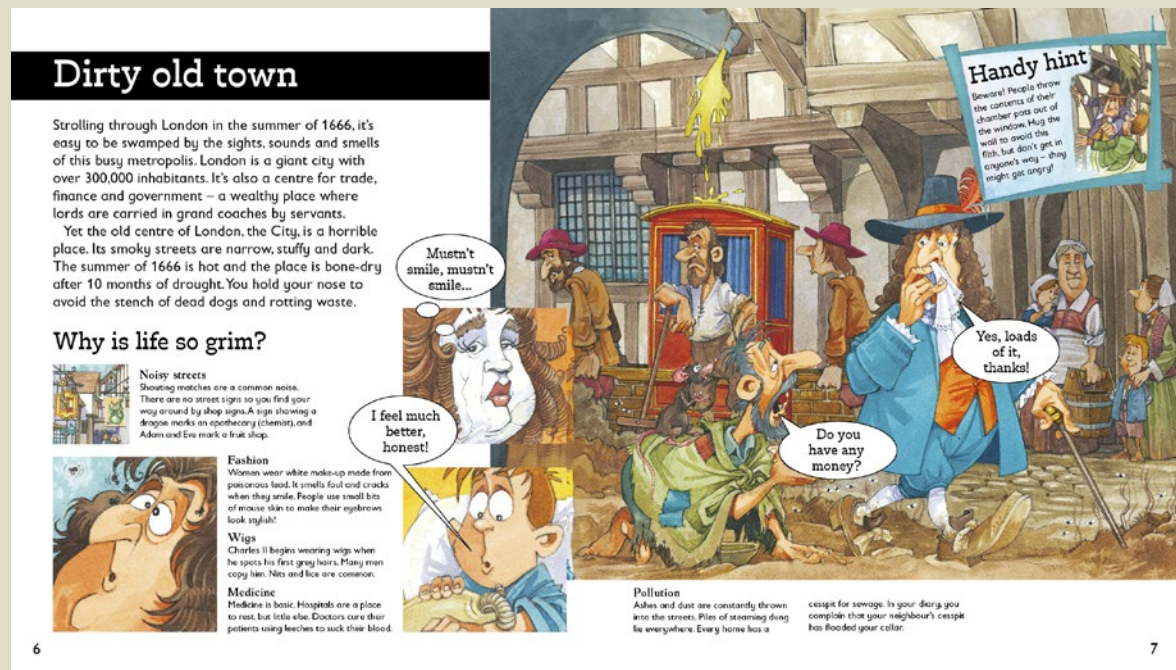


## The piping hot history of the Great Fire of London!

- History made grisly - perfect for Horrible Histories fans.
- Combines funny text and comical illustrations to fascinating facts, managing to accurately convey historical realities in an educational, entertaining way.
- A funny, fiery and fact-filled book that engages reluctant readers with history and the curriculum.



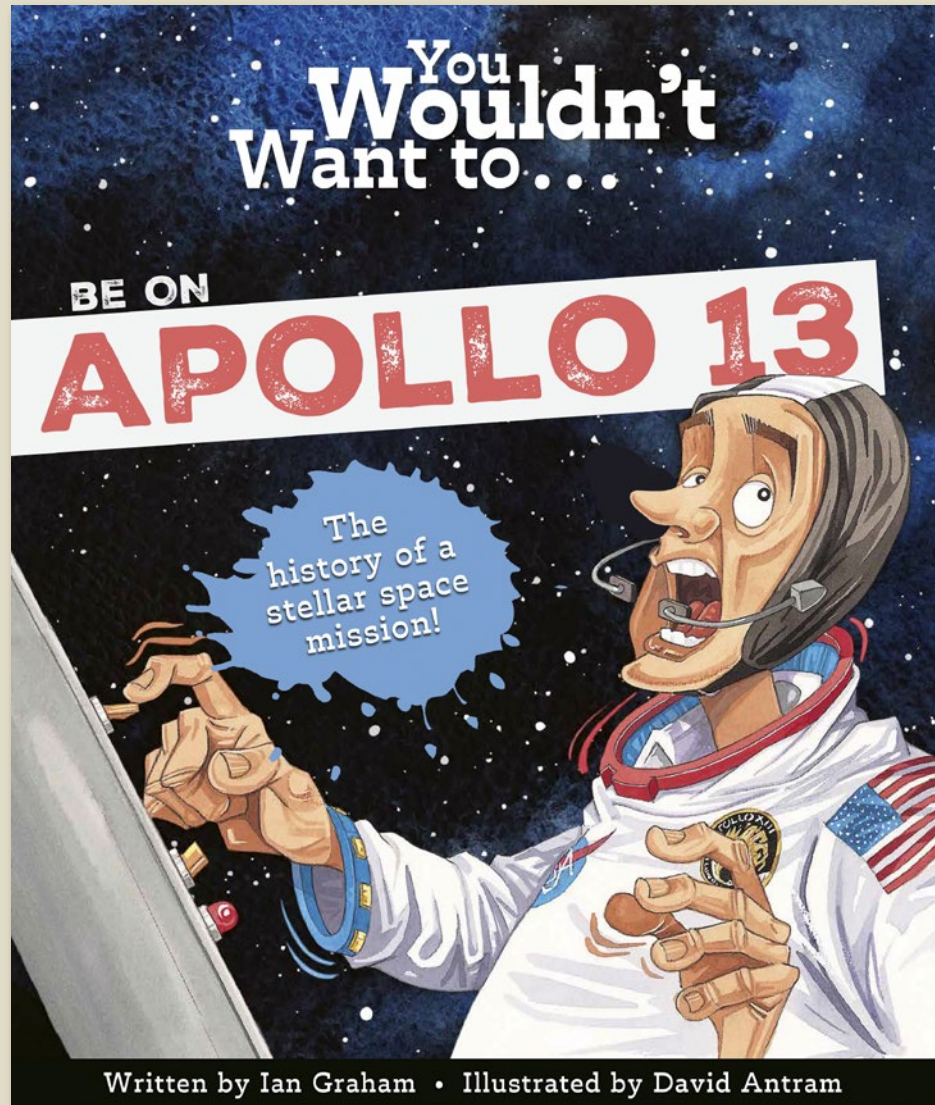
# You Wouldn't Want To Be In The Great Fire Of London!



Pub Date	01/02/2024
Pub Price	£6.99
ISBN	9781800788961
H x W	240 x 212mm
Binding	Paperback
Age Range	9-11 years
Author	Jim Pipe
Illustrator	David Antram
Extent	32pp
Word Count	5913 words
Rights Available	World



# You Wouldn't Want To Be On Apollo 13!



**The history of a not-so-stellar space expedition gone wrong!**

- History made funny - brutal truths, comedic illustrations and fun facts that engage reluctant readers. Perfect for Horrible Histories fans.
- A hilarious non-fiction story on the evergreen topic of space exploration, tying in with the 2025 NASA moon mission.
- Combines funny text and comical illustrations to fascinating facts, managing to accurately convey historical realities in an educational yet entertaining way.



## We have . . .



When the countdown reaches zero, you start a 12-minute rollercoaster ride through Earth's atmosphere to space. As the rocket leaves the launch pad, the time on the clock at Mission Control in Houston, Texas, is 13.13! Pictures of the soaring rocket and its flight path appear on a big display screen at Mission Control.

### The 'T' Timeline

**T minus 3 minutes, 7 seconds**  
The Saturn V rocket is given the firing command that starts its autonomous launch sequence. Computers start its fuel pumps.

**T minus 8.9 seconds**  
The first-stage engines fire. The rocket is held down on the launch pad until all five engines are running.

**Zero**  
Apollo 13 and the 3,000-tonne Saturn V launch-escape gear lift off the launch pad.

## ... LIFT OFF!

**Handy hint**



Make sure you are strapped tightly into your seat. If you aren't, you'll bounce around the Command Module like a cork in a bottle when the rocket blasts off!

Apollo 13's bad luck first strikes when one of the rocket engines shuts down two minutes early. For a few moments, you don't know if Apollo 13 will make it into space. The remaining engines fire for longer to make up for the fault. Engineers at Mission Control check that there is enough fuel left to send the spacecraft to the Moon.

**1\*3 minutes, 20 seconds**

The launch-escape tower's rockets fire, carrying the tower and boost protective cover away from the top of the spacecraft.



**1\*2 minutes, 44 seconds**

The empty first stage falls away and 2 seconds later the second-stage engines fire.



**1\*12 minutes, 33 seconds**

The spacecraft is safely in orbit around Earth. Time to check that everything is working properly.



**1\*3 minutes, 57 seconds**

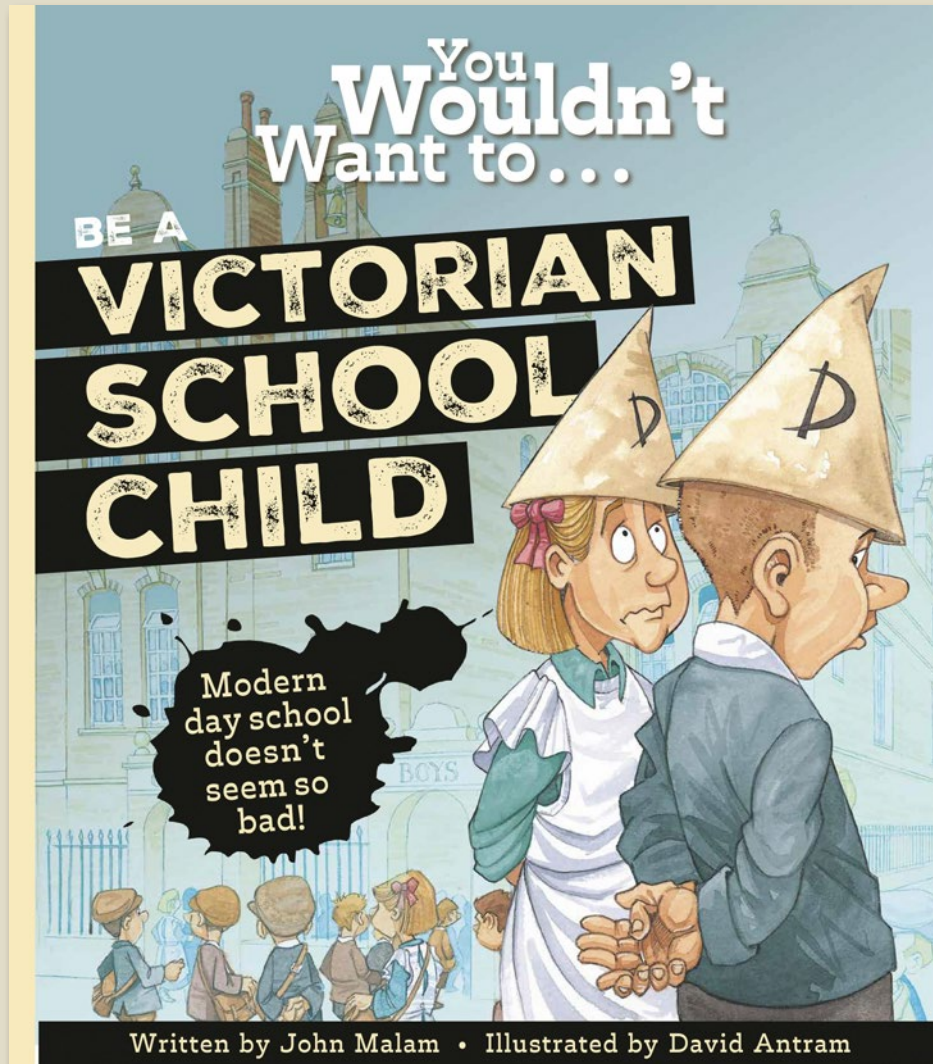
The empty second stage falls away, engines fire.



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# You Wouldn't Want To Be A Victorian Schoolchild!

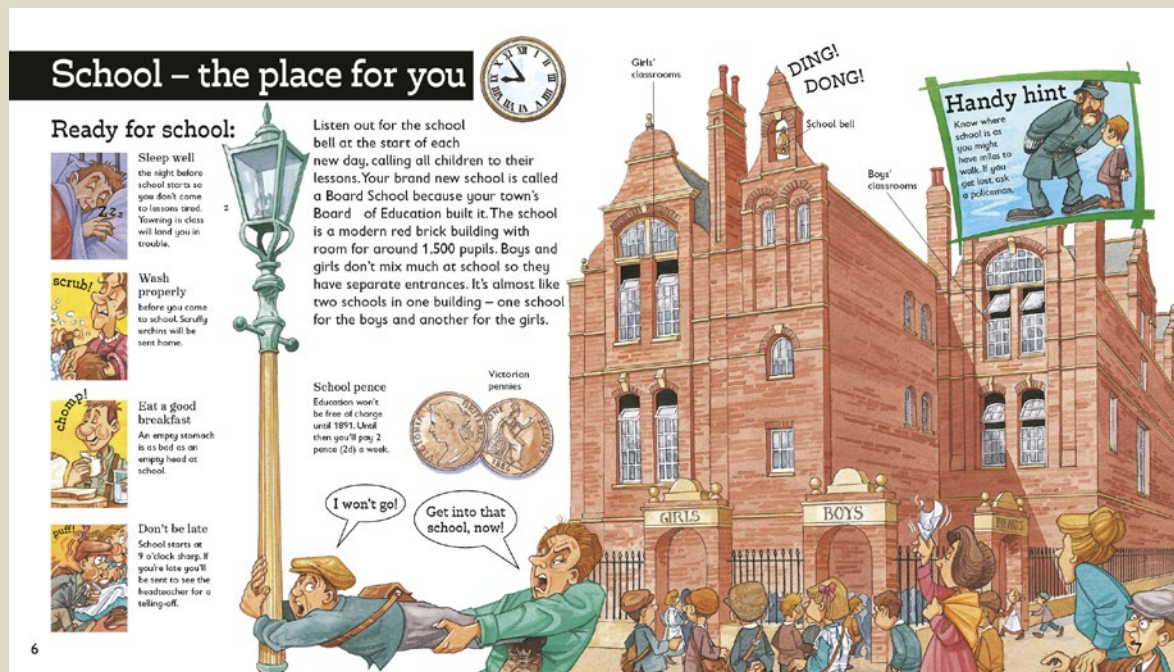


## The grisly history of Victorian school children!

- The cruel history of Victorian schools - perfect for Horrible Histories fans
- Funny, foul and fact-filled book to engage reluctant readers with history and the KS2 Victorian curriculum.
- Combines funny text and comical illustrations to fascinating facts, managing to accurately convey historical realities in an educational, engaging way.



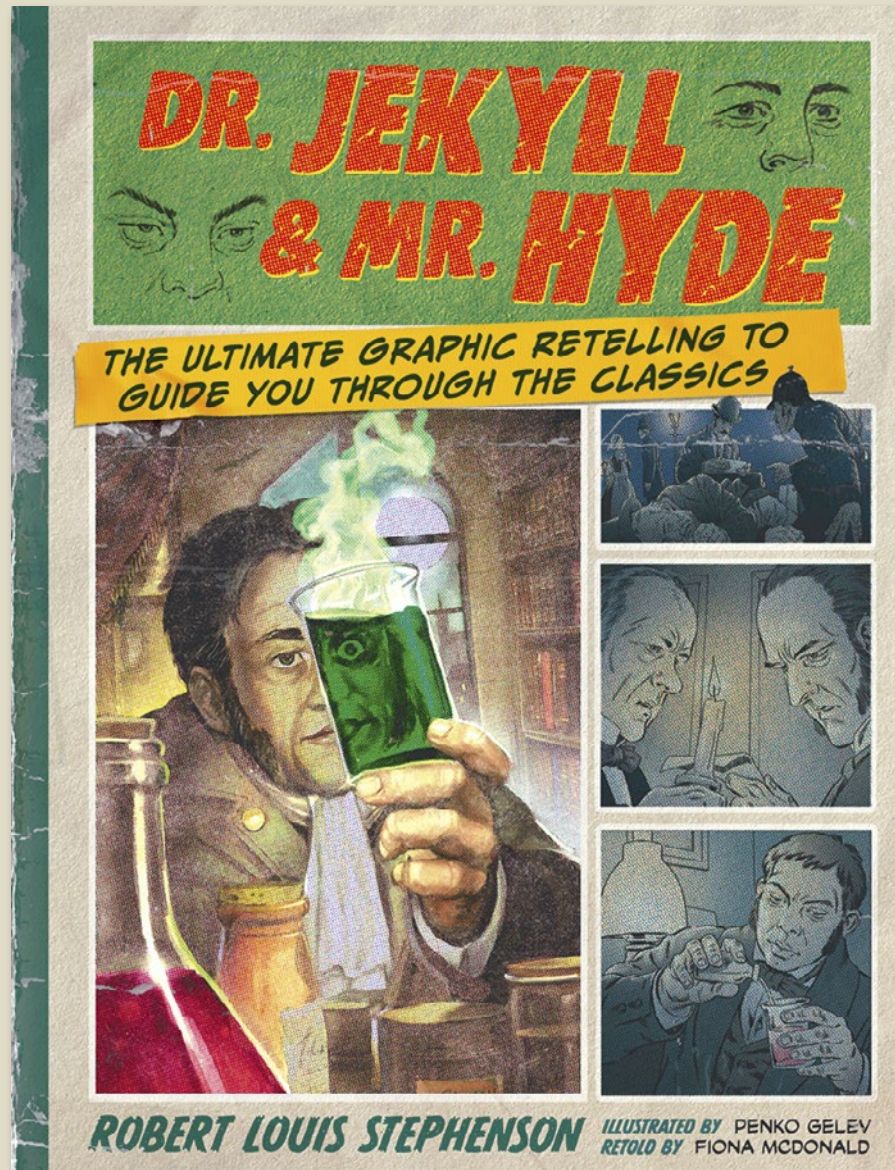
# You Wouldn't Want To Be A Victorian Schoolchild!



Pub Date	01/02/2024
Pub Price	£6.99
ISBN	9781800789036
H x W	240 x 212mm
Binding	Paperback
Age Range	9-11 years
Author	John Malam
Illustrator	David Antram
Extent	32pp
Word Count	4468 words
Rights Available	World



# Classic Comics: Dr. Jekyll & Mr. Hyde

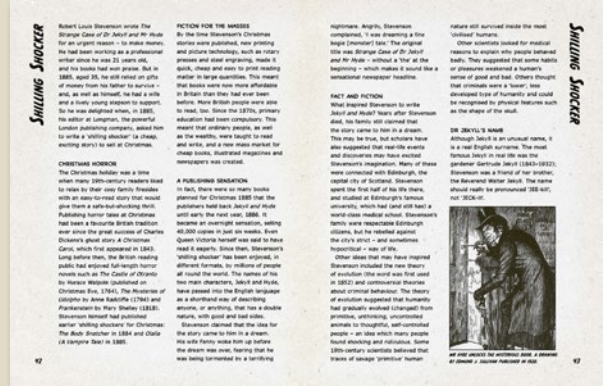


The ultimate comic book companion to guide you through the Victorian classic, *Dr. Jekyll and Mr. Hyde*

- The highly visual nature of comic book storytelling is the perfect way to encourage reluctant readers who are challenged or intimidated by reading to improve their literacy skills.
- Small amounts of text and easy-to-follow sequential ordering of the picture strips help make Shakespeare more accessible.
- Perfect curriculum companion to students studying Jekyll and Hyde at school, with an additional glossary to help dissect any tricky jargon or Victorian terms.



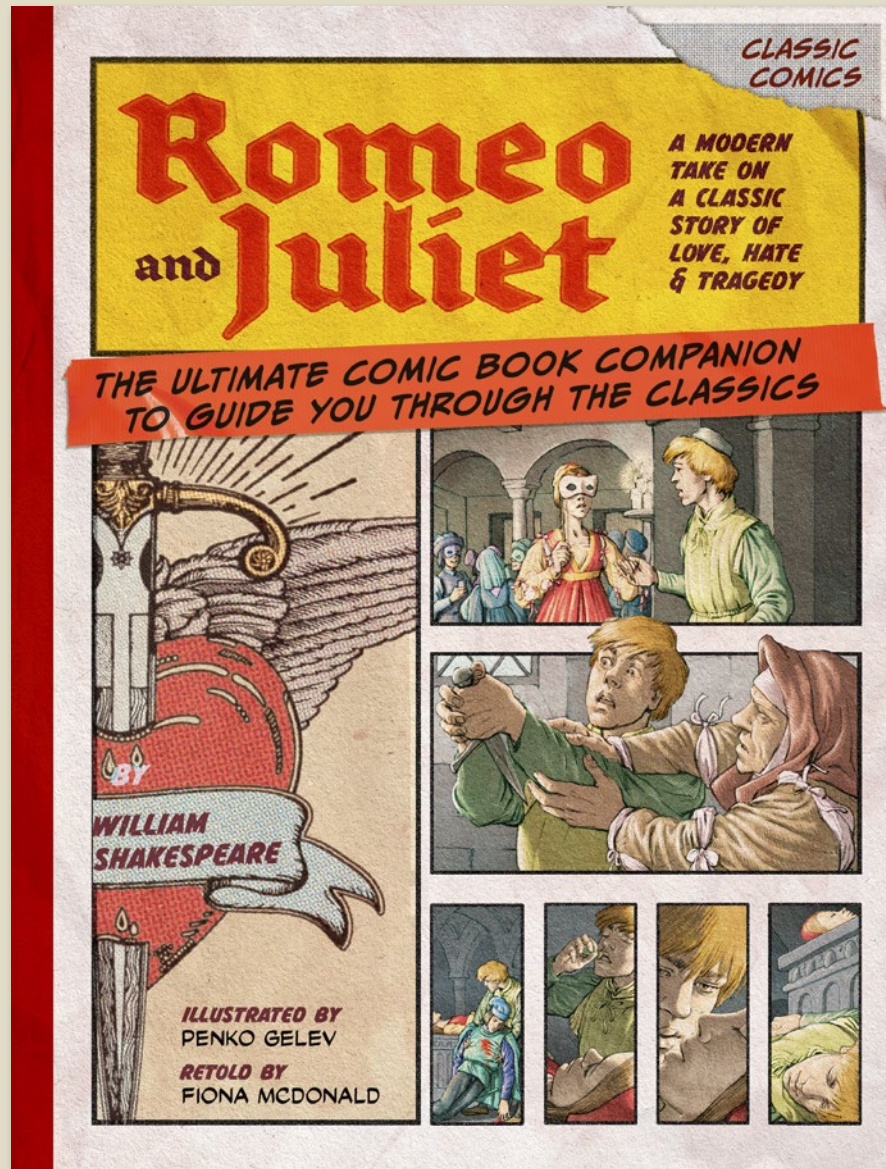
# Classic Comics: Dr. Jekyll & Mr. Hyde



Pub Date	26/09/2024
Pub Price	£7.99
ISBN	9781800789142
H x W	246 x 189mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	Penko Gelev
Extent	48pp
Word Count	5715 words
Freight On Board	17/07/2024
Rights Available	World



# Classic Comics: Romeo and Juliet



The ultimate comic book companion to guide you through Shakespeare's classic, *Romeo and Juliet*.

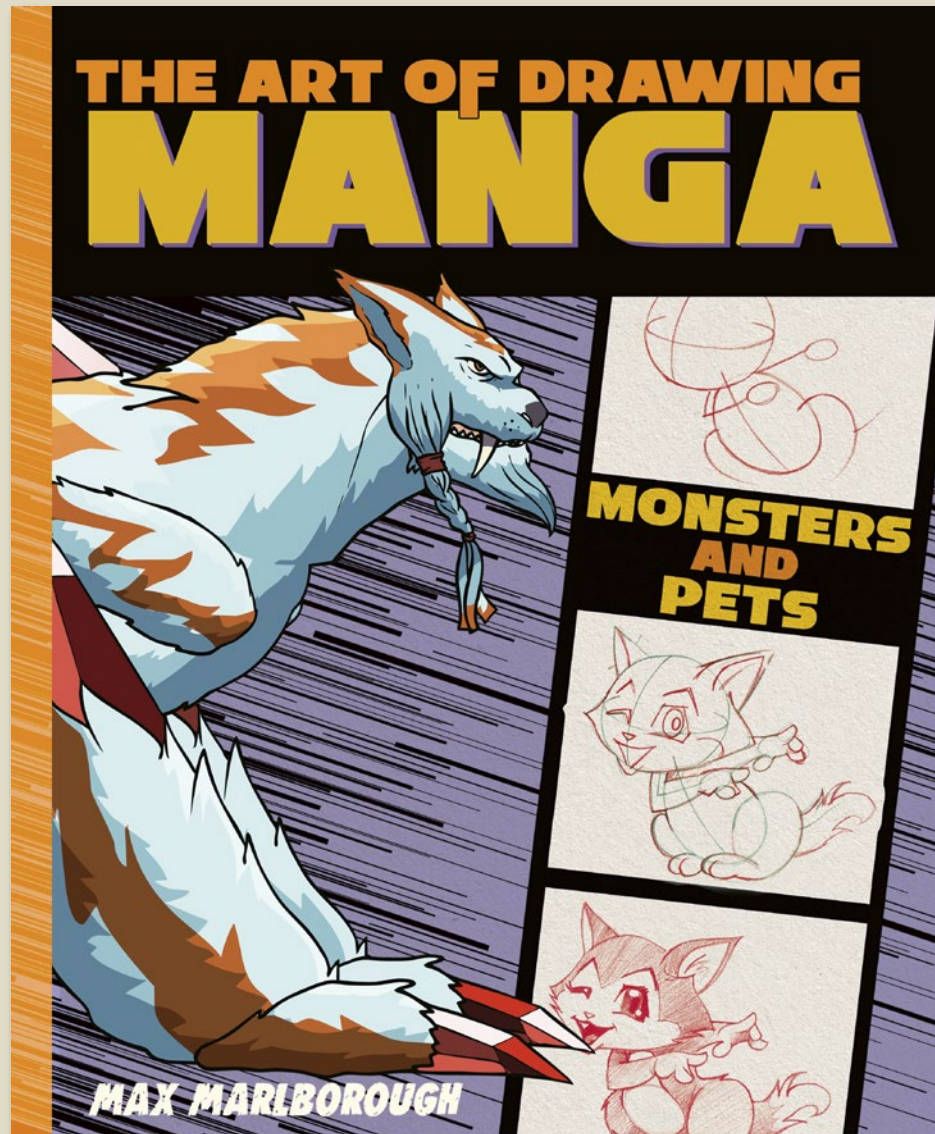
- The highly visual nature of comic book storytelling is the perfect way to encourage reluctant readers who are challenged or intimidated by reading to improve their literacy skills.
- Small amounts of text and easy-to-follow sequential ordering of the picture strips help make Shakespeare accessible.
- Perfect curriculum companion to students studying *Romeo and Juliet* at school, with an additional glossary to help dissect any tricky jargon or old-fashioned terms.



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# Art of Drawing Manga: Monsters and Pets

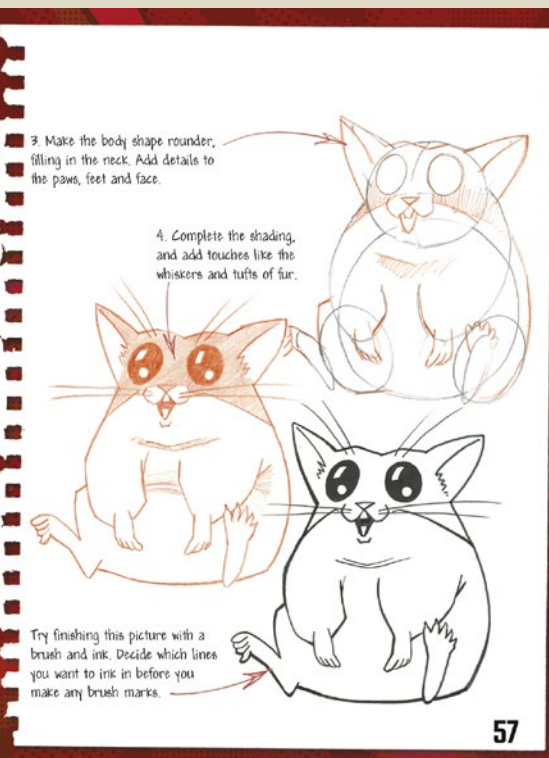
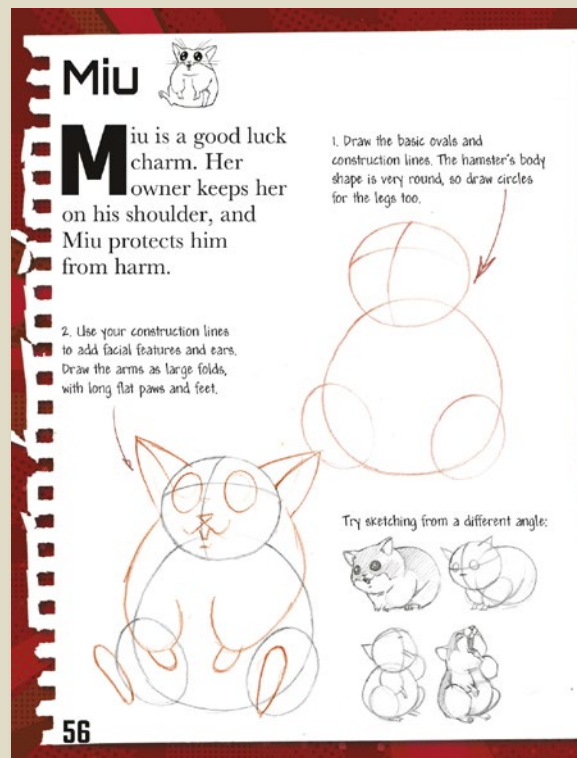
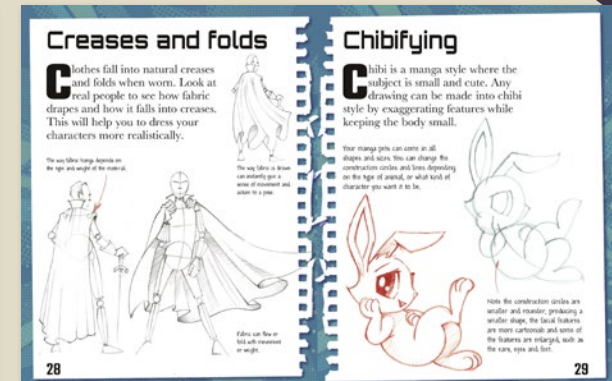
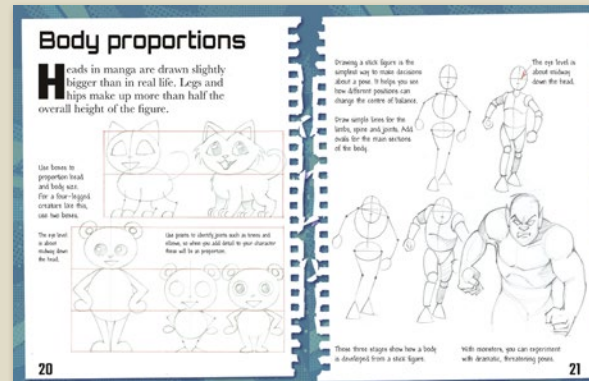
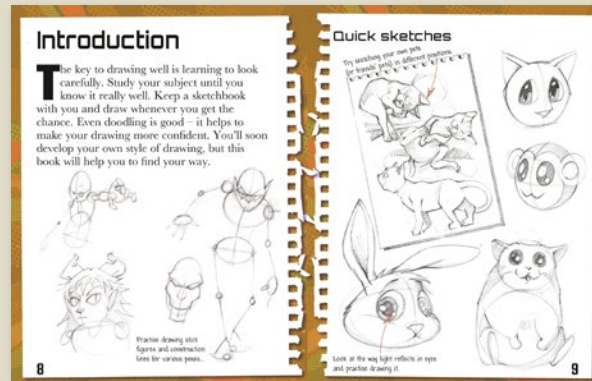


## An easy step-by-step guide to drawing manga creatures!

- An easy, accessible step-by-step guide that makes creating masterpieces easy.
- Manga has established itself as an incredibly popular art style amongst both children and adults.
- This book also teaches readers all the basics, including which materials to use when, values of light and dark, and how to use perspective in their drawings.
- The perfect gift for both manga lovers and animal enthusiasts alike!



# Art of Drawing Manga: Monsters and Pets



Pub Date	01/01/2019
Pub Price	£8.99
ISBN	9781800789067
H x W	225 x 175mm
Binding	Paperback
Age Range	9-11 years
Author	Marlborough Max Max Marlborough
Extent	64pp
Word Count	5025 words
Rights Available	World



# Art of Drawing Manga: Action and Movement

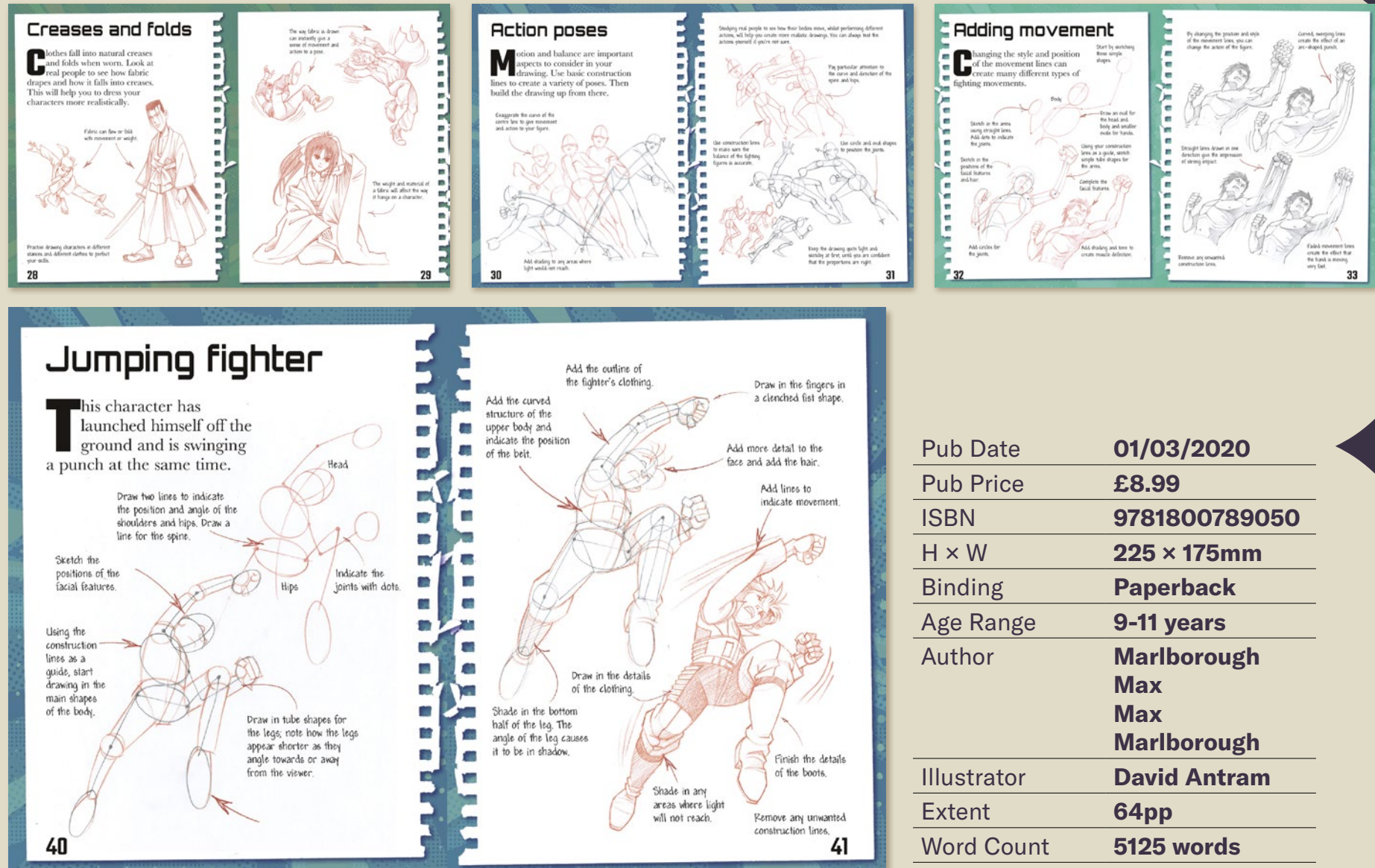


## A step-by-step guide to manga style drawing

- Easy step-by-step instructions, perfect for beginners to grow their confidence.
- Manga has established itself as a hugely popular art style among both teenagers and adults.
- Teaches aspiring artists all the basics including which materials to use when, values of light and dark, and how to use perspective in their drawings.



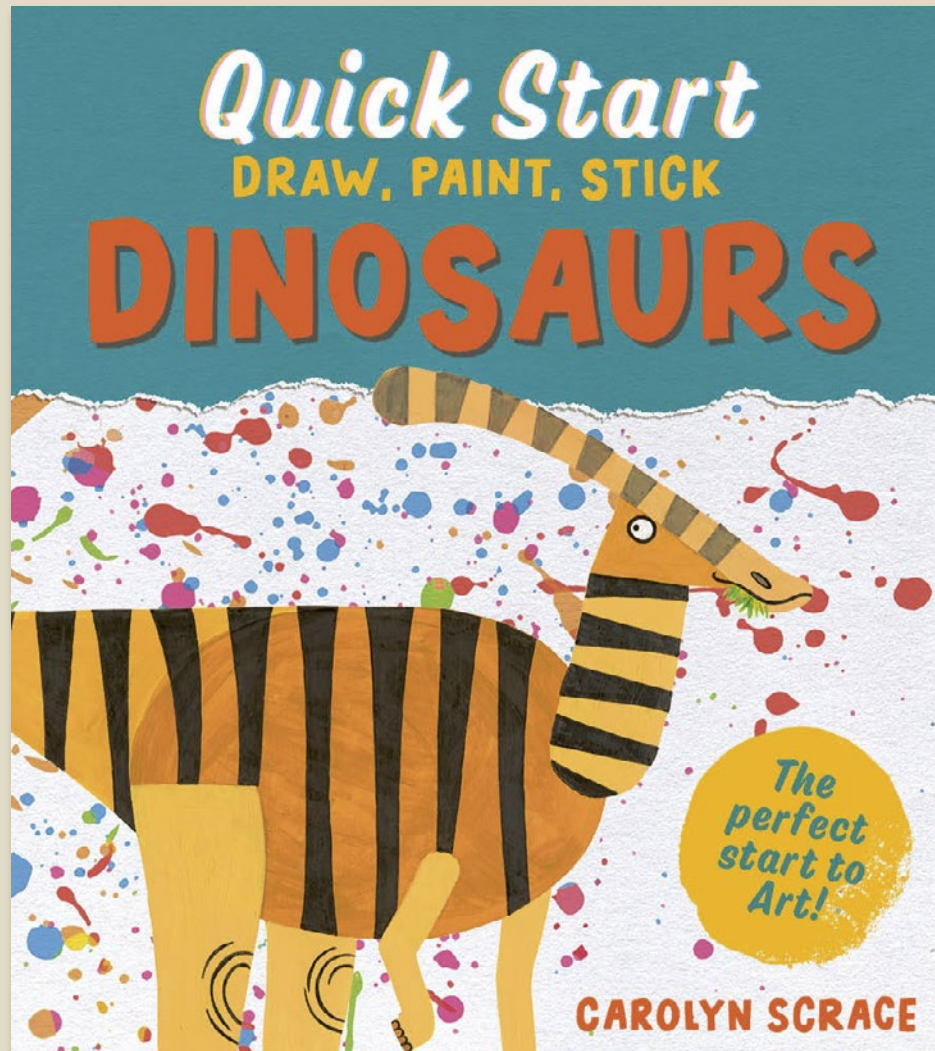
# Art of Drawing Manga: Action and Movement



Pub Date	01/03/2020
Pub Price	£8.99
ISBN	9781800789050
H x W	225 x 175mm
Binding	Paperback
Age Range	9-11 years
Author	Marlborough Max Max Marlborough
Illustrator	David Antram
Extent	64pp
Word Count	5125 words
Rights Available	World



# Quick Start: Dinosaurs

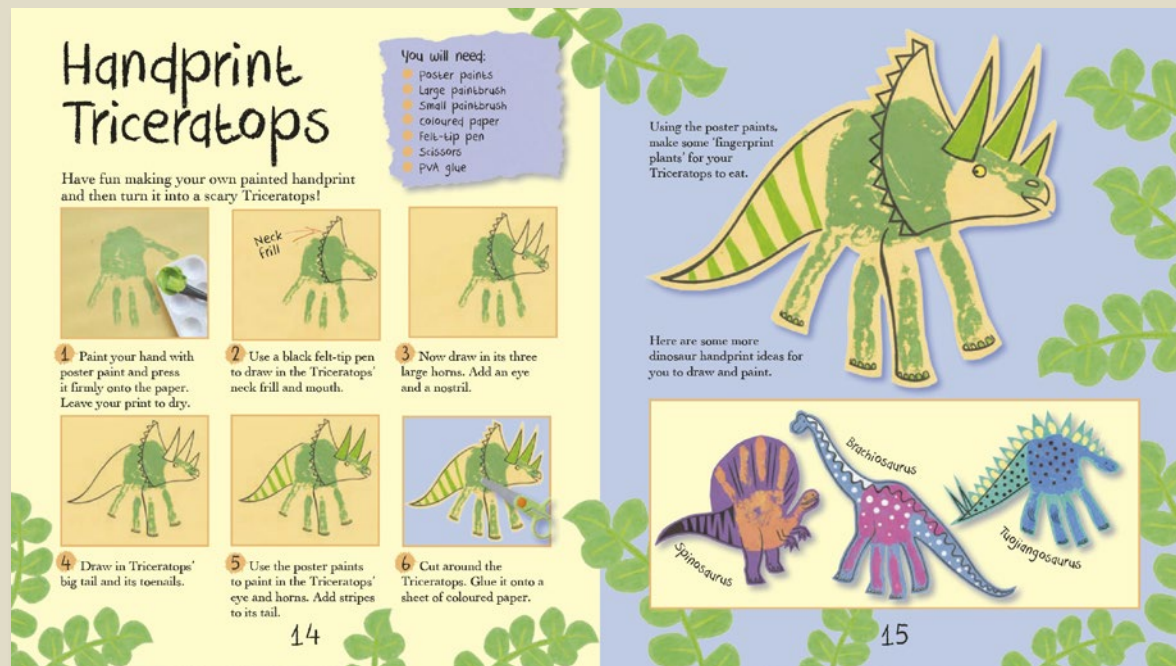
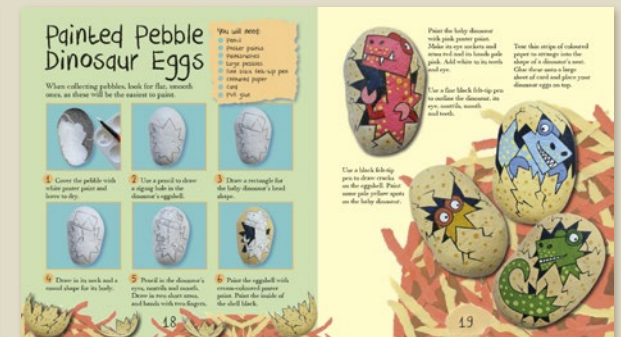
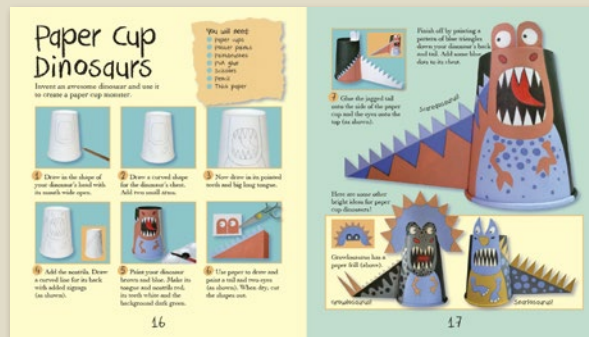


## An engaging introduction to arts and crafts!

- An easy-to-follow accessible guide to arts and crafts that helps encourage children to think creatively.
- Perfect school companion to advance in art classes.
- Great boredom buster for children to create their own little masterpieces over the holidays.



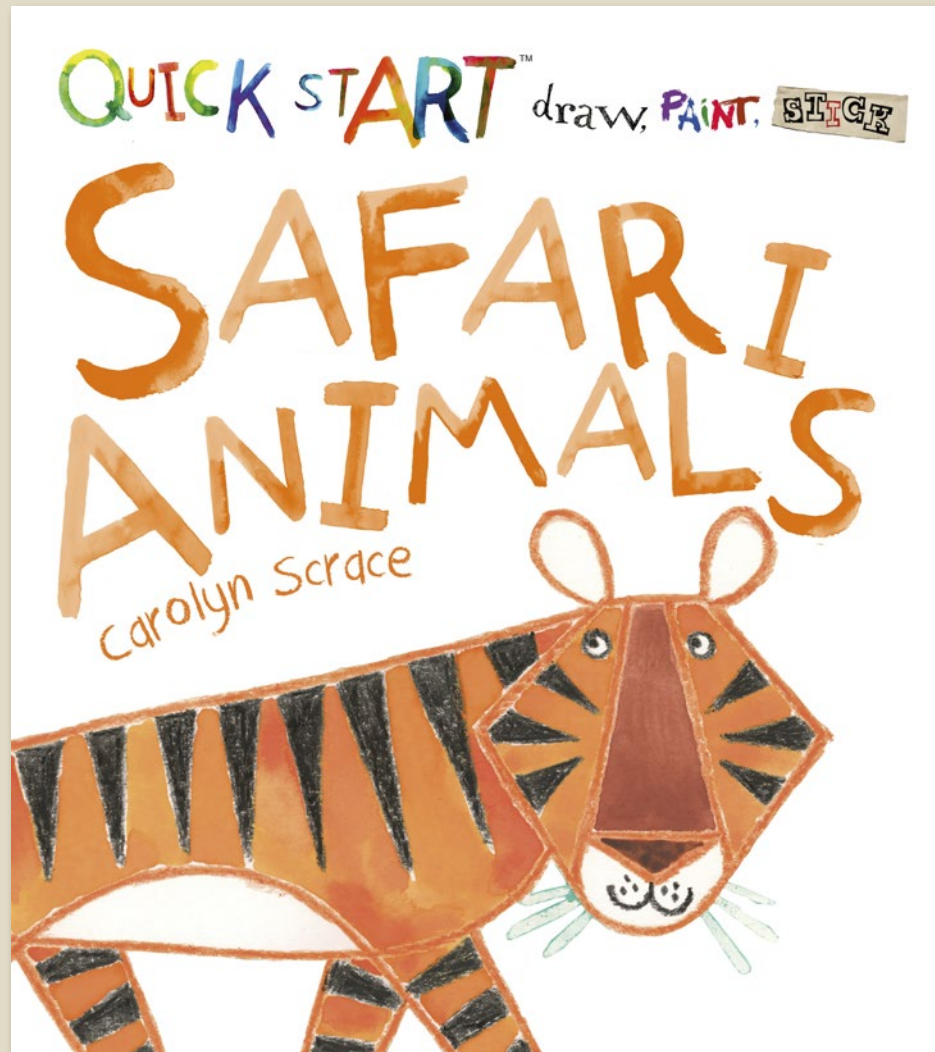
# Quick Start: Dinosaurs



Pub Date	01/02/2018
Pub Price	£6.99
ISBN	9781800789173
H x W	242 x 216mm
Binding	Paperback
Age Range	5-7 years
Author	Carolyn Scrace Scrace Carolyn
Extent	32pp
Word Count	3374 words
Rights Available	World



# Quick Start: Safari Animals

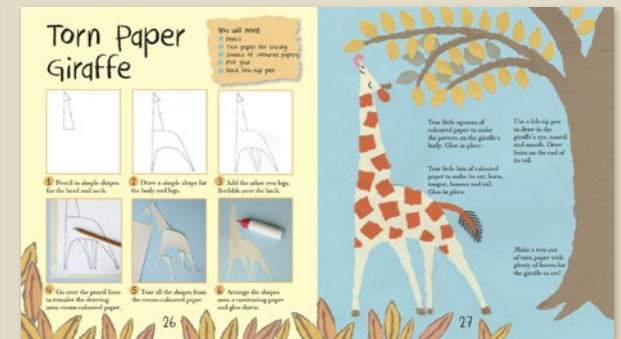


## An animal-themed introduction to arts and crafts!

- An easy-to-follow, accessible guide to arts and crafts that helps encourage children to think creatively.
- Perfect school companion to advance in arts classes.
- Great boredom buster for children to create their own little masterpieces over the holidays.



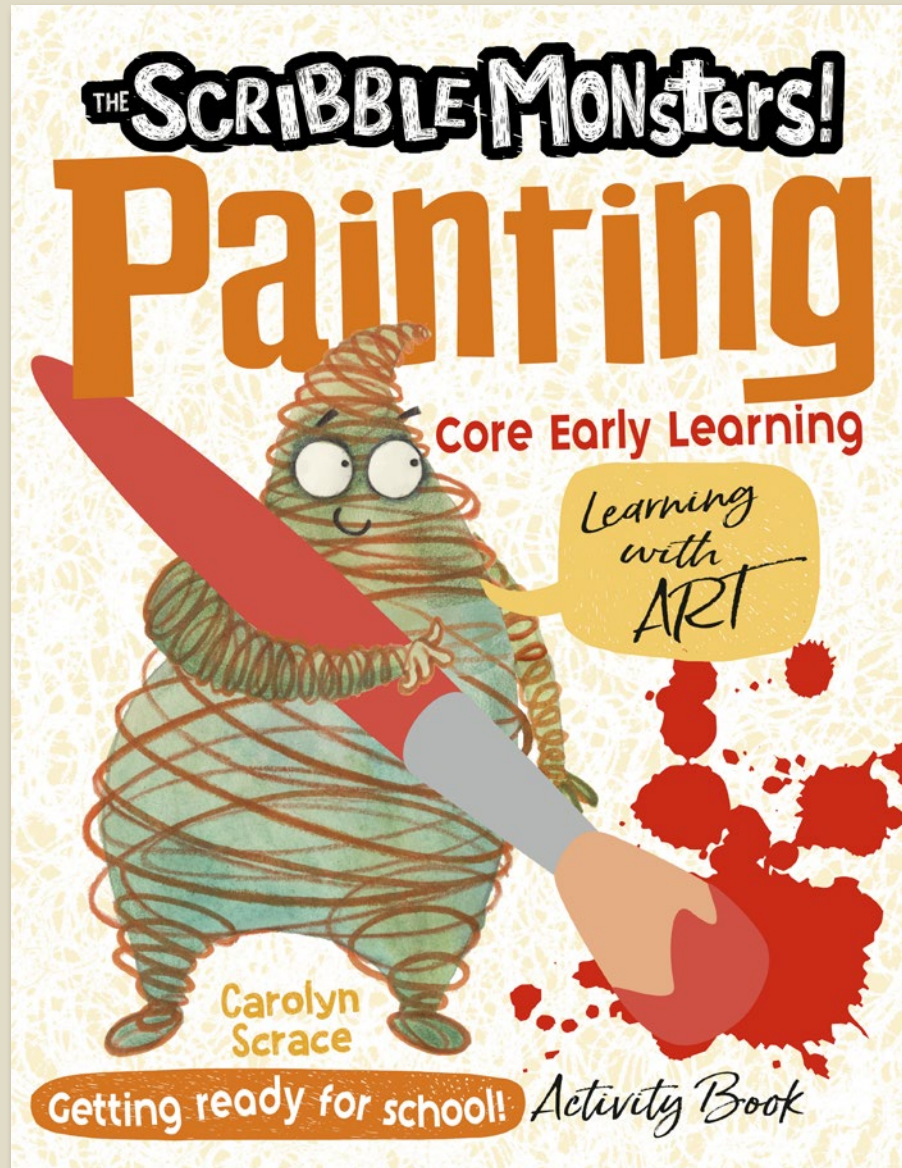
# Quick Start: Safari Animals



Pub Date	01/02/2018
Pub Price	£6.99
ISBN	9781800789166
H x W	242 x 216mm
Binding	Paperback
Age Range	5-7 years
Author	Carolyn Scrase
Extent	32pp
Word Count	3234 words
Rights Available	World



# Scribble Monsters!: Painting



**A playful painting activity book for children up to 5 years old!**

- Improves manual dexterity, visual spatial awareness and co-ordination skills in little ones.
- Introduces children to concepts of shape, colour, size and pattern.
- Engaging, simple prompts encourage children to complete the scenes and take authority over their own creations.
- Encouraged children to draw artistic inspiration from everyday objects, producing unexpected masterpieces and expanding imaginations.



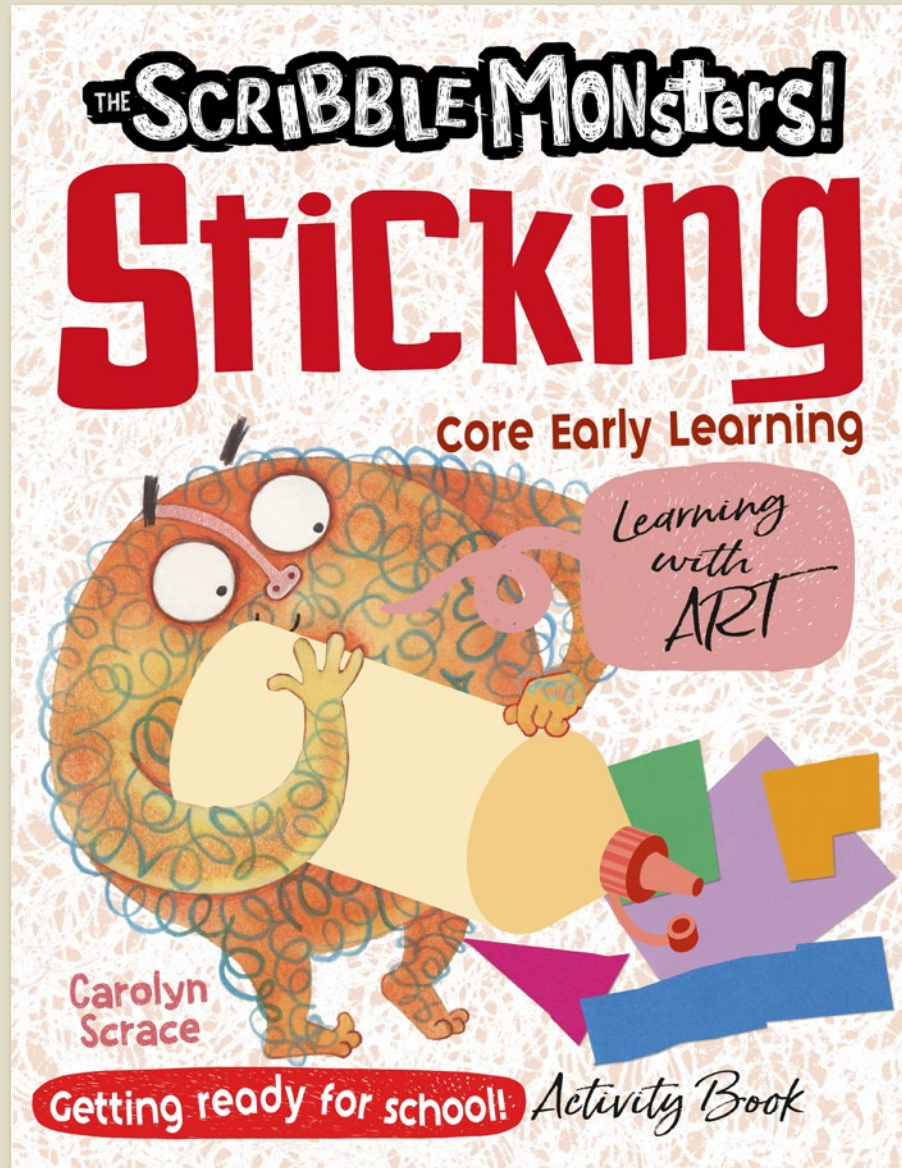
# Scribble Monsters!: Painting



Pub Date	01/09/2020
Pub Price	£7.99
ISBN	9781800789081
H x W	280 x 216mm
Binding	Paperback
Age Range	0-5 years
Author	Carolyn Scrase
Extent	32pp
Word Count	998 words
Rights Available	World



# Scribble Monsters!: Sticking

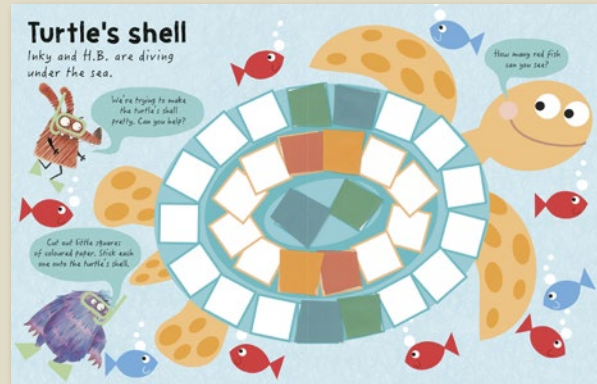


**An exciting cutting and sticking activity book for children aged 5-7 years!**

- Improves manual dexterity, visual spatial awareness and co-ordination skills in little ones.
- Introduces children to concepts of shape, colour, size and pattern.
- Engaging, simple prompts encourage children to complete the scenes throughout the book.
- Inspires children to create art from materials they already have at home, such as scrap paper, producing unexpected masterpieces and expanding imaginations.

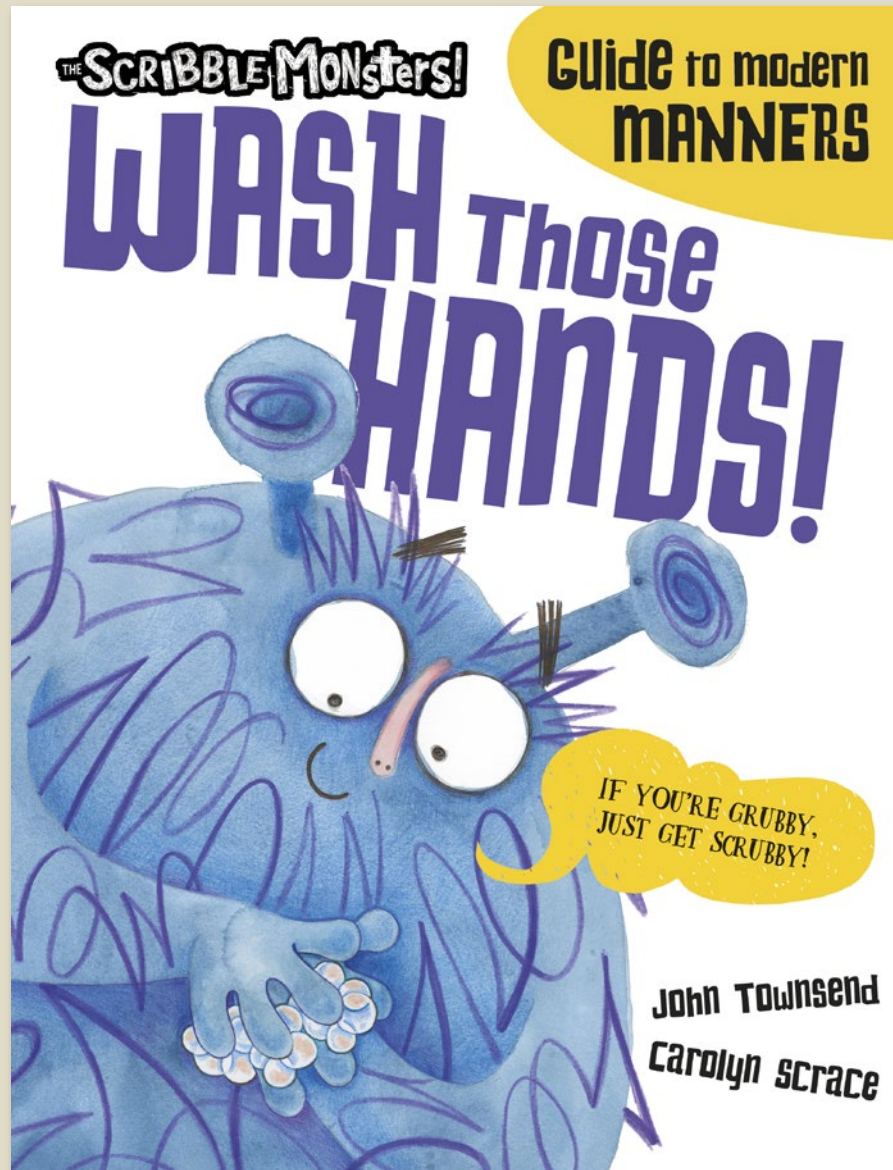


# Scribble Monsters!: Sticking



Pub Date	01/09/2020
Pub Price	£7.99
ISBN	9781800789074
H x W	280 x 216mm
Binding	Paperback
Age Range	0-5 years
Author	Carolyn Scrace Scrace Carolyn
Extent	32pp
Word Count	869 words
Rights Available	World





**Scrub up on your cleanliness with this fantastically funny introduction to personal hygiene!**

- Featuring bold, vibrant monster role models, demonstrating excellent hygiene skills for children to replicate.
- End matter includes a fun hygiene skills quiz to test children's knowledge in an engaging way.
- Follows every step of a proper cleanliness routine, from introducing germs to washing your hands, showering your body and brushing your teeth.
- Fun rhyming text is perfect for reading aloud with your child, helping them to remember each stage and encouraging independence.

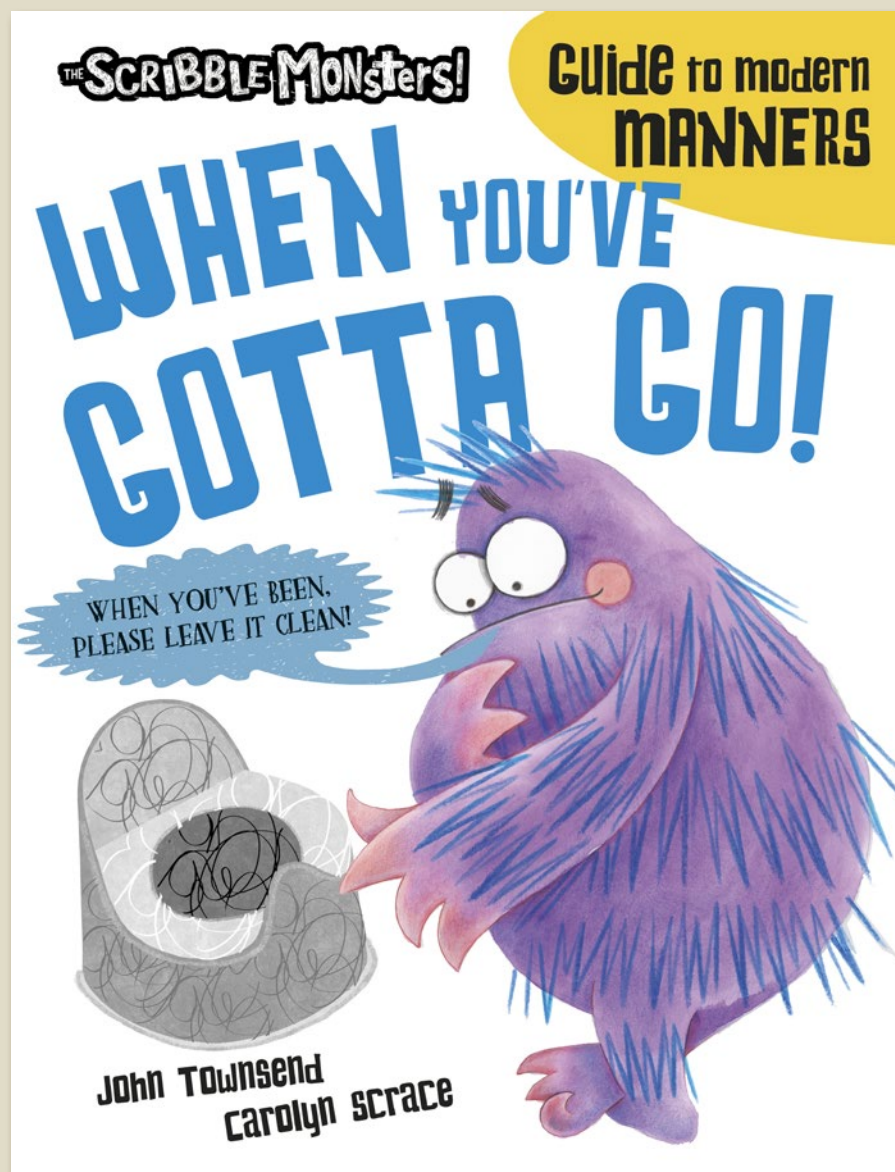


# Scribble Monsters Guide to Modern Manners: Wash Those Hands



Pub Date	<b>28/03/2021</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800789128</b>
H x W	<b>280 x 215mm</b>
Binding	<b>Paperback</b>
Age Range	<b>0-5 years</b>
Author	<b>John Townsend</b>
Illustrator	<b>Carolyn Scrase</b>
Extent	<b>32pp</b>
Word Count	<b>1098 words</b>
Rights Available	<b>World</b>



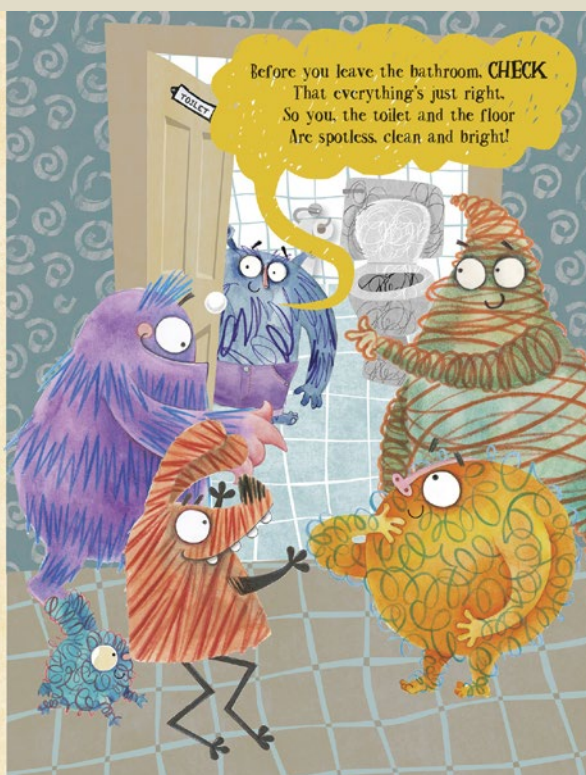
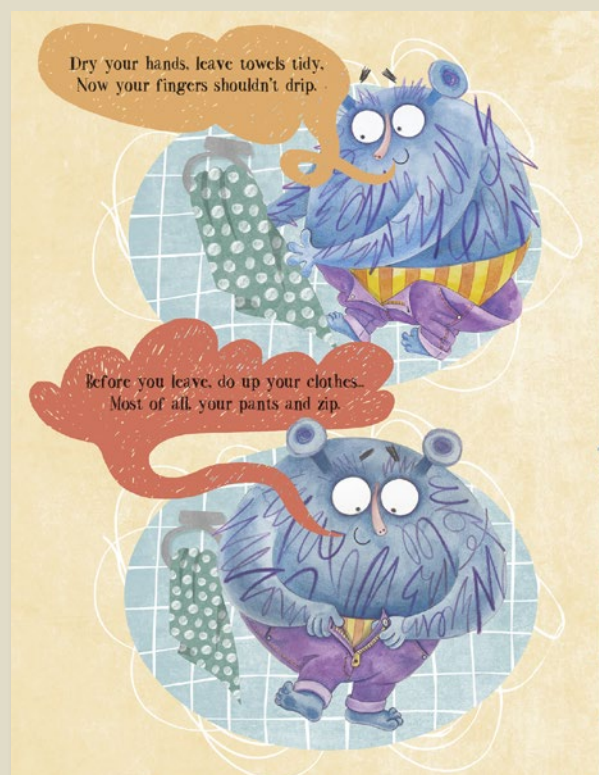


## **A fantastically funny toilet training guide for little ones!**

- Featuring bright, bold monster role models for children demonstrating good toilet etiquette for children to replicate.
- End matter includes a toilet training quiz to test children's knowledge in a fun, engaging way.
- Follows every step on your toilet training adventure, from recognising the signs you need to go to the importance washing your hands afterwards.
- Fun rhyming text to read aloud with your child, helping them to remember each stage and encouraging independence.



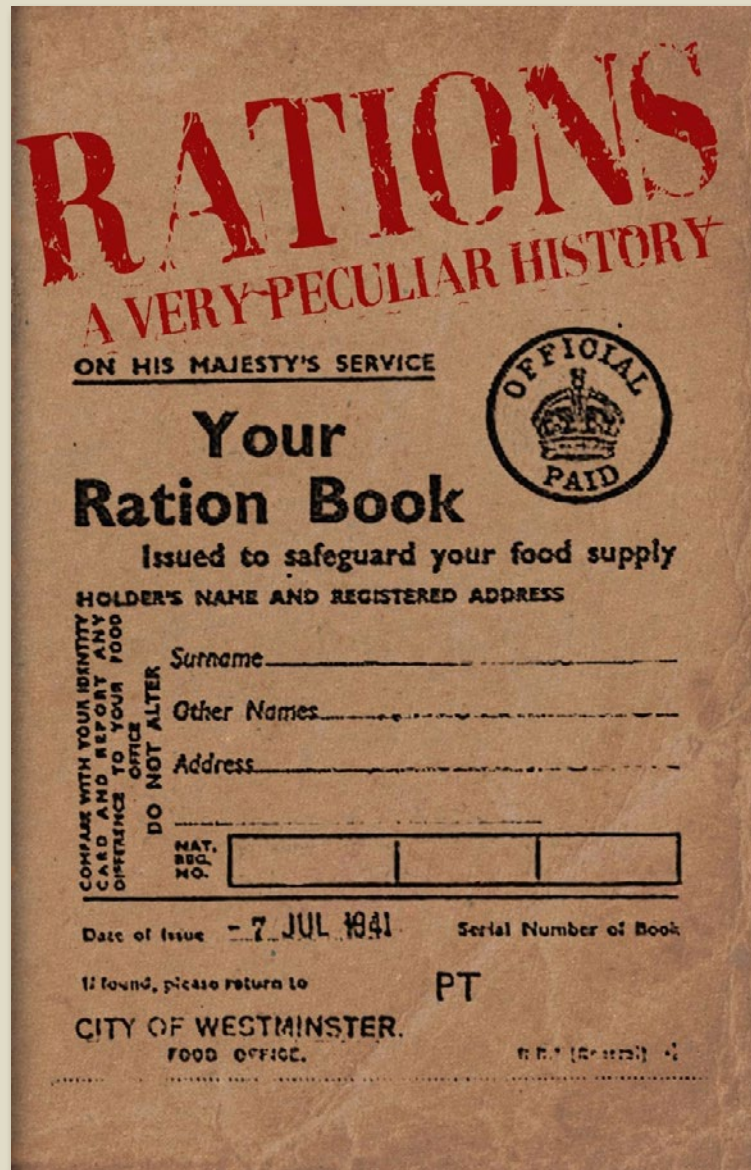
# Scribble Monsters Guide to Modern Manners: When You've Gotta Go!



Pub Date	<b>28/03/2021</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800789111</b>
H x W	<b>280 x 215mm</b>
Binding	<b>Paperback</b>
Age Range	<b>0-5 years</b>
Author	<b>John Townsend</b>
Illustrator	<b>Carolyn Scrase</b>
Extent	<b>32pp</b>
Word Count	<b>971 words</b>
Rights Available	<b>World</b>



# A Very Peculiar History: Rations

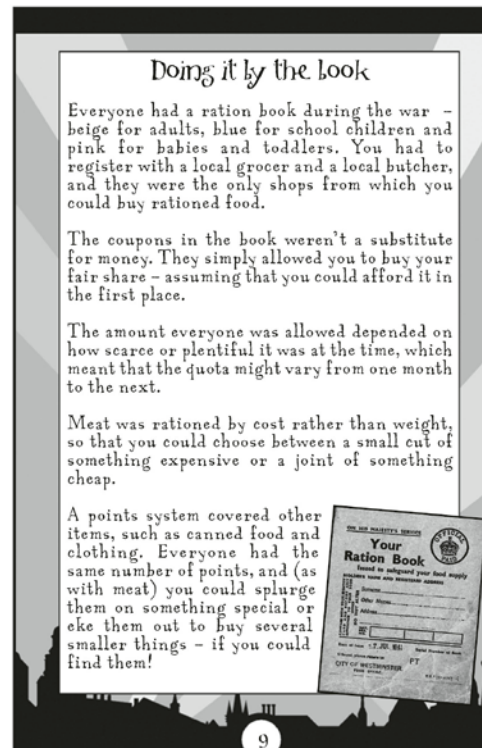
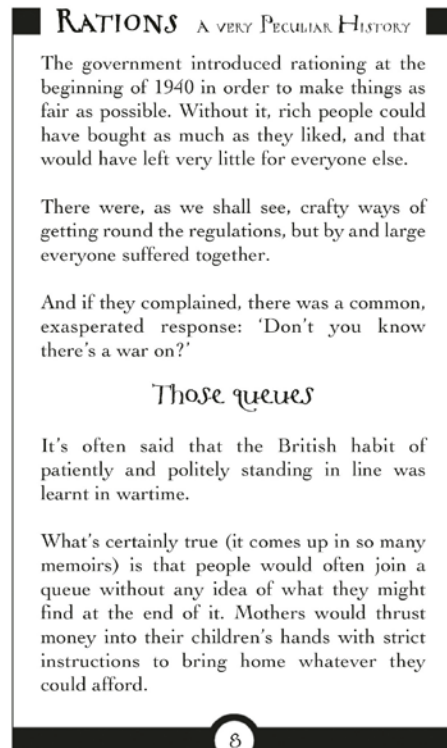
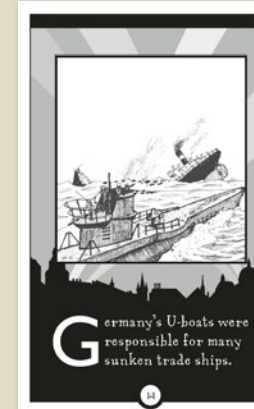
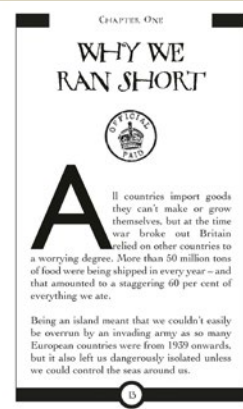
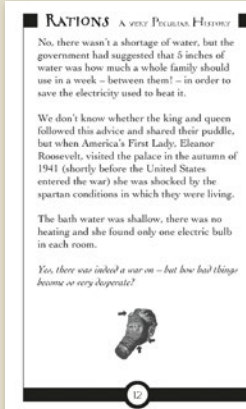


**Explore the rotten history of rationing in this spectacular history book!**

- Spectacular full-colour endpapers feature ephemera of the topic and time, while a full glossary and index help to make the books both fun and informative.
- Great curriculum guide for secondary school children learning about WW2, particularly women's roles and the British home front.
- Short chapters, fascinating facts and humorous illustrations make this rationing book very easy to digest!



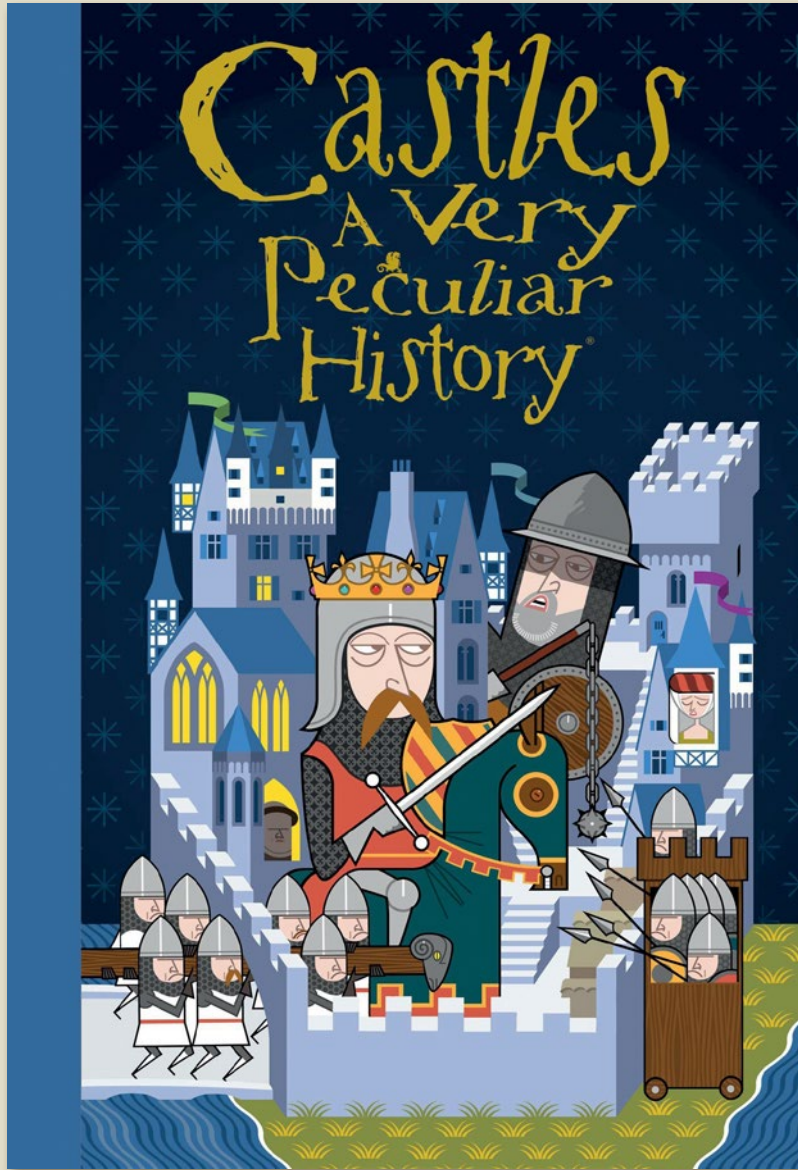
# A Very Peculiar History: Rations



Pub Date	01/03/2010
Pub Price	£7.99
ISBN	9781800788862
H x W	152 x 101mm
Binding	Hardback
Age Range	12+ years
Author	Arcsott David David Arcsott
Extent	192pp
Word Count	26974 words
Rights Available	World



# A Very Peculiar History: Castles

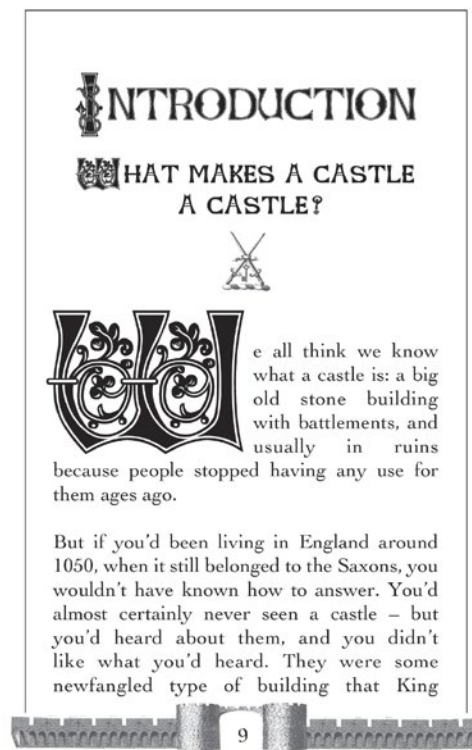
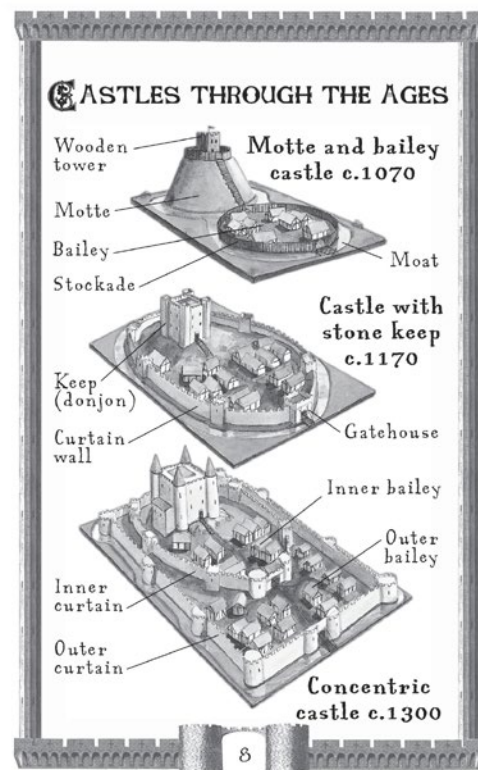
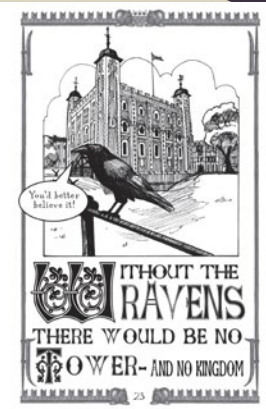
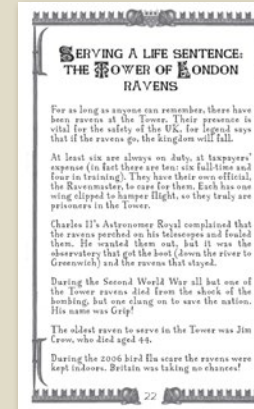
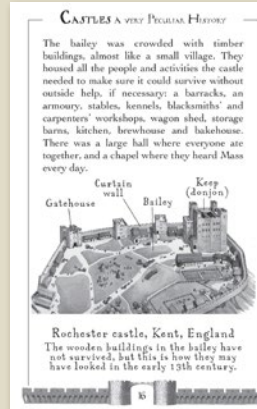
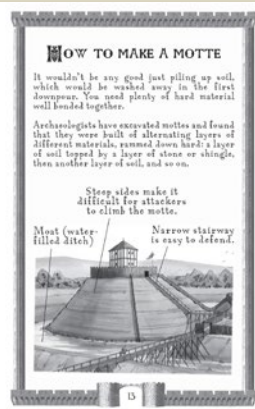
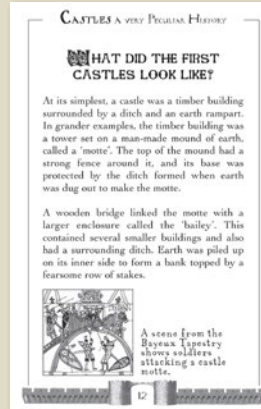


**Explore the peculiar history of castle-building in all its grisly glory!**

- Great curriculum guide to students studying the Medieval period and the history of why we have castles.
- Short chapters, fascinating facts and humorous illustrations make this book entertaining, engaging and accessible.
- End matter includes a glossary, index and timeline of castle history to help enhance understanding and solidify knowledge.



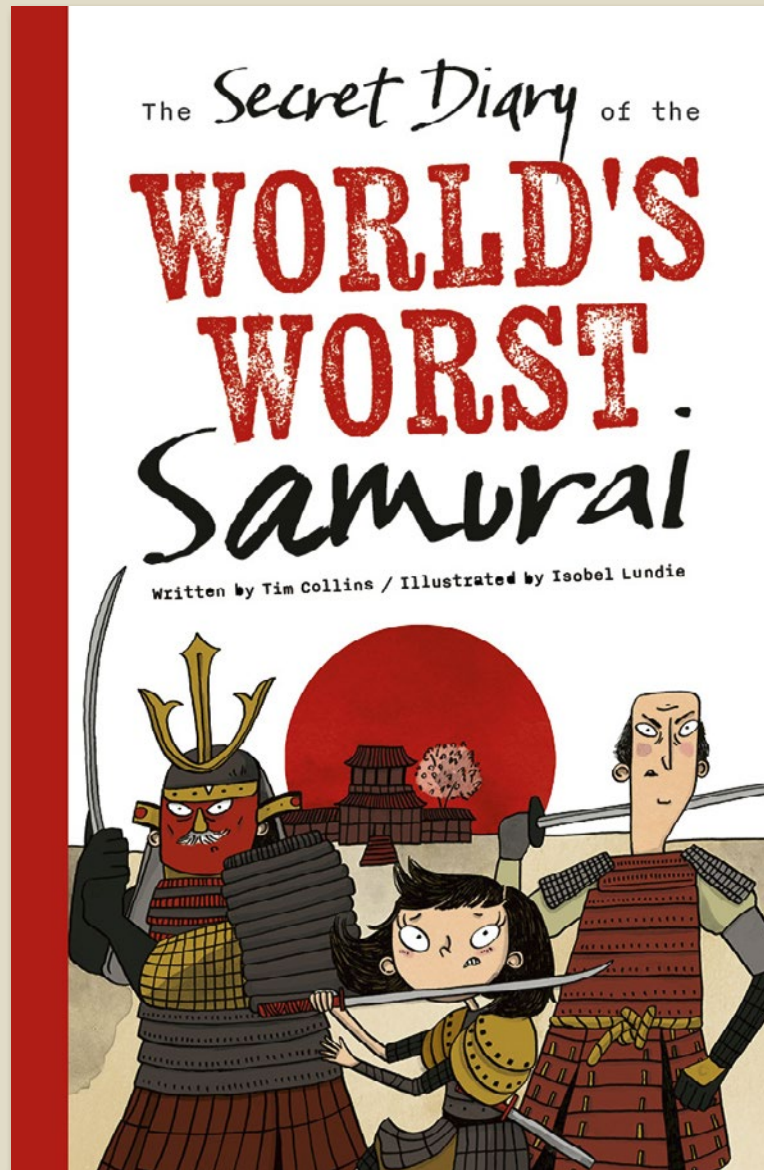
# A Very Peculiar History: Castles



Pub Date	01/07/2010
Pub Price	£7.99
ISBN	9781800788879
H x W	152 x 101mm
Binding	Hardback
Age Range	12+ years
Author	Jacqueline Morley Morley Jacqueline
Extent	192pp
Word Count	25975 words
Rights Available	World



# World's Worst Samurai



**A hilarious, fictional account of the world's unluckiest Samurai warrior**

- A fantastically funny illustrated story that promotes an inspiring, positive female role model.
- Fascinating facts are interspersed throughout the fictional story, with 'get real' sections educating readers about the real-world contexts and histories of Japan and Samurai warriors.
- Engaging story about perseverance, believing in yourself and overcoming barriers.
- Endmatter includes a timeline and historical biographies of famous Samurai warriors to help engage children with the real-world historical context and encourage further research.



# World's Worst Samurai



Yasutaro laughed, and I had to stop myself from throwing my bowl at him. I don't know much about the code of the samurai, but I'm guessing that attacking your own brother during a meal probably isn't part of it.

Mother told me to stop talking nonsense and get on with my chores.

I was expecting Father to say something similar, but he didn't. He froze with his rice bowl in his hand and peered at me in silence. Then he asked why I wanted to be a samurai.

I told him I was from a great samurai family, and it wasn't fair that Yasutaro got to be one and I didn't.

Father nodded and asked if I had any other reason.

I said I was better at fighting than Yasutaro, and if I could be sent to Yoshihiro I would emerge as the true warrior of our family.

Father nodded and asked if I had any other reason.

I said I was better at tactics than Yasutaro, and one day I could become a great commander and lead troops to glorious victories.

Father finished his rice in silence. When his bowl was empty, he said he refused to send me to samurai school.

I tried to keep my anger in, but it was no use. I said it was ridiculous that he wouldn't let me train just because I was a girl.

Father laughed. He said that wasn't the reason, and there were many stories about

female samurai who'd commanded armies of thousands. He said the reason he wouldn't send me was because I wasn't thinking like a true samurai should.

Mother repeated her demand for me to get back to my duties, but Father said I could be excused for one day. He told me to take the time to think and then answer the question again tomorrow morning.



## GET REAL

*Female samurai were rare, but some became legendary figures whose stories were repeated long after they died. An epic account of 13th century battles called The Tale of the Heike describes a female warrior called Tameo Goto. It says she was 'fit to confront a demon or a god' and 'worth a thousand warriors'.*

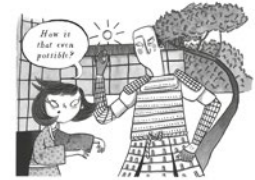
I would never have believed anyone could move that fast, never mind someone so thin and old.

Yoshihiro said we'd try it the other way around. He handed me the pebble and told me to stop him from grabbing it. I placed it in my palm and took a deep breath. This didn't sound too hard. All I'd have to do was clasp my hand as soon as I saw him move.

I told him to go ahead. His hand moved in a rapid blur, and my fingers slapped into an empty palm.

We tried again. I snapped my fingers shut sooner this time, but they still closed on thin air.

I asked Yoshihiro to give me one more chance. He agreed, and this time I smacked my hand shut even faster.



I gasped. There was something inside my hand. On just the first day of training I'd beaten his test. Here was proof that I was destined to be a great warrior.

I opened my hand. In the centre was a small pebble that had been painted red. For a moment, I wondered how it could have changed colour. Then Yoshihiro opened his own hand to

## Chapter I

### Japan, 1582



### Day One

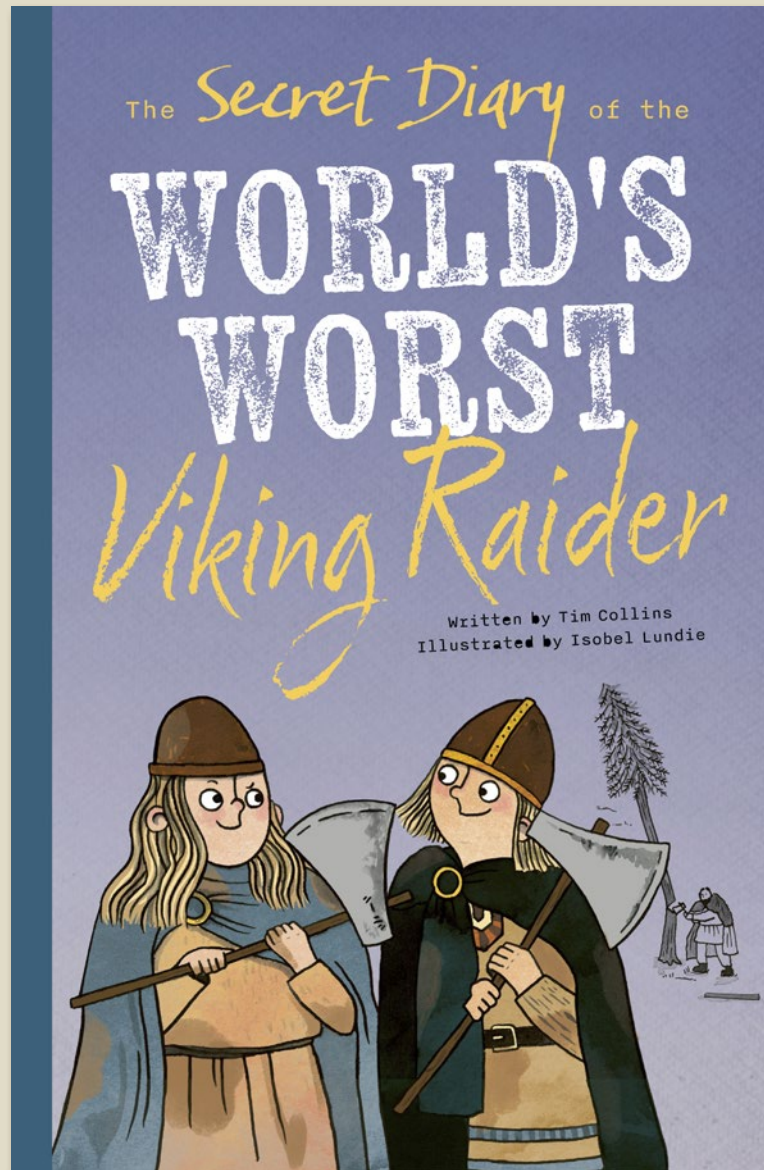
Mother thinks I'm practising my writing. I do it every day and she never reads it. So while I kneel here in my silk robe, dabbing my brush onto the paper like an obedient daughter, I'm going to reveal my true destiny.

I, Suki Akiyama, am going to become a samurai warrior. My father is one, and my brother is training to become one. It's in my blood.

Pub Date	01/10/2020
Pub Price	£6.99
ISBN	9781800788886
H x W	198 x 129mm
Binding	Paperback
Age Range	7-9 years
Author	Tim Collins
Illustrator	Isobel Lundie
Extent	216pp
Word Count	20307 words
Rights Available	World



# World's Worst Viking Raider



## An illustrated fictional account of the world's unluckiest Viking!

- Humorous, engaging and easy-to-read chapter book about perseverance, courage and overcoming barriers, ideal for history and adventure lovers 7+.
- A fantastically funny fictional story in a factual setting.
- Fascinating facts are interspersed throughout with 'get real' sections educating readers about the real-world contexts and histories of the Viking world.
- Endmatter includes a timeline and historical biographies to help engage readers with this specific time period and encourage further research.



# World's Worst Viking Raider

I raced up to him and announced that I was a fearless raider who wanted to join his crew. Unfortunately, he didn't hear, and kept shouting at his men.

I tapped him on the shoulder so I could say it again. It turned out not to be a great idea to surprise a grizzled old raider. He shoved me to the muddy floor, drew his sword and pressed it to my throat. It was so sharp that a single burp could have killed me. I was glad I hadn't eaten too much porridge that morning.

I begged him not to kill me, and told him that he could have anything he wanted if he let me live, including my collection of carved Thor and Loki figures.

He nodded, tucked his sword back into its sheath and asked me what I wanted from him.

I told him I was a fearsome warrior and wanted to join his crew.

Looking back, I can see that might not have been the best time to make the announcement.



## GET REAL

One of the reasons the Vikings were so successful as traders and raiders was their longships. They were narrow enough to travel down rivers, and light enough to be rolled over the ground on logs. Some believe they had dragon's heads carved at the front to frighten people as they approached.

## Eighth Day

The raiders moored their ship in the harbour yesterday morning and spent the rest of the day putting up their tents and trading their plundered goods for weapons, clothes, wheat and dried fish. Our village leader, Birger, has said he's happy for them to stay and share our



## Ninth Day

I've found out what the raiders are planning. A trader has told them about a small village on the east coast of England, which has lots of valuable treasure and hardly anyone capable of defending it. They're going to sail across the sea, take all the valuable stuff from it and come back here.

That sounds perfect. I could go with them, join in with the raid and come right back. The English village is an easy target, and I'll be with some very experienced fighters, so I'll be in no danger. I'll get some excellent raiding experience and I won't be away long. There's no way Mum and Dad can object to that.

## Later

Dad and Mum have objected. They think it will be too dangerous, even though I've explained that it won't be. I've warned them that I'm going to keep asking until they agree, but they don't think I actually mean it. They'll find out.



and hacking through wood, flesh, bone and whatever stands in the way of my plunder.

At least I would if I had an axe. Dad won't let me have one in case I cut myself.



## Third Day

Forget what I said. I do have an axe now. Sort of.

I met my best friend Astrid to play at raiding, and she brought one from her dad's workshop. He's the best blacksmith in our village, and he makes amazing shields and weapons.

We went to the forest north of our village and took turns playing with the axe. I pretended I was in a raid and all the trees were terrified locals. I ran towards them, roaring and swinging my axe, then I planted it right into



Pub Date	<b>28/06/2021</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800788893</b>
H x W	<b>198 x 129 mm</b>
Binding	<b>Paperback</b>
Age Range	<b>7-9 years</b>
Author	<b>Tim Collins</b>
Illustrator	<b>Isobel Lundie</b>
Extent	<b>208pp</b>
Word Count	<b>20919 words</b>
Rights Available	<b>World</b>





## Ten spooky spine-tingling short stories!

- An entertaining, child-friendly introduction to ghost stories and the conventions of the horror genre. Perfect for children studying this in English.
- Shortlisted for the Leicester Libraries Our Best Book Award 2020.
- Kids will feel chills and thrills as they read about such things as haunted houses that burst into flames, ghosts frightening and friendly, a skull that won't stay buried, and a terrifying clown.
- A spooky halloween gift.



# Ghost Stories

## SHIVERS

off his hiking boots. He fell onto the grass with a groan. "I never want to go on a hike again. Never. They said the Bronze Award expedition would be a piece of cake. I'm dying for a piece of cake right now. My feet are killing me. I give up - where are we?"

Sacha gulped from her water bottle. She sank to her knees, sitting on her mud-caked boots. "I haven't got a clue. Right now, I don't care."

Liam hit into a mini Mars Bar then handed her the rest. "Make the most of this last bite. No more left after this."

Sacha passed him the bottle. "Just a few sips. There's hardly any left."

Clouds cast deepening shadows over the hills. A large bird of prey rose in the sky and soared above the moor.

"This map doesn't make sense. I'm sure we turned left at the church in the village." Liam traced his finger over the map. "It doesn't agree

## GHOST STORIES

with my phone, either. The GPS is useless. The signal's no good out here in the middle of nowhere. It keeps cutting out."

"My battery's virtually given up the ghost. Just like me," Sacha sighed before adding wearily, "I think we should go back. We know there's a pub a few miles back. I'd kill for a plate of hot chips." She looked up. "There's a huge bird up there. It must be a vulture waiting for us to die of thirst."

Liam turned the map round. "Unless that clump of trees in this bit of green on the map and on my phone." He swore when he lost the signal again.

Sacha laughed. "Let's face it, you haven't got a clue."

He kept looking at the map. "There's a red triangle thing marked here. It's a youth hostel. We can't be far off. Let's go there. Hostels are cheap. It's only a couple of miles."

Sacha got to her feet. "If you say so. It'll be

## SHIVERS

dark soon." She stared up at the circling bird with a growing sense of doom, as Liam put on his rucksack with a renewed burst of enthusiasm. "We'll be in the dry before the rain starts."

They linked arms and began walking towards the setting sun - towards the bird of prey and the dead of night.

The first drops of rain began to fall as Sacha pulled on the hood of her raincoat.

"How much further, Liam? My blisters say it's bed time."

"Not far. I'll be able to tell when we get to the top of this hill. We'll see down into the next valley. I should get a better phone signal up there."

Sacha snorted. "It'll be dark by the time we get to the top."

Thunder clouds blotted out the rising moon and rolled across the moor as a shriek filled the darkening sky. Liam and Sacha stopped to look

## GHOST STORIES

up. A black shape swooped over their heads.

"Scary!" Sacha frowned. "That bird is like an omen. An angel of doom!"

Their boots squelched through mud. "Not long," Liam called. "We'll soon be at the top."

A flash of lightning snaked across the sky and a loud crack rumbled over the moor. "It's like something from a horror movie," Sacha panted. The rain swept across in silvery squalls. At the top of the hill Liam pointed into the next valley. "That must be the hostel. Down there. With the tall chimney and smoke."

"I don't like the look of it," Sacha murmured.

"It won't take us long," Liam said, ignoring her. The air was now very still. As they walked down towards the hostel, a strange silence fell. There was no rain here and everything was deathly still - apart from a bird hovering above the smoke that rose towards the pale moon peeping through parting clouds.

## SHIVERS

A sign by a set of black iron gates said 'Youth Hostel, Members Only'. Just beyond stood a stark Gothic mansion surrounded by bent and twisted tree trunks.

Apart from a faint glow from one of the large upstairs windows, the house was in eerie darkness.

"I told you we'd find it," Liam said, smiling.

Sacha wasn't so sure. "It doesn't look very nice," she said.

Liam ignored her and added, "I've got cash. They'll let us stay the night."

Clanging through the gate, they walked along the path, up some crumbling steps and to the porch. A pair of boots caked in dried mud lay on the top step. Liam slammed his fist on the heavy door and a hollow thud echoed before the door swung open. A dimly lit hallway with dark oak panels stretched in front of them. The smell of soot drifted out over the porch. A thin, bent man

## GHOST STORIES

in black stood in front of them. He had a hooked nose and small beady eyes. "Yes? What is it?" he croaked. His eyes stared like a bird's.

"Can we stay the night?" Liam said. "I can pay with a card or cash."

The man blinked. The light from a single bulb cast his shadow over the front steps. He had a shadow like a vulture's.

"Members only," he said. "You'll have to join."

"How much?"

"We've got rules," the man continued, not listening. "No matches. No paraffin. No time."

Sacha squeezed Liam's hand. She could smell

drink on the man's breath.

"Are you the warden?" Liam asked.

The man ignored him. "It's late. It's only because of the clocks I can bend the rules tonight. We're full. One of you will have to sleep in the attic. The other in the boiler room."

Sacha pulled a face. "I don't like the sound of

## SHIVERS

if she'll appear. You see, you shared Cornerstone Cottage with Mrs Coombs. She can be quite unpredictable but at least you survived a full week. Some don't. Apparently, she was the dairy maid long ago... before she passed away while knitting in her rocking chair in the back room. All very mysterious. They say she was found with a row of insect bites in the shape of a letter C on her neck."

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## GHOST STORIES



## WHEN THE CLOCK STOPS

When they wander from the expedition party, fifteen-year-olds Liam and Sacha are alone on the moors. Lost. At first, it's no big deal, as the map shows a hostel isn't too far away. But they haven't bargained on what is waiting in the darkness, and on what will happen on the night the clocks go back...

Liam threw down his rucksack and pulled

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Illustrator	Isobel Lundie
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Rights Available	World



# Mystery Stories



## Ten mysterious, spooky short stories

- A wonderful, entertaining introduction to the horror genre and short story writing, perfect for children studying this in English.
- Perfect spooky gift for children to read one story each night in the build up to Halloween.
- Encourages independent reading and exploration of new genres.



# Mystery Stories

## SHIVERS

In case you are wondering, *Dei Gratia* is Latin for 'by the grace of God'. She became a well-known name, all because I told the captain what I'd seen that chilly December day.

There was a fair wind and the sea was choppy, although I'd known far worse. I was still finding my sea legs and was horribly sick when we first set sail in heavy seas. I always dreaded being told to climb the main mast to deliver a message to the lookout in the crow's nest. Up there you feel the swell far worse and have to cling on tight. Our ship had two masts, so it was called a brigantine. She was built in Canada only the year before, so we were both getting used to crossing the Atlantic. We were apparently 400 miles east of the Azores, some 500 miles from the coast of Portugal. The lookout pointed over to the horizon, but I happened to glance further to my left and saw a tiny speck in the far distance.

'Have you spotted that ship over there? I

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## MYSTERY STORIES

asked. The lookout held a telescope to his eye.

'That's mighty odd,' he muttered. 'She seems to be out of sorts, if you ask me. Go tell the captain.'

Captain Morehouse was concerned and he ordered us to change course. He steered us towards the ship, keeping a close eye on her strange rigging through the waves.

'She's going all over the place. Whoever's at the helm must have been on the rum all night.'

The closer we got to the 'drunken ship', as the captain called her, the more alarmed he became. He called to Mr Devan, the first mate. 'That ship is definitely adrift. There's nothing guiding her and she's at risk of keeling over if no one sets her a proper course. Lower the rowing boat and investigate. Take the second mate and the boy and tell me what you find.'

I gingerly climbed down into the boat and we rowed across to the swaying ship, drawing up alongside. John Wright, the second mate,

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## SHIVERS



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## MYSTERY STORIES

### MYSTERY FACTS

#### Did you know...

1. During an attempt to fly around the world in 1937, American aviator Amelia Earhart disappeared somewhere over the Pacific Ocean. The wreckage of her aircraft was never found, and her disappearance remains one of the big unsolved mysteries of the 20th century. Before her disappearance, Amelia Earhart was the first woman to fly solo across the Atlantic Ocean.

2. The search to find the Yeti can be traced back to the time of Alexander the Great, who in 326 BC set out to conquer the Indian Valley and demanded to see a Yeti for himself. Local people were unable to help. The name 'Abominable

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## SHIVERS

Gimlin in the Bluff Creek region of northern California. Despite much investigation since that footage from 1967, it is still uncertain whether this was a hoax or a genuine sighting. Take a look at it online and decide for yourself – if you dare!

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## MYSTERY STORIES

### GLOSSARY

**Bermuda Triangle** an area in the Atlantic Ocean between Bermuda, Puerto Rico and Florida where ships and planes have apparently disappeared mysteriously.

**Chupacabra** a creature of legend said to live in parts of the Americas, with the first sightings reported in Puerto Rico. The name comes from its reputation for drinking the blood of goats.

**Cryptozoology** the study of creatures, such as the Chupacabra, the existence of which has not been scientifically proved.

**Dire wolf** an extinct wolf that was widespread in North America up to about 12,000 years ago, having a larger body and a smaller brain than today's wolf.

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## SHIVERS

her, too – but Miss said we should relax as it was only the cruise boat chugging and making waves.'

He frowned and looked at his watch. 'Not now. Not in the fog it wasn't. Boats don't sail in bad weather. They've all been moored for the past hour. No boats were out on the loch when you heard that noise.' He looked very serious, lowered his voice and added, 'The only one brave enough to venture into those dark and misty waters would be the very monster itself.'

Mrs Milligan could only gulp and stare. Apart from that, she still seemed fairly relaxed. So relaxed, she didn't stir. That's because she'd just fainted with a terrified gasp – face down in the man's porridge.

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## MYSTERY STORIES



### THE GHOST SHIP

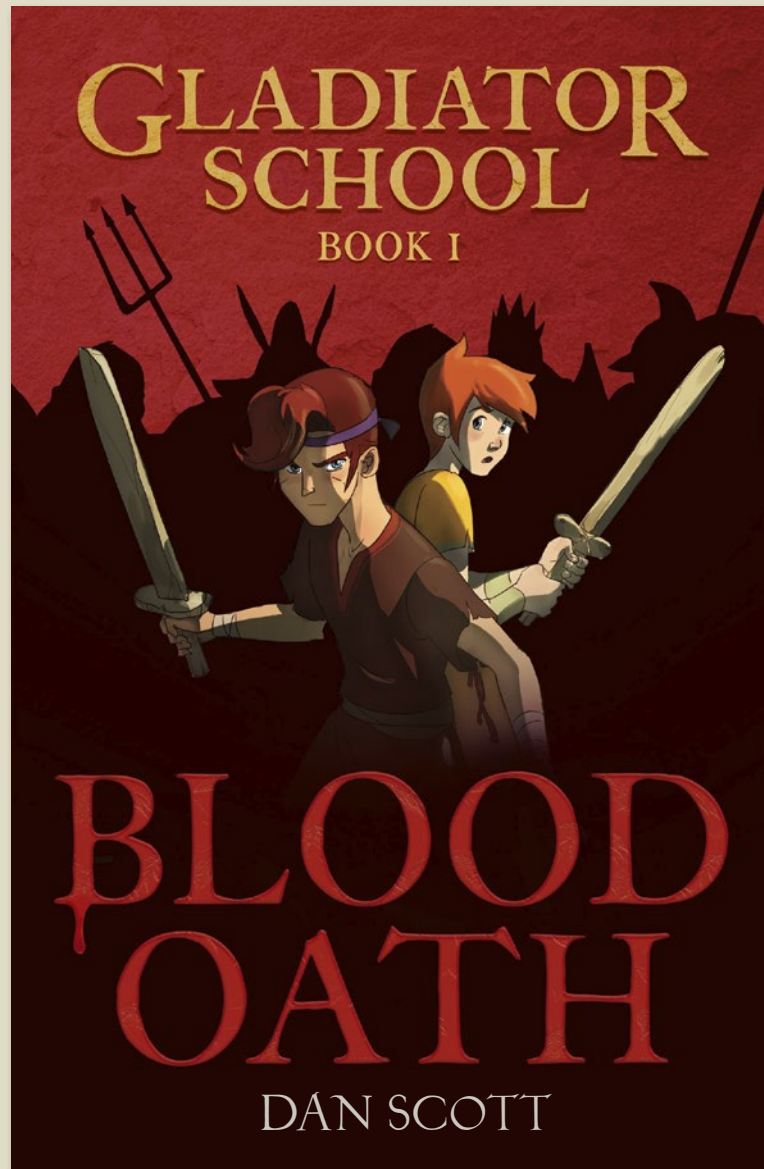
I was only 12 at the time. It was my first voyage as cabin boy on the ship *Dei Gratia* in 1872. In fact, it was me who first spotted flapping sails in the distance and reported the drifting vessel to Captain Morehouse. Little did we know what we were about to find.

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# Gladiator School 1: Blood Oath



**A tale of blood, sweat, sand and sacrifice, set in the gladiator arenas of Ancient Rome**

- An epic fictional story set in a historical context, perfect for lovers of the ancient world.
- Fast-paced, action-packed and full of unexpected twists and turns. Great for reluctant readers searching for an exciting adventure story to keep them entertained.
- Contains additional notes throughout to define key Roman words, helping children to learn more about ancient society and immerse themselves in the time period.



A detailed black and white map of Rome, AD 79, showing the city's layout and major landmarks. The map is titled "ROME, AD 79" in a banner at the top left. Key features labeled include the Forum Romanum, Theatre of Marcellus, Tiber Island, River Tiber, Circus Maximus, Palatine Hill, Theatre of the Colosseum, Stadium, and Subura (Lower and Upper). A compass rose is located in the bottom right corner.

1

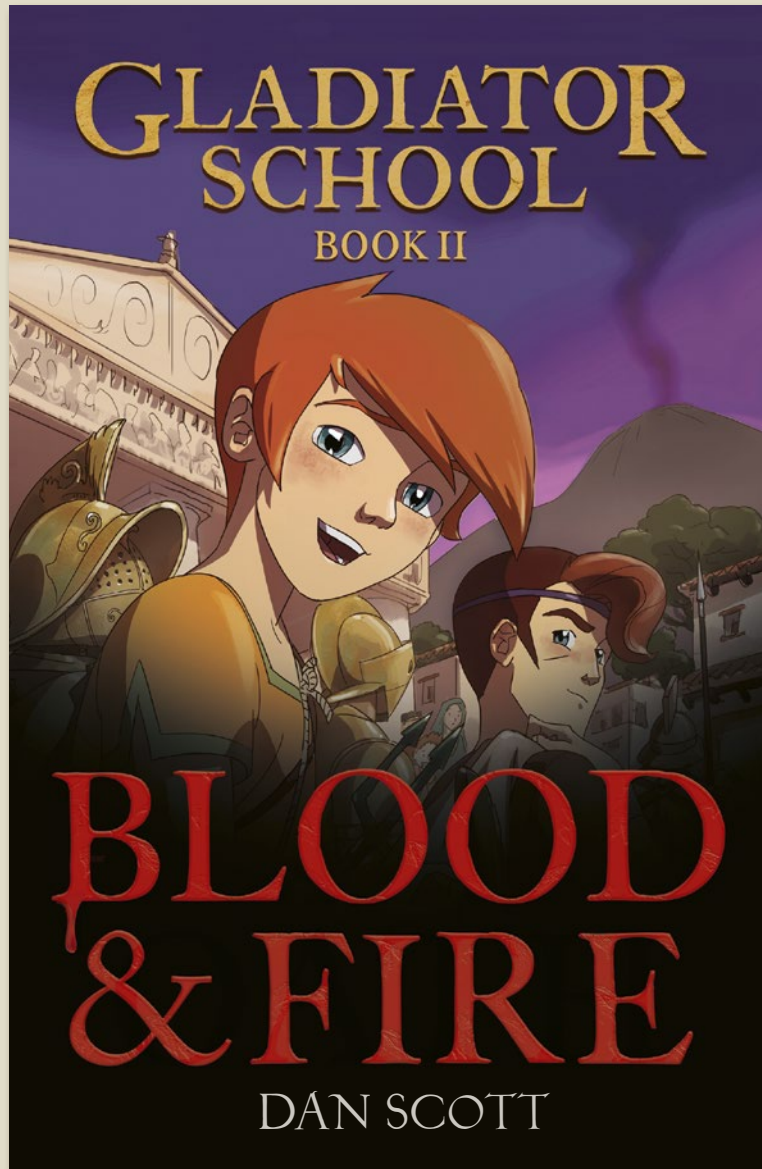
19



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# Gladiator School 2: Blood & Fire

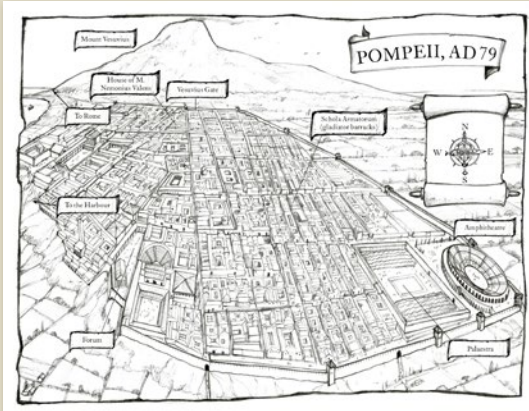


**The second in the  
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ancient tale of blood,  
sweat and sacrifice.**

- An epic fictional story set in a real-life historical context. Perfect for lovers of the ancient world or those studying the Ancient Romans in school.
- Fast-paced, action-packed and full of unexpected twists and turns. A great option for reluctant readers searching for an exciting, gory adventure story to keep them entertained.
- Contains additional notes throughout to define key Roman terms, helping children to learn more about ancient society and immerse themselves in the time period.



# Gladiator School 2: Blood & Fire



## CHAPTER I

POMPEII, 19 AUGUST AD 79  
120 hours before the eruption of Vesuvius



The midday sun beat down on Lucius as he pursued Quintus through the streets of Pompeii. He glimpsed his brother's tall, athletic figure up ahead, snatching along through the crowd, heading west towards the Forum. Lucius would have preferred to walk side by side with Quintus through this unfamiliar city, but seemed he would not be welcomed.

Sounds of cooking meat from the fast-food shops mingled with the stench wafting over from the fish-sauce factories near the harbour. Lucius's ears echoed with the cries of fruit sellers and wine merchants and the pipes and drums of bankers. The noise and

*\* Forum: the main marketplace, which was also the place for business meetings and political discussions.*

GLADIATOR SCHOOL

BLOOD & FIRE

squalor reminded him of Subura, the area where he now lived in Rome. Yet Pompeii seemed to carry an entire air of horror. The shadow-filled alleys, the hard faces of the young men, the cold-eyed stare of a beggar woman – they all spelled danger to Lucius. Maybe it was his imagination, but Pompeii seemed like a city brimming with desperate and unsympathetic people who'd murder you for the price of a loaf of bread. He was glad he'd decided to follow Quintus. Somehow, he felt his brother needed watching in a place like this. Of course, Quintus was a gladiator and very capable of looking after himself – yet Lucius knew he could be hot-headed at times, and in these strange and scary streets he might very easily get himself into trouble.

From a nearby side street, Lucius heard a cry of pain. His natural caution made him want to hurry on past, but then he saw Quintus turn and enter the alley. Hesitantly, Lucius followed, rubbing the ring on his forefinger for luck. It was his only memento of his father, and had become his talisman. Concealing himself behind a pile of amphorae\*, Lucius saw Quintus approach a group of rough-looking young men. They were jeering and pushing around a lad of about their own age. From his smart, formal toga, now bespattered with mud, Lucius could tell the victim was a young man of status, though this did not seem to count for much among his tormentors.

*\* amphorae (singular amphora): earthenware storage jars.*

His sense of fairness clearly offended, Quintus impulsively strided into the middle and pushed aside one of the bullies, who had been holding the victim in a neck lock. The bully squeaked in surprise and fell to the ground. His friends immediately closed in around Quintus, their jeers turning to snarls of anger.

There were six of them – three armed with sticks – against the outnumbered Quintus. Lucius growled. He steeled himself, knowing he would have to go and help his brother. With his slender build, Lucius wasn't made for physical violence. He cursed their fate for bringing them here to Pompeii.

It was ten days since Crassus, the lanista of the gladiator school, had made the announcement. The school had received a great honour, he said: it had been chosen to represent Rome at the forthcoming games in Pompeii. A total of thirty gladiators would be going, including Quintus. And Lucius had been dismayed to learn that he too was among those selected to go. It was a seven-day march to Pompeii, and there would be a further week spent in the city. Taking the return march into account, that meant that Lucius would be gone from Rome for three whole weeks – time he had been hoping to spend searching for his father. What if Aquila tried to contact him during that time? It seemed that fate had once again intervened to prevent them from meeting.



## THE MAIN CHARACTERS

Lucius, a Roman boy

Quintus, his older brother

Aquila, their father

Ravilla, their uncle

Caecilia, their mother

Valeria, their sister

Isidora, Lucius's friend, an Egyptian slave

Crassus, a lanista (trainer of gladiators)

Valens, editor (sponsor) of the games at Pompeii

Atia, a seer

Eprius, a young patrician (nobleman) of Pompeii

## PROLOGUE

## FIRST BLOOD

ROME

10 August AD 79



'Games given by Gaius Valerius Ravilla,' Lucius read aloud. 'Forty gladiators will fight. Perfumed water will be scattered.' His finger hovered over his brother's name.

'Quintus, Retiarius, tiro, will battle Burbo, Secutor.\* Burbo has won ten bouts.'

'You've read it at least twenty times,' said Isidora, sounding rather impatient. 'You can't change the words by staring at them, you know.'

Lucius dropped the programme back into his bag and rubbed his eyes. He hadn't had much sleep.

*\* Retiarius: a gladiator who fights with net (rete) and trident; tiro: a gladiator fighting in public for the first time. Secutor: a gladiator who wears an encloved, egg-shaped helmet and fights with a short sword (gladius); his name means 'chaser'.*

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