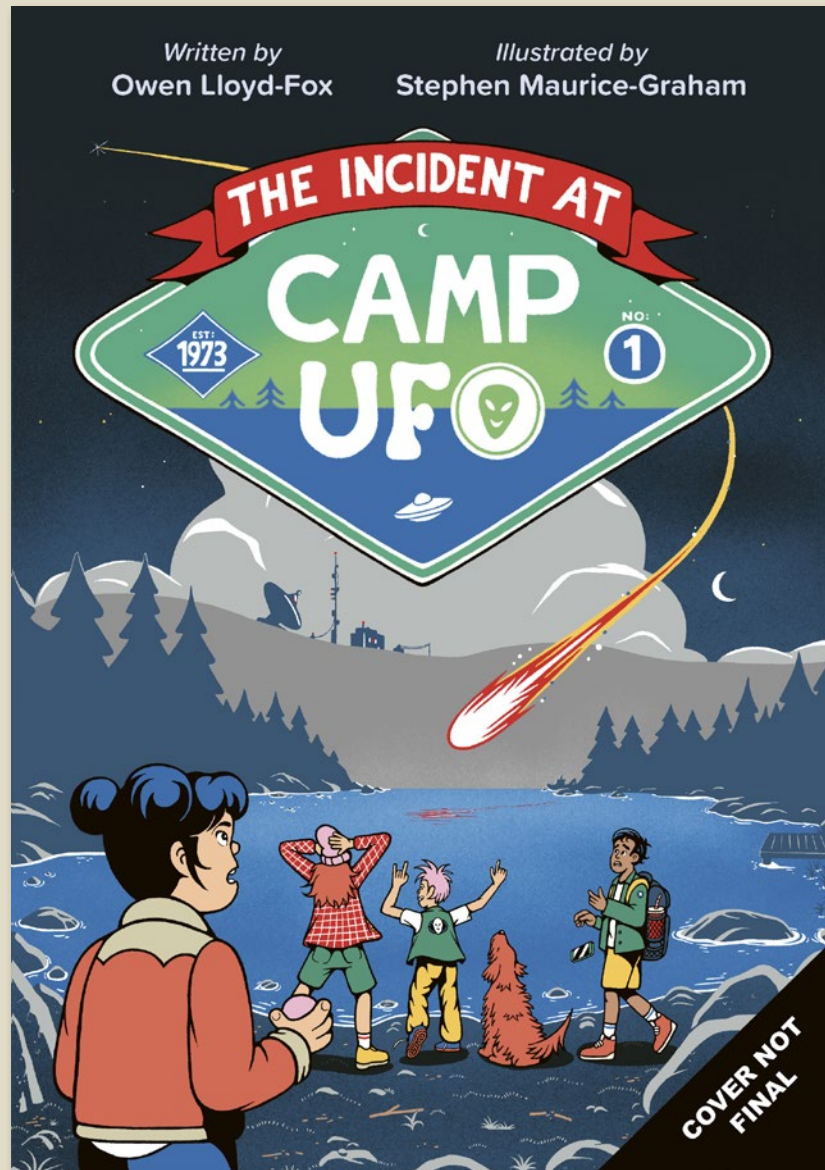




**Italy FBF24 middle grade and
graphic novels**

The Incident at Camp UFO



Unravel cryptic clues, solve fiendish puzzles, avoid the Shini-ta aliens at all costs and help the gang uncover the incident at Camp UFO!

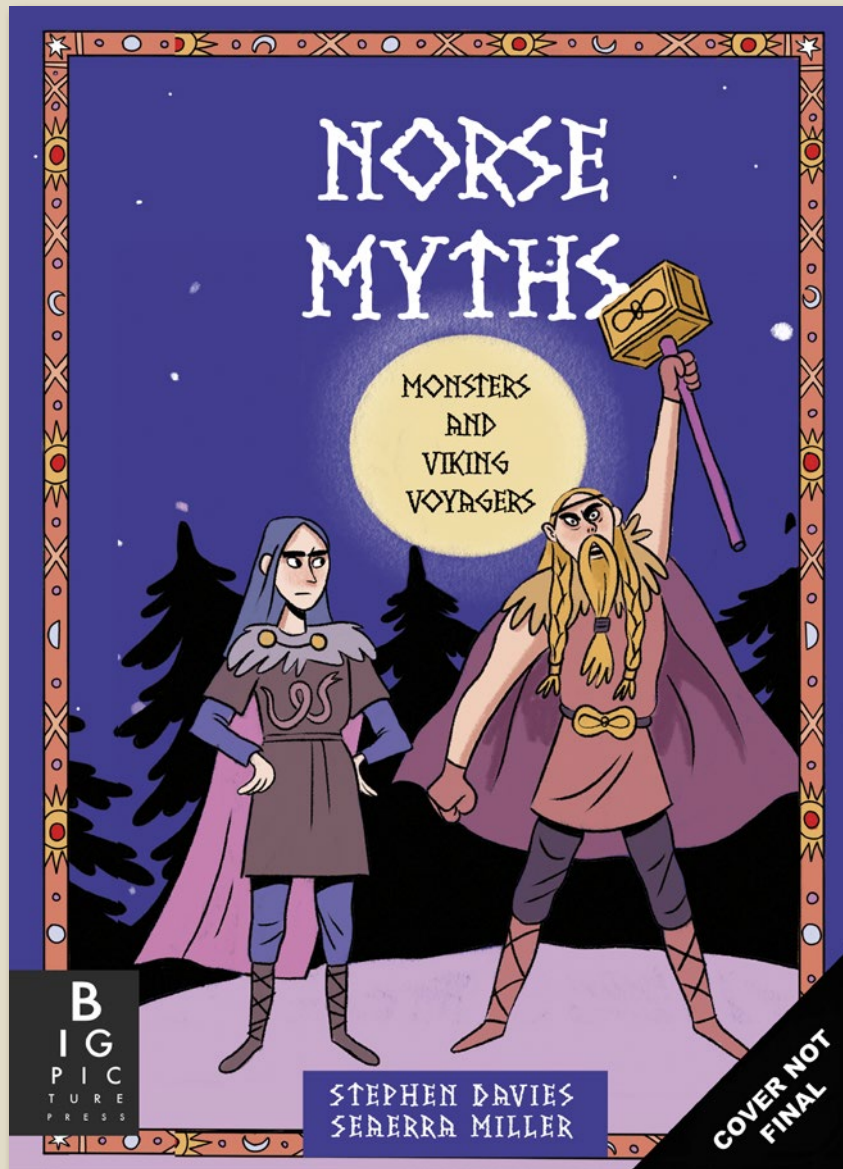
- A brand-new adventure puzzle book series complete with graphic novel style illustrations. Perfect for fans of Bunny vs. Monkey, Stranger Things and gaming enthusiasts. A must-have for reluctant readers.
- Featuring a strong cast of characters with authentic stories from diverse backgrounds, including South and South East Asia, plus a non-binary character with partial hearing loss.

The Incident at Camp UFO



Pub Date	05/02/2026
Pub Price	£7.99
ISBN	9781800788725
H x W	210 x 148mm
Binding	Paperback
Age Range	9-11 years
Author	Owen Lloyd-Fox
Illustrator	Stephen Maurice Graham
Extent	112pp
Word Count	15000 words
Translation Files	26/05/2025
Files To Printer	15/09/2025
Freight On Board	04/12/2025
Rights Available	World

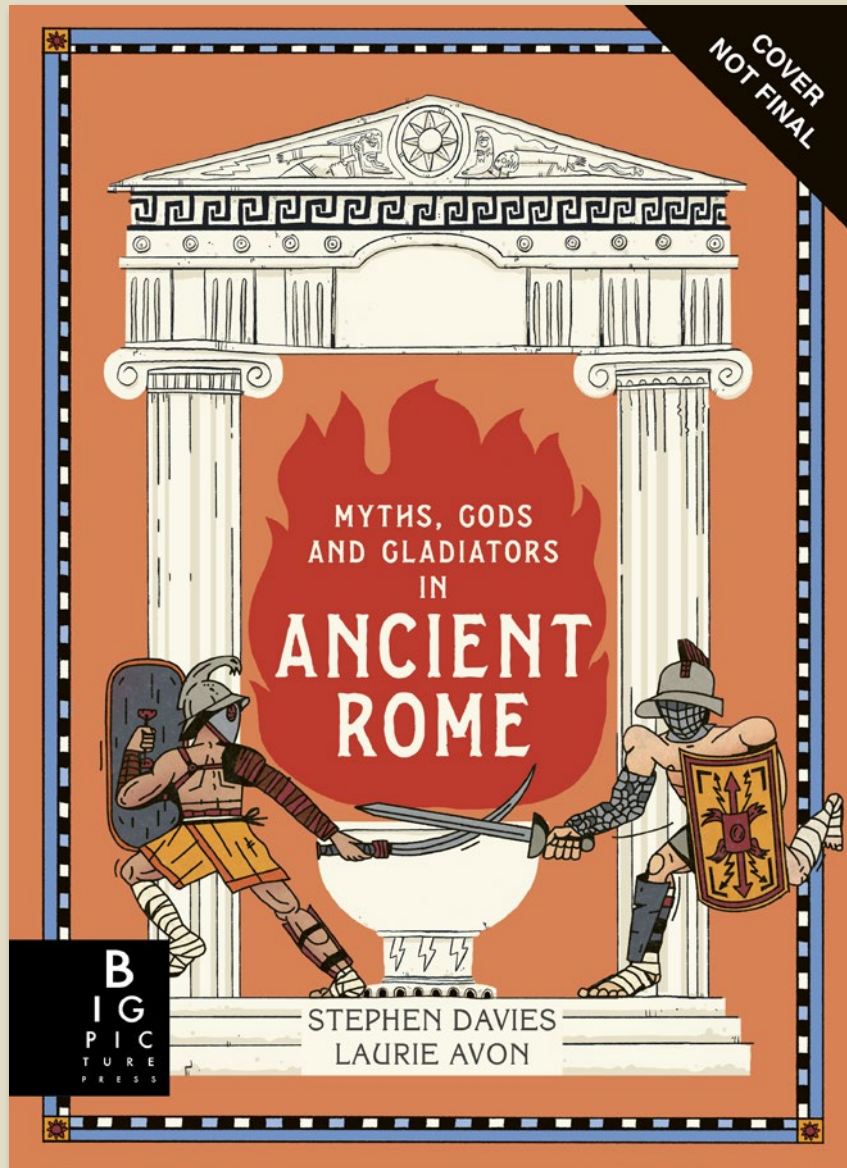
Norse Myths, Monsters and Viking Voyages



A vivid comic-strip retelling of the greatest Norse myths.

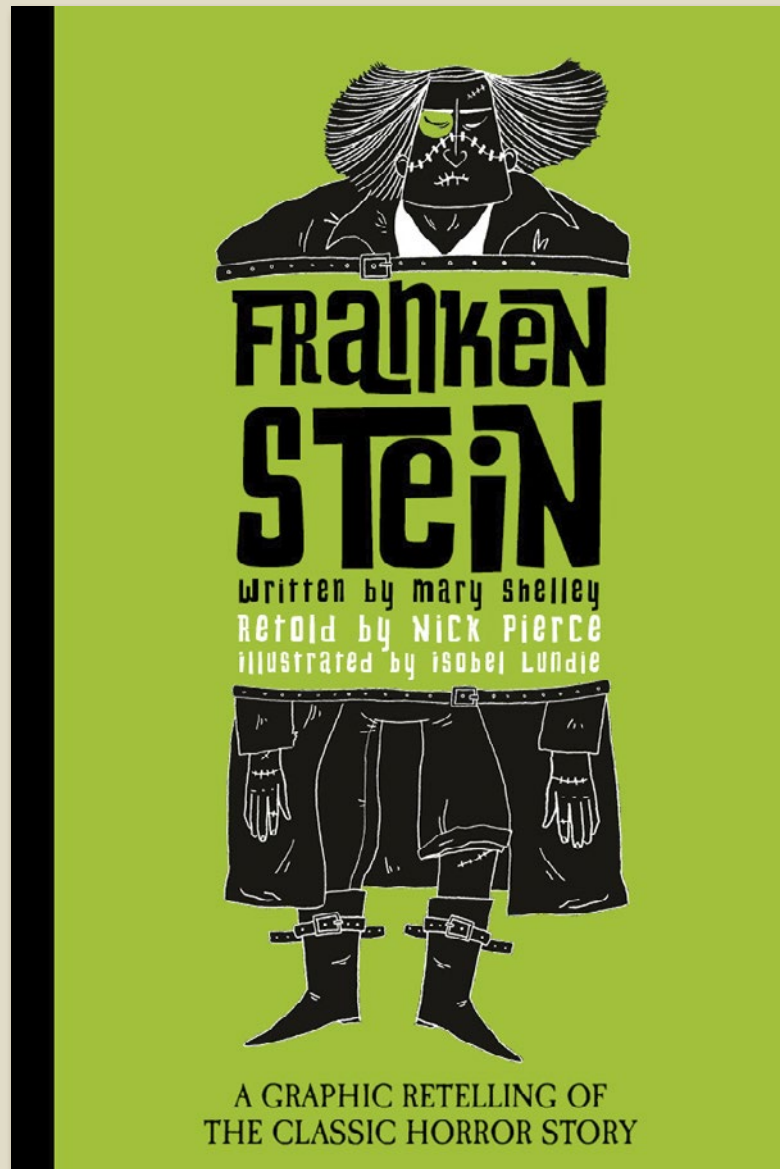
- Contents: Myths - The Creation Myth; The Theft of Idun's Apples; Treasures of the Gods; Thor's Journey to Utgard; The Deal of Balder; Ragnarok; Sigurd and Fafnir Theme spreads - What are the Norse Myths?; Meet the Norse Gods; How the Myths Explained the World; Meet the Vikings; Mythical Creatures and Deadly Beasts; The Afterlife; How the Norse Myths Came to us; A Mythic Map
- Following on from the success of *Myths, Monsters and Mayhem in Ancient Greece* (which has sold over 50,000 copies worldwide as of July 2024) - this is the next title in a growing series for Big Picture Press.

Myths, Gods and Gladiators in Ancient Rome



A historical and humorous comic book retelling of the ancient Roman myths.

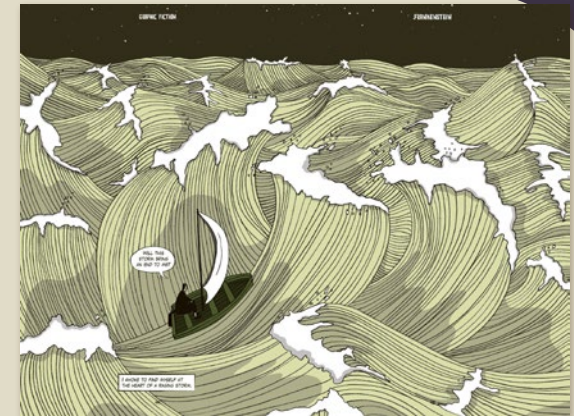
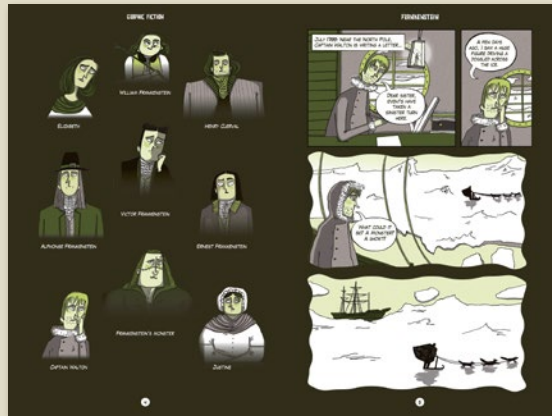
- These myths will be broken up with a series of 'theme' spreads, which will take a broader look at certain aspects of Roman mythology (mythical beasts and monsters, the gods, heroes etc.)
- Following on from the success of *Myths, Monsters and Mayhem in Ancient Greece* (which has sold over 50,000 copies worldwide as of July 2024) - this is the next title in a growing series for Big Picture Press
- Growing demand for graphic novels and comic books for children and adults alike
- Cover treatments - deboss and pantone



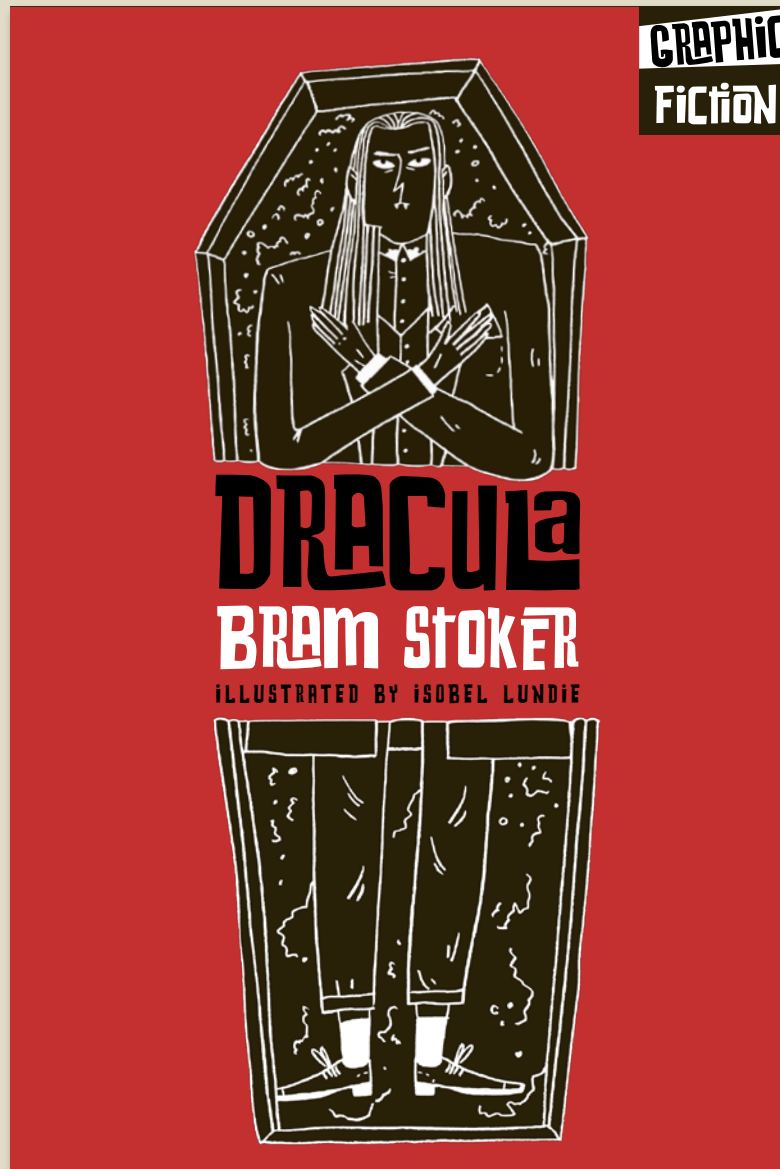
A graphic retelling of Mary Shelley's gothic masterpiece

- 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	12/09/2024
Pub Price	£7.99
ISBN	9781800788800
H x W	210 x 140mm
Binding	Paperback
Age Range	9-11 years
Author	Mary Shelley
Illustrator	Isobel Lundie
Extent	64pp
Word Count	4316 words
Rights Available	World



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

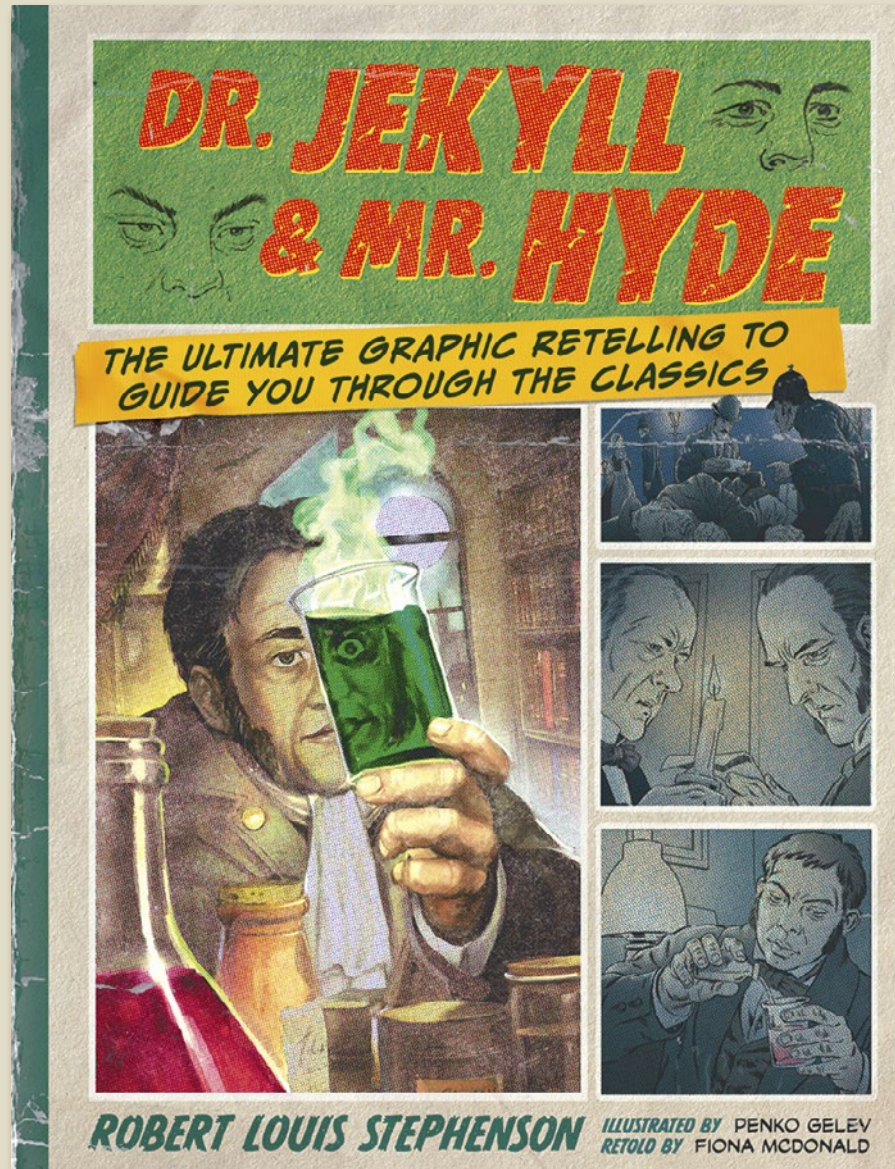
- A contemporary twist on a 19th Century classic. This creepy graphic retelling is the perfect tool for engaging reluctant readers and introducing children to the literary canon.
- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of 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	12/09/2024
Pub Price	£7.99
ISBN	9781800788817
H x W	210 x 140mm
Binding	Paperback
Age Range	9-11 years
Author	Bram Stoker
Illustrator	Isobel Lundie
Extent	64pp
Word Count	3140 words
Translation Files	29/01/2024
Files To Printer	22/04/2024
Freight On Board	27/06/2024
Rights Available	World

Dr. Jekyll & Mr. Hyde: Classic Comics



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.

Dr. Jekyll & Mr. Hyde: Classic Comics

A Visit to Dr Jekyll

AT THE END OF THE DAY, MR. UTTERSON RETURNED HOME TO FIND A NOTE ON HIS TABLE. IT WAS FROM DR. JEKYLL AND SAID HE HAD BEEN AWAY FOR THE NIGHT.

DR. JEKYLL'S LABORATORY WAS A PLACE OF MYSTERY AND DARKNESS. HE HAD BEEN WORKING ON HIS EXPERIMENT FOR MONTHS.

MR. UTTERSON WAS A MAN OF STRICT ETHICS AND HONOR. HE HAD KNOWN DR. JEKYLL SINCE THEY WERE BOYS.

DR. JEKYLL'S BEHAVIOR HAD CHANGED IN RECENT MONTHS. HE HAD BECOME MORE PRIVATE AND MORE SUSPICIOUS.

MR. UTTERSON WAS CONCERNED ABOUT DR. JEKYLL'S WELL-BEING. HE HAD NEVER SEEN HIM IN HIS LABORATORY SINCE HE HAD LEFT FOR THE NIGHT.

DR. JEKYLL'S BEHAVIOR HAD CHANGED IN RECENT MONTHS. HE HAD BECOME MORE PRIVATE AND MORE SUSPICIOUS.

MR. UTTERSON WAS CONCERNED ABOUT DR. JEKYLL'S WELL-BEING. HE HAD NEVER SEEN HIM IN HIS LABORATORY SINCE HE HAD LEFT FOR THE NIGHT.

Dr. Jekyll Tells His Story

MR. UTTERSON LISTENED AS DR. JEKYLL TOLD HIM THE STORY OF HIS EXPERIMENT. HE HAD BEEN WORKING ON IT FOR MONTHS.

DR. JEKYLL HAD BEEN WORKING ON HIS EXPERIMENT FOR MONTHS. HE HAD BEEN TRYING TO FIND A WAY TO SEPARATE THE GOOD AND BAD IN US.

MR. UTTERSON WAS CONCERNED ABOUT DR. JEKYLL'S WELL-BEING. HE HAD NEVER SEEN HIM IN HIS LABORATORY SINCE HE HAD LEFT FOR THE NIGHT.

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Smiling Snicker

Robert Louis Stevenson wrote *The Strange Case of Dr. Jekyll and Mr. Hyde* for an adult audience. It is a horror story, but it is also a story about the human mind.

DR. JEKYLL'S BEHAVIOR HAD CHANGED IN RECENT MONTHS. HE HAD BECOME MORE PRIVATE AND MORE SUSPICIOUS.

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THE TRANSFORMATION

THE REPULSIVE MAN ASKED DR. LANTON FOR A MEASURING GLASS, THEN TOOK SOME WHITE POWDER AND RED LIQUID FROM THE DRAWER AND MIXED THEM TOGETHER.

SMILING BROADLY, HYDE TURNED TO DR. LANTON.

And now new knowledge and power shall be laid open to you!

Behold!

Hyde gasped, staggered and clung on to the table, staring with wild eyes and panting, open-mouthed.

1. enigma: riddles, mysteries.

THE TRANSFORMATION

THEN HIS FACE SEEMED TO SWELL...

...THE FEATURES SEEMED TO MELT AND CHANGE...

...AND THERE BEFORE DR. LANTON STOOD HENRY JEKYLL!

LANTON SAT SHAKING, SICKENED AND APPALLED, AS DR. JEKYLL BEGAN TO EXPLAIN. EVERY WORD SEEMED LIKE A DEADLY BLOW, DESTROYING HIS MIND, HIS SOUL, HIS REASON! HIS WHOLE WORLD COLLAPSED AROUND HIM, LEAVING ONLY HORROR, HORROR, HORROR.

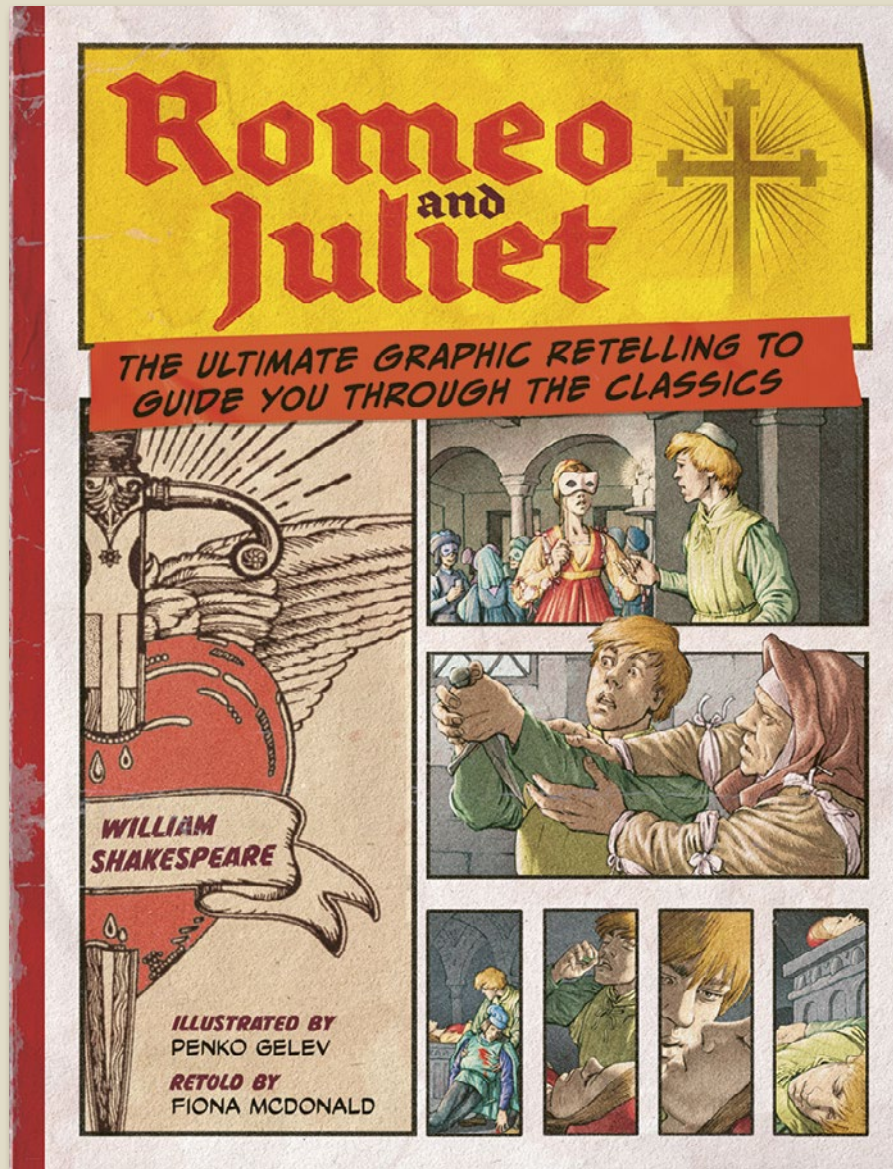
My life is shaken to its roots. I must die!

I saw what I saw, I heard what I heard, and my soul sickened at it.

DR. LANTON COULD NOT BRING HIMSELF TO WRITE DOWN ALL THE FOUL SECRETS DR. JEKYLL TOLD HIM. BUT HE DID RECORD, IN HIS LETTER TO MR. UTTERSON THAT DR. JEKYLL CONFESSED TO BEING EDWARD HYDE - THE MURDERER OF SIR DANVERS CAREW.

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

Romeo and Juliet: Classic Comics



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.

Romeo and Juliet: Classic Comics

CHARACTERS

ROMEO
JULIET
MERCUTIO
TYBALT
NURSE
FRIAR LAURENCE
PARIS
CAPULET
OTHER CHARACTERS

TWO FAMILIES AT WAR

IN ROMEO, A TOWN IN NORTHERN ITALY, TWO FEUDING FAMILIES ARE THE CAUSE OF MUCH MISERY AND TRAGEDY. THE 'HOUSE OF MONTAGUE' (LEFT) AND THE 'HOUSE OF CAPULET' (RIGHT) ARE AT WAR. THE HOUSE OF MONTAGUE IS THE HOUSE OF JULIET. THE HOUSE OF CAPULET IS THE HOUSE OF ROMEO.

THEY ARE THE HOUSE OF MONTAGUE AND THE HOUSE OF CAPULET. THE HOUSE OF MONTAGUE IS THE HOUSE OF JULIET. THE HOUSE OF CAPULET IS THE HOUSE OF ROMEO.

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THE LOVERS MEET

ROMEO AND JULIET MEET AT A BALL. ROMEO IS STRUCK BY JULIET'S BEAUTY. JULIET IS ALSO STRUCK BY ROMEO'S BEAUTY. THEY FALL IN LOVE.

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ROMEO AND JULIET

TO WRITE THE ROMEO AND JULIET PLAY, SHAKESPEARE USED A LOT OF RESEARCH. HE USED A LOT OF BOOKS AND DOCUMENTS. HE ALSO USED HIS OWN IMAGINATION.

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FRIAR LAURENCE'S PLAN

JULIET HURRIES TO SEE FRIAR LAURENCE. NOT KNOWING THAT PARIS IS VISITING THE FRIAR TO ARRANGE THEIR MARRIAGE, BUT THE FRIAR IS TRYING TO DELAY THE CEREMONY, KNOWING FULL WELL HE HAS ALREADY MARRIED JULIET TO ROMEO.

PARIS EXPLAINS THAT JULIET'S FATHER IS KEEN TO SPEED UP THE MARRIAGE AS HE IS WORRIED THAT JULIET IS SO UPSET AT TYBALT'S DEATH.

ON THURSDAY, THE TIME IS VERY SHORT.

I wish I knew not why it should be slowed.

Happy me, my lady and my wife!

THE FRIAR TRIES TO LOOK PLEASED FOR PARIS, BUT IS SECRETLY WORRIED ABOUT WHAT WILL HAPPEN WHEN LORD CAPULET FINDS OUT ABOUT JULIET'S MARRIAGE TO ROMEO.

AT THAT MOMENT, JULIET APPEARS, LOOKING FLUSTERED. PARIS IS DELIGHTED THAT SHE HAS TURNED UP, THINKING IT A HAPPY COINCIDENCE.

That may be, sir, when I may be a wife.

That may be, love, on Thursday next.

Juliet, on Thursday I will rouse 'e.

What must be, shall be.

Till then, adieu, and keep this holy kiss.

JULIET WANTS TO TALK TO THE FRIAR ABOUT ROMEO BUT CAN'T SAY A THING WITH PARIS THERE. PARIS IS EAGER TO TALK ABOUT THE WEDDING, BUT JULIET IS RELUCTANT.

FINALLY, TO GET RID OF PARIS, JULIET PRETENDS SHE HAS COME TO MAKE HER CONFESSION. PARIS LEAVES SO SHE CAN BE ALONE WITH THE FRIAR.

ONCE PARIS HAS GONE, JULIET BURSTS INTO TEARS.

JULIET IS SO UPSET THAT SHE THREATENS TO KILL HERSELF WITH A DAGGER.

THE FRIAR CALMS JULIET DOWN AND TAKES THE KNIFE FROM HER.

When the bridegroom in the morning comes to rouse thee from thy bed, there art thou dead!

When PARIS FINDS HER EVERYONE WILL THINK SHE'S DEAD AND SHE'LL BE BURIED IN THE FAMILY VAULT.

WHEN THE POTION WEARS OFF, THE FRIAR AND ROMEO WILL BE WAITING. THEN JULIET AND ROMEO CAN LEAVE VERONA AND START A NEW LIFE.

Give me, give me! O I'll not me of fear!

I'll send a Friar with speed to Mantua, with my letters to thy lord.

JULIET TAKES THE VIAL. THE FRIAR WARNS HER THE POTION IS NOT FOR THE FAINT-HEARTED.

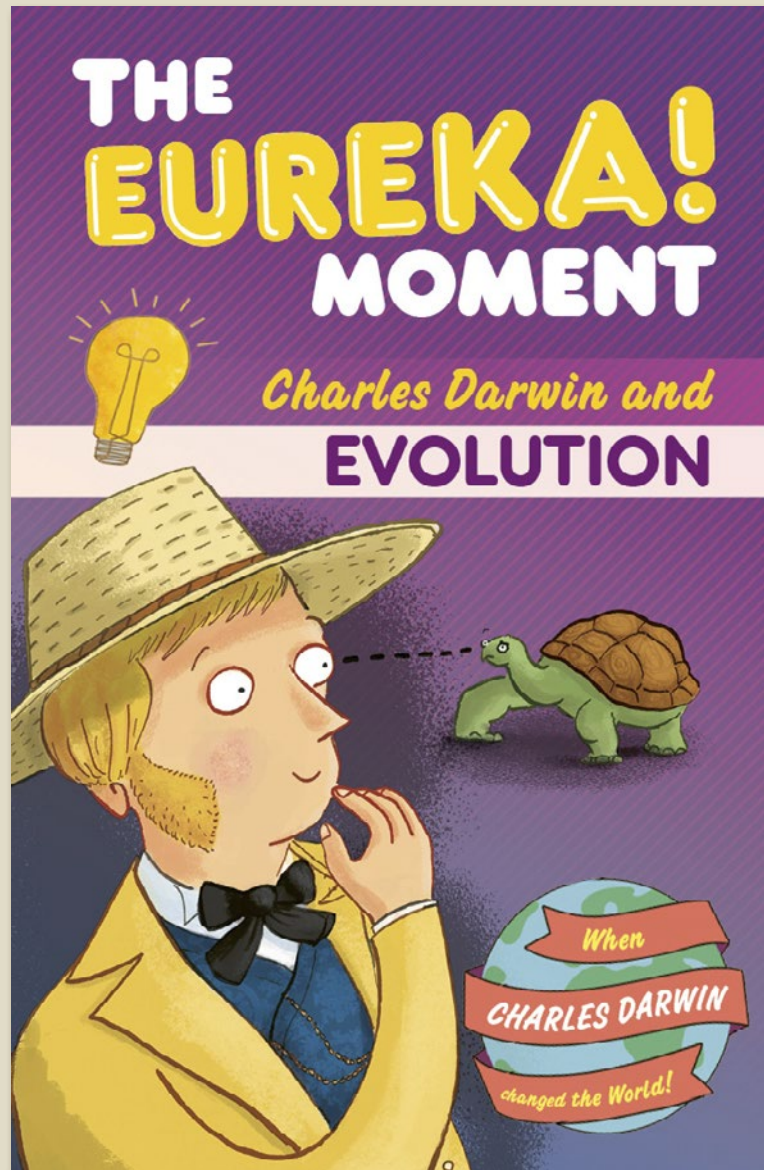
THE FRIAR PROMISES THAT HE WILL SEND A MESSENGER TO ROMEO SO THAT HE WILL KNOW THE PLAN.

Love, give me strength! Farewell, dear Father!

JULIET THANKS HIM AND LEAVES, CLUTCHING THE POTION IN HER HAND.

Pub Date	26/09/2024
Pub Price	£7.99
ISBN	9781800789159
H x W	246 x 189mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
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Extent	48pp
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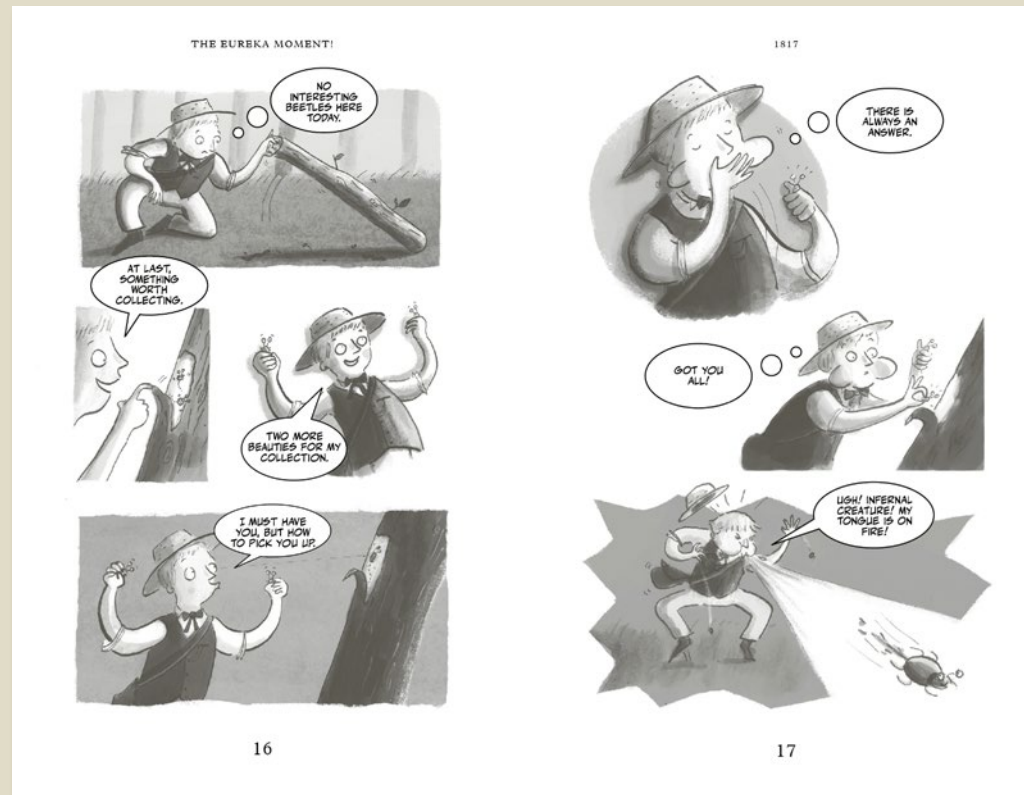
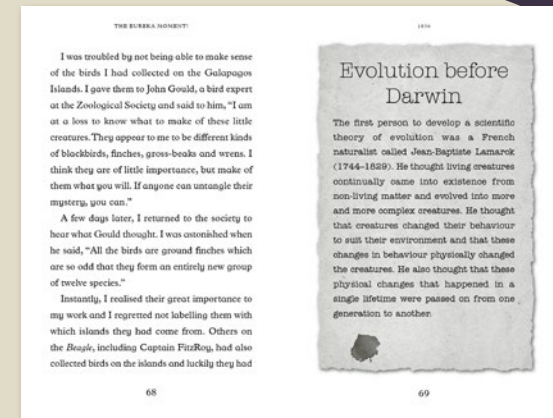
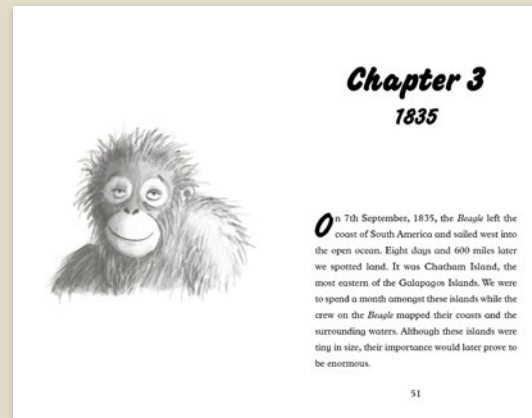
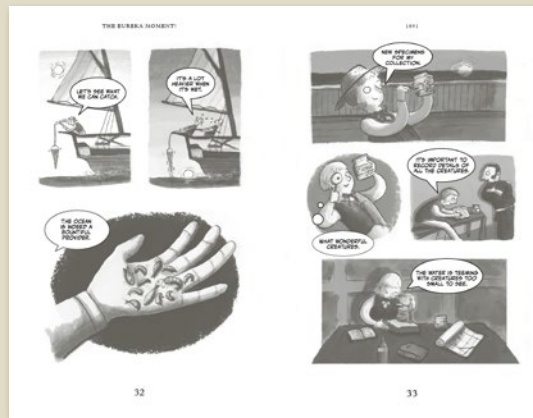
Evolution: The Eureka! Moment



Explore Charles Darwin's incredible 'Eureka' moment!

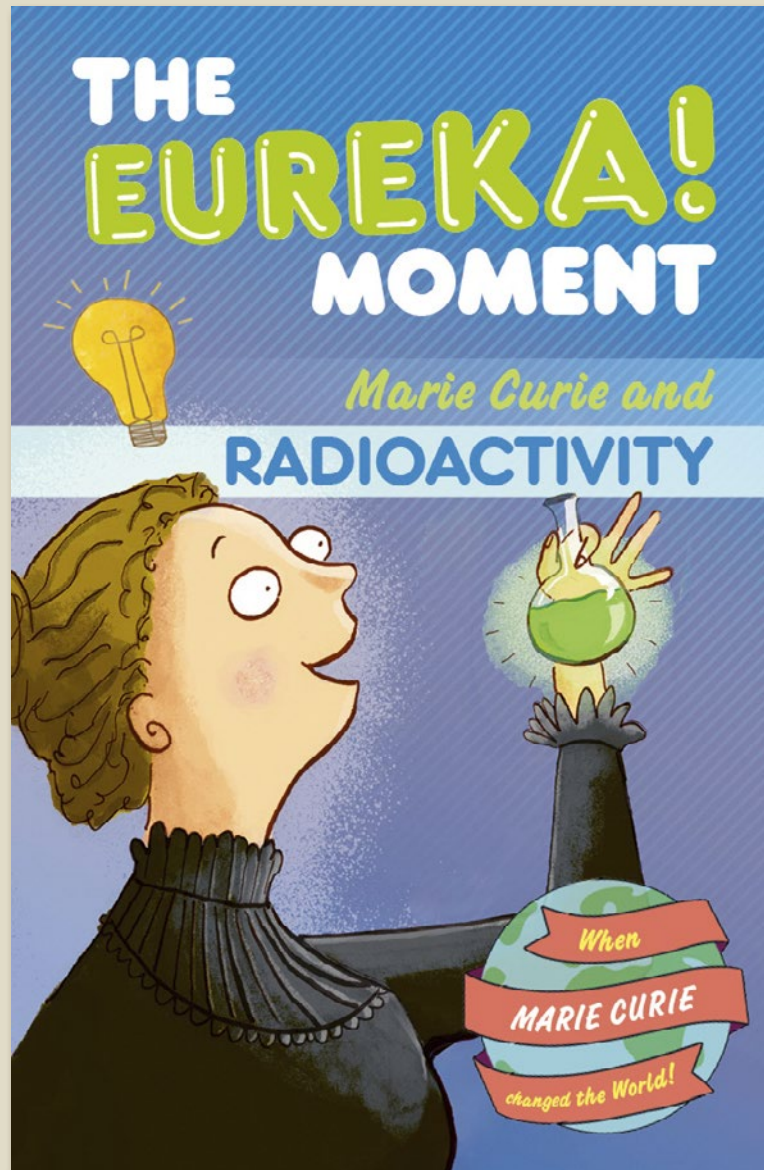
- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining way.
- Short comic strips scattered throughout the narrative to help children visualise and engage with key events.
- This series introduces children to 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.

Evolution: The Eureka! Moment



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

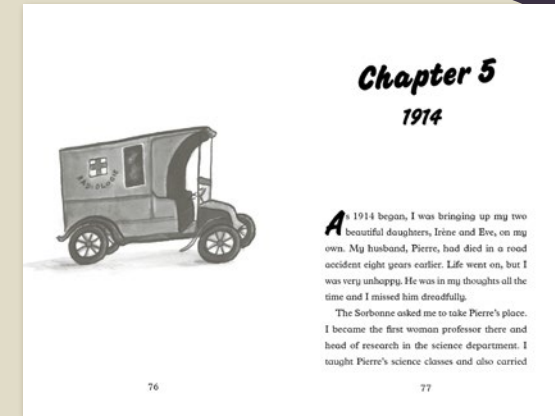
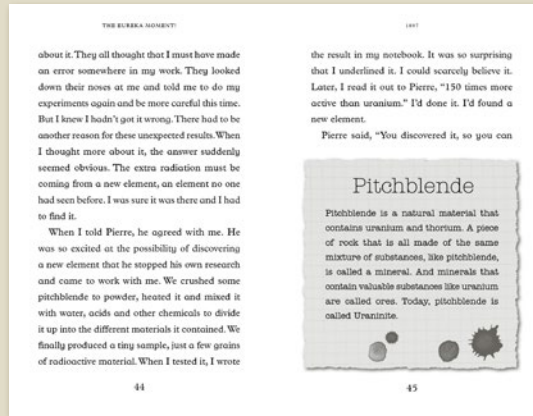
Radioactivity: The Eureka! Moment



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.

Radioactivity: The Eureka! Moment



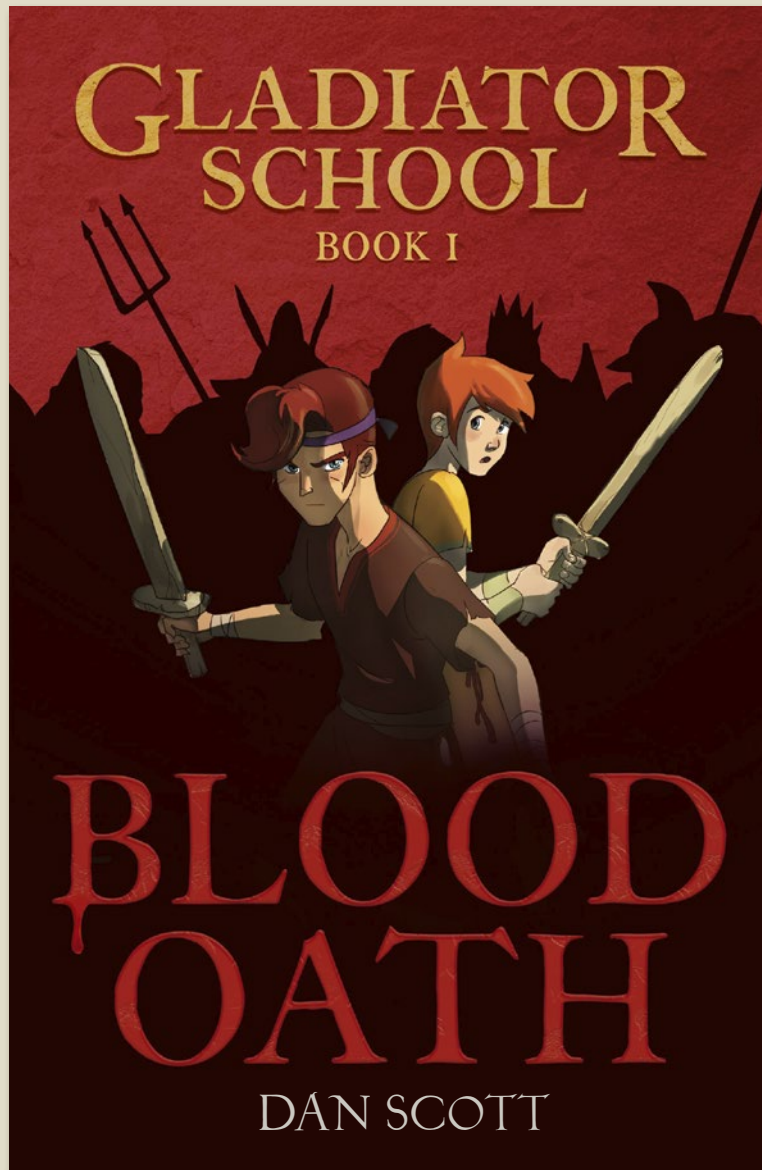
A 1914 began. I was bringing up my two beautiful daughters, Irène and Eve, on my own. My husband, Pierre, had died in a road accident eight years earlier. Life went on, but I was very unhappy. He was in my thoughts all the time and I missed him dreadfully.

The Sorbonne asked me to take Pierre's place. I became the first woman professor there and head of research in the science department. I taught Pierre's science classes and also carried



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Rights Available	World

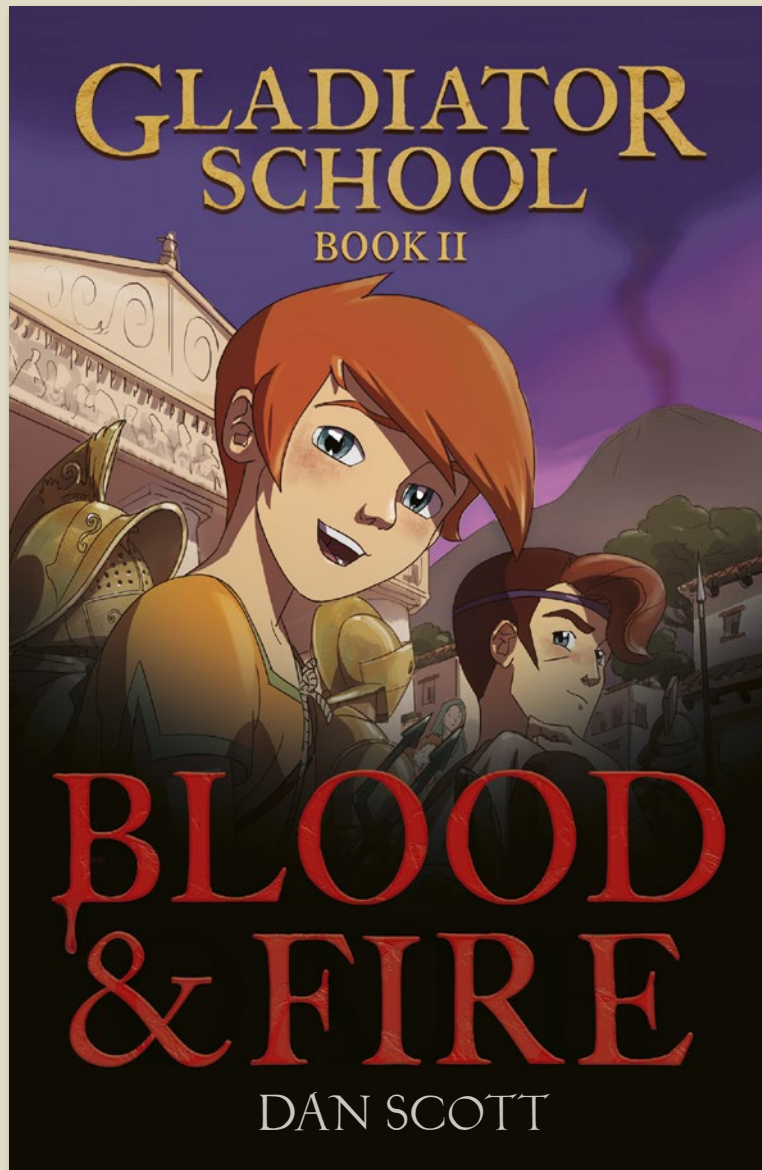
Gladiator School 1: Blood Oath



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.

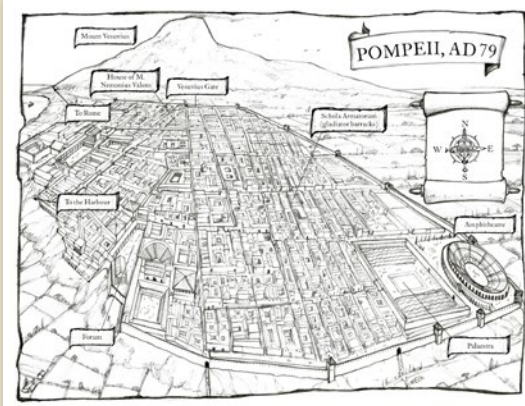
Gladiator School 2: Blood & Fire



The second in the Gladiator School series - an epic 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 1

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, snarling along through the crowds 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 voices of fruit sellers and wine merchants and the pipes and drums of bakers. The noise and

* Forum: the main marketplace, which was also the place for business meetings and judicial decisions.

GLADIATOR SCHOOLS

squalor reminded him of Subura, the area where he now lived in Rome. Yet Pompeii seemed to carry an eerie 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 unscrupulous 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.

BLOOD & FIRE

His sense of fairness clearly offended, Quintus impulsively stride 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 shouts of anger.

There were six of them – three armed with sticks against the unarmed Quintus. Lucius growled. He stole 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 enclosed, egg-shaped helmet and fights with a short sword (gladius); his name means 'Chaser'.

7

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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

108

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 zigzagging 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 Devaux, 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,

109

SHIVERS



110

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

111

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!

112

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.

113

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.

108

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.

109

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Ghost Stories



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.
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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

38

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 is 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

39

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

40

GHOST STORIES

up. A black shape swooped over their heads.

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

41

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

42

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

43

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."

36

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

37

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