



New interactive series for beginning readers

- > Short novels perfect for beginning readers
- > With many colourful search images
- > With a riddle to solve on each double page: the solution can be found within the text on the following page to maintain the reading flow

Emilia, Max, the snooping pig and an inventor-grandpa are the members of the Monster Hunter Club. No monster, ghost or spectre can keep hidden from them! Humourous pictures in comic style make text comprehension easier.

The Monster Hunter Club – The Ghost Train of Bad Murks

Vol. 1

Griselda Graus has inherited a ghost train – with real monsters! They do not only annoy her, but also the many passengers on the ghost train. Luckily, the Monster Hunter Club is quickly on the scene, armed with Monster Blower and Monster Mobile. With the help of the reader, they have to solve quite a lot of riddles in order to get rid of the monsters on the ghost train.

The Monster Hunter Club – The Haunting of Alb Castle

Vol. 2

In the second volume, the MHC (MonsterHuntingClub) takes on a gang of cheeky ghosts. They are haunting Alb Castle and depriving Count Gustav of his sleep. With lots of courage and detective skills, the Monster Hunters chase through the secret corridors of the castle and are close on the spooky bullies' heels. But it gets tricky because the little rascals are cunning ...

THiLO (text)

Alexander von Knorre (illustrations)

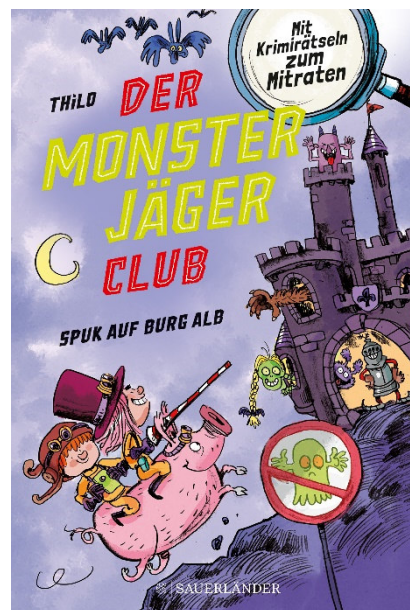
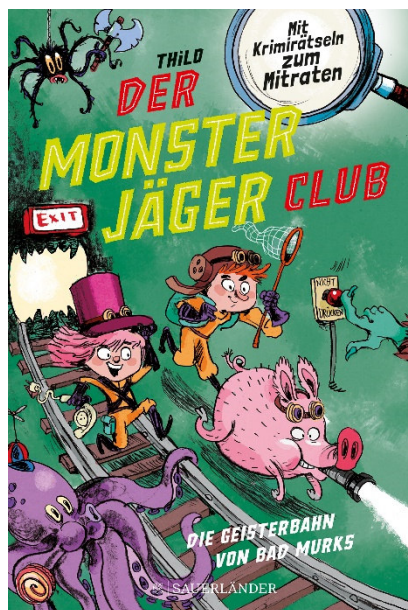
Hardcover, 48 pp, ages 6+

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The Monster Hunter Club –
The Ghost Train of Bad
Murks

Volume 1
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- **Genre:** crime adventures / riddles for beginning readers
- **Topics:** “Ghostbusters” for beginning readers, crime riddles with funny search images, bizarre and funny detective stories
- **Target group:** Girls and boys aged 6 +, first reading level
- **Setting:** Fictional, in an undefined little town where Grandpa has his workshop, which is also the headquarters of the Monster Hunter Club (MHC). With a new mission each volume, the MHC travel to nearby locations (e. g. Bad Murks or Alb Castle, etc.) to chase away all kinds of fiends (monsters, ghosts, spectres).
- **Concept:**
The launch of a new series for beginning readers, starting with two volumes: 19.5 double-pages with an easy ratio of text and images.

The riddles: Almost each double-page presents an exciting, funny, or bizarre riddle which can be solved with the help of the illustrations (i.e. with one illustration across the double-page, or a very detailed search image / page / vignette). The solution helps to advance the case. The riddles provide a guiding thread.

The solutions are revealed on the very next page in the text. That way, the reading flow is maintained, and the readers don't have to look for the solution at the back of the book. The 16-18 riddles per book are always presented via illustrations and can be of diverse kinds: simple calculations, examining a search image, following a trace, generally combining, etc. Sometimes tricky, sometimes simple, and always funny.

The structure:

The MHC receive a task from a (mostly a bit bizarre) character, like a count, a cemetery gardener, a 100-year-old widow, etc. The characters are tormented and haunted by monsters in different ways. Sometimes they disturb their sleep, sometimes they spook

them, at times they steal important things or eat up supplies. The Monster Hunter Club then takes up the case and solves it with detective skills and many inventions by Grandpa (i.e. a monster mobile phone or monster blower...)

The series is not too scary of course, but funny and very entertaining!

Main characters:

Max, 7 years old and the fastest runner. He is not even afraid of going down to the basement at night.

Emilia, 6 years old and very clever. She is never afraid (or maybe only a little bit).

Snooping Pig: is always hungry. With its fine snout it sniffs out any monster. Any cake, also.

Grandpa: a little crazy, weird and misunderstood inventor: the best in the world. He rarely joins in on the monster hunt. He has far too much to do in his workshop, such as inventing new monster expellers or similar things.

Together, they form the Monster Hunter Club.

Plot:

Emilia and Max are on their way to the headquarters where Grandpa is working on his newest invention – the monster blower, which looks like a hairdryer, but scares away every monster and ghost. Suddenly, someone is knocking at the door and a quirky lady shows her head. Griselda Graus, owner of a ghost train, is in desperate need of the MHC's help. She has inherited the train a few weeks ago and now suspects that the monsters in there are real and not just mechanical. There are more and more complaints from visitors that have had candyfloss, hats, scarves, etc., stolen from them (as if by an invisible ghost or rather a monster hand).

The MHC is on the scene right away of course and confirms the suspicion of living monsters. Shortly after Emilia, Max, and Snooping Pig have started their ride on the ghost train, the monsters try to trick the MHC and stop their investigations by bringing the train to a halt. But the MHC does not give up so easily. Snooping Pig sniffs out the cheeky creatures and they discover a storage room full of monsters. But which of them are real? A detailed search image provides the solution...

An exciting monster hunt ensues until Max decides to set up a trap for them: He has discovered a candyfloss machine to lure the sugar-greedy monsters. They finally negotiate a deal with the MHC – only to break it immediately. With the help of the monster blower, the MHC blow the monsters into a treasure chest. The monsters are defeated and the ghost train is monster-free. Griselda is overjoyed and sends the chest to America, to her sister Grunila. She is a movie director and will use the monsters in her new movie.

Brief teaser of Volume 2 "The Haunting of Castle Alb":

Count Gustav cannot sleep. A ghost family has moved into his castle, and it is romping around as a group each night. He asks the MHC for help, and they leave for the castle right away. At midnight, they go ghost hunting. But the case is trickier than they expected. The ghost family feels very content in the castle and refuses to vanish into thin air. Craftily, the MHC works their way through the case until the monster's game is up.

In a nutshell:

Monstrously good crime riddles for beginning readers which are extremely fun, not just because of the comic-like and quirky illustrations, and which are the perfect initial steps into first, independent reading.