



DIARIES (Version without inserts)

AGE LEVEL 7+

First four titles:

DINOSAUR TREK PIRATE VOYAGE
EGYPTIAN QUEST CASTLE ADVENTURE

SPECIFICATIONS:

230 x 190 mm (P); 48pp separate ends; 150/200 gsm; cover boards 3 or 5 mm

DESCRIPTION:

At the start of each book, the children are in their grandfather's study. As they browse the books, one book falls out of the shelves (and a page slides out of the book -- it describes what will be the mission of their adventure). The children see that behind where the book has fallen out, there is a small door at the back of the shelves. In the lock, there is a key. They pull out more books to reveal the door more fully. They unlock the door and squeeze through ... and their adventure begins.

At the end of the story, they must make their way back to the door and use their key to get back to the present day. So they must never lose that key!

The young adventurers describe in their own words (and fabulous illustrations) their incredible adventures and amazing experiences.

Interspersed with the action are a series of non-fiction special features, providing in-depth descriptions and explanations of things or places the children encountered on their adventures.

DINOSAUR

Story:

The children go on an expedition to the Cretaceous Period to try and find a very rare feathered dinosaur, take photos, collect evidence etc.

The children are in their grandfather's study. As they browse the books, one book falls out of the shelves (and a page slides out of the book -- it describes what will be the mission of their adventure, the search for a mysterious feathered dinosaur). The children see that behind where the book has fallen out, there is a small door at the back of the shelves. In the lock, there is a key. They pull out more books to reveal the door more fully. They unlock the door and squeeze through ... and their adventure begins. They find themselves in a cave at the time of the dinosaurs.

The children step out on to a ledge and take in a panoramic view of a landscape in the time of the Cretaceous Period.

Stalking – They find dinosaur footprints and start following the trail.

Find nest and eggs – Mother comes back and chases them off

Travelling across the open ground – sauropods, ostrich dinos

Travelling through forest.

T-Rex – close escape from a hungry T-rex. T. rex tooth at actual size

Watch passing herd of Triceratops. Find a previous time traveller's belongings which includes a letter with information on where to find the rare dinosaur – on a remote island

Journey through swamp. Giant insects, duckbills' calls, a primitive mammal pictured at actual size

The children reach an estuary, make a raft, witness flying reptiles and marine reptiles at close quarters

Find the island where they were directed to by the previous time traveller – and glimpse the rare feathered dinosaur

Try to find way back to cave, based on map they have made of their route. Follow a herd of migrating dinosaurs. Realise they are being stalked by a pack of small hunting dinosaurs (witness attack on Euoplocephalus)

Scare off pack hunters with fire and find cave from where they had set out. See door and open it with magic key. They return to their grandfather's study. Their grandfather comes in to ask where they have been.

PIRATE

Story:

The siblings find themselves aboard a pirate ship. The crew learn that another pirate ship has acquired a map that leads them to an island where treasure is buried. They follow them across the seas. When they catch up with them, they make a daring plan to capture the ship and force the enemy captain to hand over the treasure map. They succeed in gaining the map, but the captain tricks them. They find no treasure at the spot indicated. The children, meanwhile, find a message telling them where the treasure is really to be found. They find the spot—and happen upon the enemy captain about to dig up the treasure for himself. With the help of the crew, they defeat the captain and seize the treasure.

The children are in their grandfather's study. As they browse the books, one book falls out of the shelves (and a page slides out of the book -- it describes what will be the mission of their adventure, the search for lost treasure.) The children see that behind where the book has fallen out, there is a small door at the back of the shelves. In the lock, there is a key. They pull out more books to reveal the door more fully. They unlock the door and squeeze through ... and their adventure begins. They find themselves in a cabin on a pirate ship in the early 18th century.

A view of the busy decks of a ship in port. The ship is being loaded with provisions.

The children explore the ship

Setting off. Life on board ship. The children are put to work scrubbing decks, catching rats etc.

Stormy weather. Furl sails. Nearly get swept overboard.

Manning the pumps. Cooking, eating. Close encounter with a whale.

Children take their turn at the wheel. Later, high in the crow's nest, they spot the enemy pirate ship.

Describe arming, preparing for battle etc.

The crew steal up on the enemy ship at night and win the contest without a shot being fired.

The Captain of the other pirate ship offers the treasure map in return for clemency. They take the Captain—and his ship—with them to look for the treasure. Leave other pirates stranded on a desert island.

They find the treasure island and dig at the spot shown on the map—but no treasure. The enemy captain has tricked them. Meanwhile, the crew members who were guarding the captain back on the ship turn out to be his accomplices and release him. They sail away. The children then discover a message in a bottle from the previous time traveller, telling them where they will find the true location of the treasure

The children set off, following the instructions in the letter. They come across the spot—and find the enemy captain and his accomplices digging up the treasure. The captain threatens them, but luckily other crew men having been following them and they jump out, capturing the captain. The treasure is won!

The enemy captain and his accomplices are marooned, and the children and crew return to the ship for a feast and a night of dancing. They recover the key, which they thought had been lost, from the jaws of a fish served up at the feast, and make their way back to the cabin and the door that will lead them back to the present-day.

EGYPT

Story:

The boy and girl are befriended the new young pharaoh and his sister. The pharaoh's father has just died, and the pharaoh is in charge of all the preparations for his funeral and entombment. The children uncover a plot by some robbers to break in a steal the tomb treasure.

The children are in their grandfather's study. As they browse the books, one book falls out of the shelves (and a page slides out of the book -- it describes what will be the mission of their adventure, the uncovering of a plot to steal treasure from the pharaoh's tomb.) The children see that behind where the book has fallen out, there is a small door at the back of the shelves. In the lock, there is a key. They pull out more books to reveal the door more fully. They unlock the door and squeeze through ... and their adventure begins. They find themselves in a room in the pharaoh's palace.

Busy scene inside a palace of people leading animals and carrying tributes of various kinds

The children meet the new young pharaoh and his sister, and become friends. They take part in his writing classes

Trip to pyramids. Pharaoh tells his new friends about his father's recent death and his ancestors.

Pharaoh shows the children his father's mummy being prepared. They are admonished by the vizier. The children recognize him as the villain in the plot to steal the tomb treasure (pp4-5). One of the vizier's men overhears the children trying to warn Pharaoh.

Children go with Pharaoh on hunting trip. Describe accident which put them in danger. Letter from previous time traveller warns them that this was no accident: the vizier had planned it to happen. Their lives were now in danger.

The children take a trip to Pharaoh's father's tomb in Valley of Kings to check progress on its completion. But they are chased through the streets of Thebes by the vizier's henchmen.

They go inside the tomb and watch the finishing touches being made to it.

Some of the workmen (more of the vizier's men) push the children down the well shaft. They are later rescued by another workman, who shows them how the plotters intend to raid the tomb later.

The children try to tell Pharaoh. They go to the temple where the funeral procession is under way. They are captured and tied up. Pharaoh's sister finds them and releases them.

The children and pharaoh's sister follow the procession to the Valley of the Kings.

They see a tunnel being dug into Pharaoh's father's tomb. At last they warn Pharaoh, who takes his guards to the tomb that night, where they catch the robbers red-handed.

The vizier is arrested. Pharaoh holds a feast in the children's honour. The children return to the palace and find the door through which they return to their own time.

CASTLE

Story:

The children get involved in a plot to overthrow a cruel baron. A knight and his squire have entered the baron's service, but they are spies. Their job is to help the besieging army capture the baron's castle. The children draw up plans of the castle's layout, they save the knight's life, and they help him open the castle to besieging forces and win the day.

The children are in their grandfather's study. As they browse the books, one book falls out of the shelves (and a page slides out of the book--it describes what will be the mission of their adventure, the overthrow of an evil baron). The children see that behind where the book has fallen out, there is a small door at the back of the shelves. In the lock, there is a key. They pull out more books to reveal the door more fully. They unlock the door and squeeze through ... and their adventure begins. They are in a castle in the middle ages.

Busy scene inside castle bailey. Children hear about the unpopularity of the baron of the castle

Children befriend squire, who seeks their help in a forthcoming siege and overthrowing the cruel baron

Squire takes them up the look-out tower for a panoramic view of the castle

Squire's accomplice Aggie helps them make a plan of inside the keep

Squire is thrown in dungeons; children pass plan to an oxcart driver—really a spy from the squire's castle. He gives them a letter warning that the baron plans to murder the squire's knight, also inside the castle

The children prepare to take a helmet to the knight, but it is seized from them. They give chase, but they lose the thief

Tournament about to commence. They see the thief passing the helmet to the knight, but they are powerless to warn him

Warning goes out that enemy forces approaching. Children save knight's life (helmet **suffocates him**). They rush into the castle, but drop key on the way

Siege begins! Children shelter from arrows.

Knight enlists children's help to let in some besieging soldiers through the postern gate and to open the castle gates to let in main force

The liberating army pours through the gates, the defence garrison capitulates and the cruel baron is captured

There is a great feast to celebrate. Aggie, who has found the key, returns it to the children. The children find their way back to the door which they open with the magic key. They get back to their own time.