

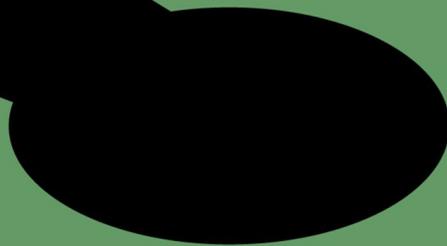
GAME

BOOKS



Frankfurt 2021

Grupo Planeta





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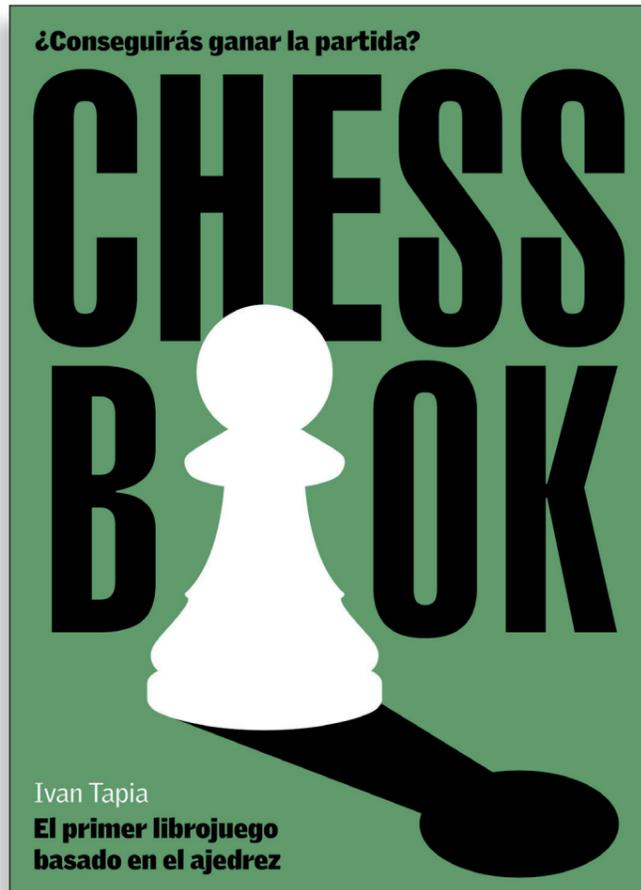
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Lunweg | 184 Pages | June 2021

And you, will you manage to checkmate the Chess Master?

A very original book in which the movement of pieces on the board serves to advance the story.



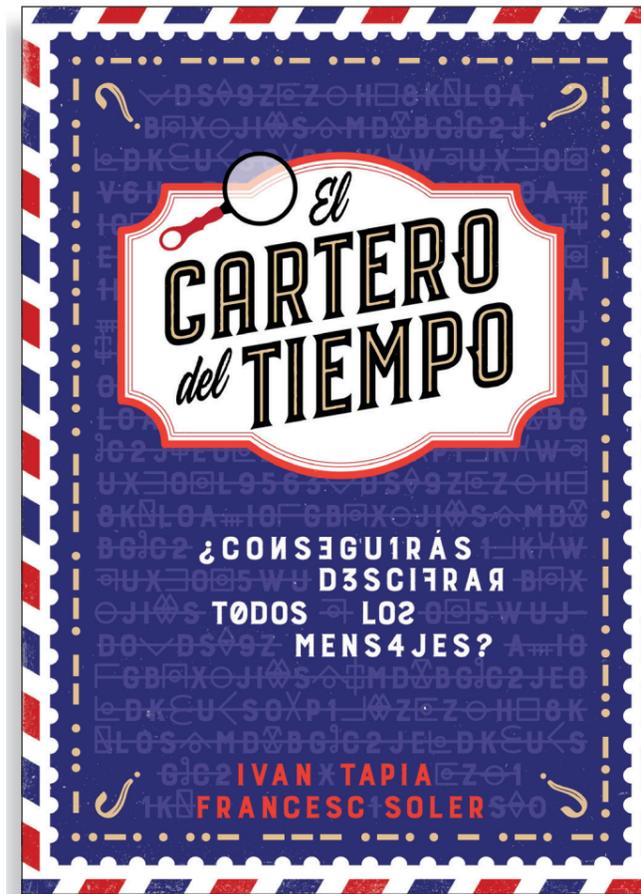
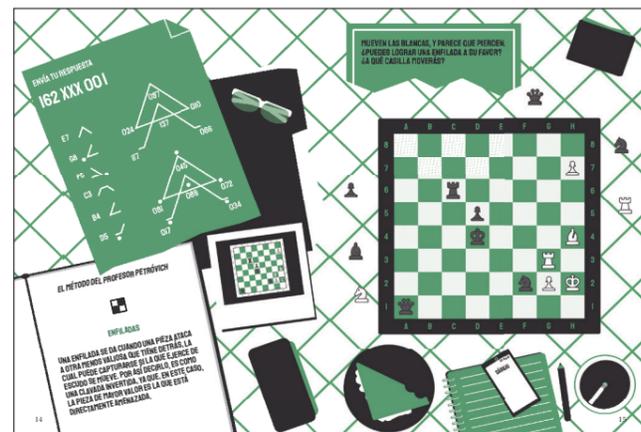
Ivan Tapia is the founder and designer of enigmas for Cocolisto, an intelligent leisure business that works for companies such as Danone, Sanofi, Everis, Banco Santander, Torres and ESADE. He is the director, scriptwriter and dramaturge of Escape Show, an enigma-based performance at the Teatre Poliorama in Barcelona.

CHESS BOOK

The first game book based on chess.

Ever since she made a serious mistake in an investigation, Inspector Beatriz Moreno only deals with minor cases. That is why she is surprised when her superior puts her in charge of a strange and disturbing case that has just appeared at the police station: someone who calls himself Chess Master has sent a letter stating that in seven days he will commit a murder and that, for clues about the identity of the victim, it will be necessary to solve chess challenges.

It may be nothing more than a bad joke, but Bea can't fail again. To unravel the mystery, she must first learn all the secrets hidden in this world of sixty-four squares.



Lunweg | 120 Pages | September 2021

A new concept of interactive book that will take you to travel through time.

The reader will be travelling back and forth in time and learning different codes: Caesar, Mary Stuart, Morse, binary...



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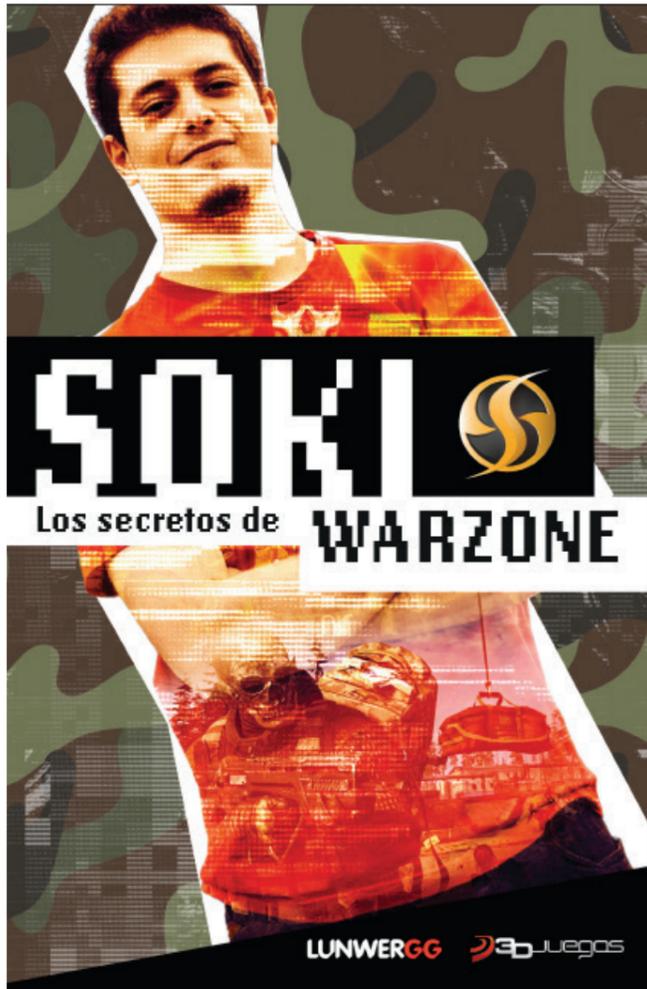
THE POSTMAN OF TIME

Will you manage to decipher all the messages?

A mysterious blue letter signed by someone very peculiar arrives to shake up the boring life of our protagonist and turn it upside down: if he wants to fill the promising vacancy being a postman of time, he will have to overcome a strange selection process in which he will face some very curious characters and a lot of enigmas.

In this adventure, the aspiring postman will have to decode 20 messages that will take him to different historical epochs. To do so, he will have to use all his deductive skills and become an expert in cryptography.





Lunwegg | 208 Pages | October 2021

A unique book that will forever change Warzone.

WARZONE

The secrets of Soki.

Are you one of those who goes down when the zone closes? Are you unable to manage your squad? Do you want to improve your mobility around the map? Do you know your weapons? Classes, perks, map, resource management, leadership? Do you want to be the new king of Warzone? We leave you in the best possible hands: Soki will give you all the tools to be the king of the zone. In addition, with the gameplays you will expand your technical knowledge and learn his best secrets.



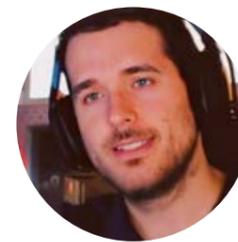
Lunwegg | 208 Pages | December 2021

A guide to learn how to roleplay from the best.

ROLEPLAY

The art of role-playing with Perxिताa.

Do you want to take your role-playing sessions with your colleagues to the next level? Perxिताa, one of the greatest roleplay experts, will give you a masterclass where you will learn all the tricks, receive the best tips, create the characters under a new perspective, dialogues, servers, scripts, streaming... everything you need to get the most out of this new phenomenon of online games.



Perxिताa is a prominent Spanish social media star who is famous for his YouTube channel. His trolling montages, featuring games such as Fortnite, Minecraft, Grand Theft Auto and Among Us, have earned him more than 384 million views. He's the owner of the professional eSports team Ramboot Club.





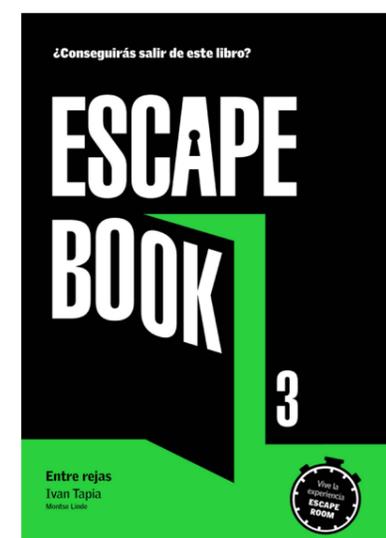
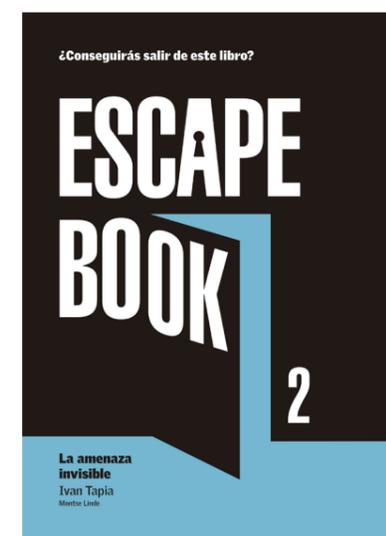
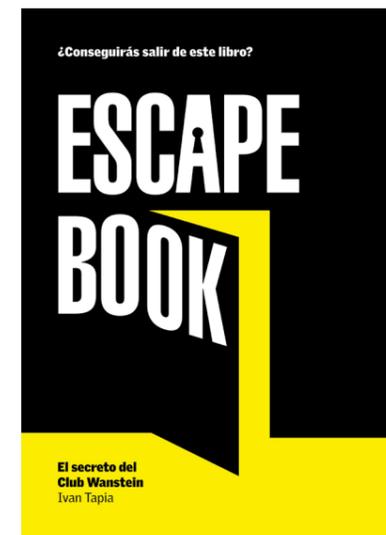
Lunberg | 120 Pages | April 2021



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I CHALLENGE YOU

I Challenge You is a new collection of book-games for restless people who want to enjoy themselves testing their neurons. Aimed at both adults and children, each of its titles presents more than 200 intelligent games to solve individually or to liven up all kinds of encounters. Lateral thinking puzzles, visual, funny, optical, enigmas, sequences, hieroglyphics...: activate your mind and have fun with the activities offered by *I Challenge You!*



ESCAPE BOOK. The Wanstein Club's secret.

Candela Fuertes is 28 years old and works as an investigative journalist specializing in economic and financial crime. She is trapped in a labyrinth and has just 60 minutes to escape and reveal the secret plans of the businessman Anastás Vecla and the Wanstein Club.

The reader joins Candela in her trap and will be forced to draw on all their ingenuity to solve puzzles, optical illusions, conundrums and anagrams to make progress and finally escape both the labyrinth and the book!

Lunberg | 176 Pages | February 2017

ESCAPE BOOK 2. The invisible threat.

The editor of the newspaper where Candela Fuertes works is hospitalized because of a car crash. However, the 'accident' was actually an attempted murder. The motive: an investigation into the use of cancerous pesticides. Candela will take up the case where her boss left off and travel to the main European capitals to get to the bottom of the mystery. She has 60 days before the European parliament votes on the regulations concerning these pesticides: Candela has no time to lose.

Lunberg | 176 Pages | November 2017

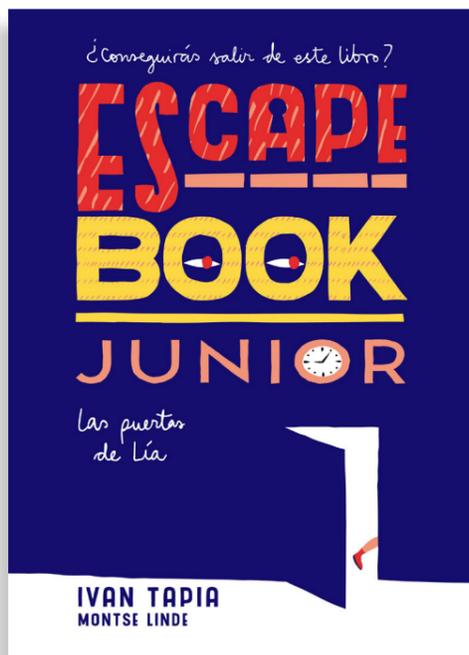
ESCAPE BOOK 3. Behind bars.

After the last episode with the leader of the Wanstein Club, Janina is in preventive custody. The trial about to take place could be a great opportunity to show that she is the sacrificial lamb for Candela Fuertes, but she received a message telling her they want her dead before she can speak in front of the judge. There is only one way out: escaping prison.

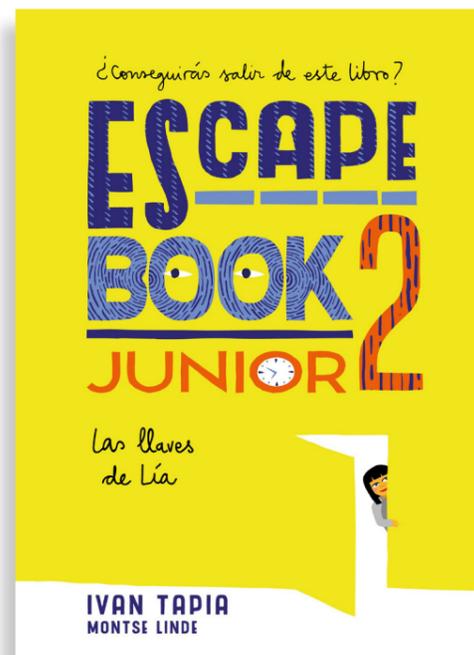
Lunberg | 182 Pages | March 2019



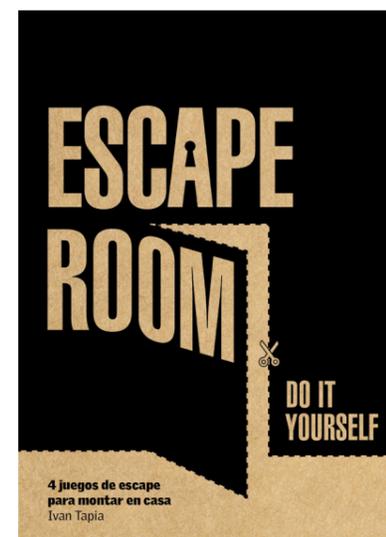
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Lunberg | 144 Pages | November 2017



Lunberg | 144 Pages | September 2019



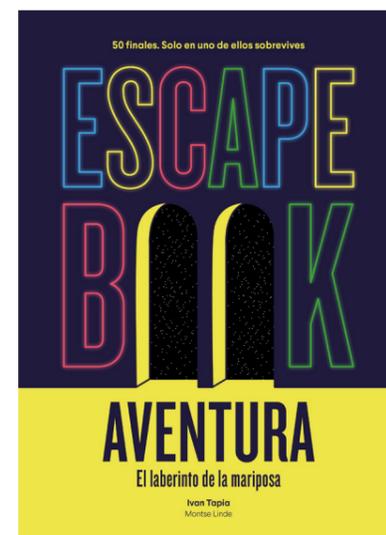
ESCAPE ROOM. Do it yourself.

A dinner for friends, a birthday party, a weekend getaway, etc.: here you have 4 portable escape experiences to have a great time. You decide where, when and with whom.

Four escape games to play at home.

Rights sold to: Éditions Solar (France)

Lunberg | 192 Pages | October 2018

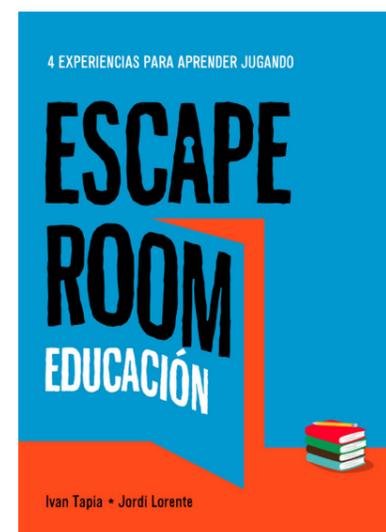


ESCAPE ROOM. ADVENTURE. The butterfly labyrinth.

The protagonist of this book is trapped in a highly addictive and immersive video game that demands enormous dedication. To get back to his real life, he will have to acquire the abilities contained in a series of challenges, climbing the ranks of the players and finding, from among the numerous possible paths, the only one that leads to Atlantis and to freedom.

50 different ends. Only in one of them you do survive.

Lunberg | 176 Pages | September 2019



ESCAPE ROOM. EDUCATION. Four experiences to learn and play.

This book offers four experiences that are like portable escape rooms, ideal for setting up at school or at home, for boys and girls between eleven and fourteen years old to learn to develop the academic competencies appropriate to those ages. The games incorporate content from different academic fields: English, Math, Chemistry... A valuable resource that makes learning entertaining.

Lunberg | 176 Pages | June 2020

ESCAPE BOOK JUNIOR. Lia's Doors.

Lia has a secret ability that she doesn't know yet how to control: she can get inside people's heads and 'open doors'. Today she found a mysterious note in her backpack telling her to come to a secret rendezvous using her door opening ability. Driven by curiosity, Lia follows the note's instructions and discovers the Brotherhood of the Key, a group of people who have the same power, but who can control and develop it. They're ready to share their knowledge with her if she proves her worth by solving a series of puzzles.

ESCAPE BOOK JUNIOR 2. Lia's Keys.

Lia is part of the Brotherhood of the Key, a group of people specialized in opening the doors of "mental houses" where we keep our secrets and memories stored. In this episode, she will have to use all her abilities to open the numerous doors to the house (or fortress, since it's nearly impregnable) of her friend Andrew, and in this way put in good hands the valuable information he has stored there.



Rights sold to: Éditions Solar (France), Heel Verlag (Germany), Leopold Uitgeverij (The Netherlands).



Lunweg | 208 Pages | March 2021

ELITE. ESCAPE BOOK

Secrets that kill.

Brianda Heredia, a student at the elitist La Solana high school, is dead. Although the initial inquiries point to a suicide, the Lake Vigilante, in his enigmatic Instagram account, has begun to upload stories that link this death to that of Marina Nunier, a student at Las Encinas. Could history be repeating itself?

Be that as it may, Brianda will not be the only victim, because secrets are sometimes more lethal than a strong poison. Sex, drugs, betrayals, appearances, robberies...

Everything the elite want to hide will come to light. Discover what that is!

The official escape book of one of the most successful Spanish series on Netflix.

With three seasons aired and a fourth on the way, Elite is one of the most successful series in Netflix's catalog.

RIGHTS SOLD TO:

France and Turkey.



Lunweg Editores | 216 Pages | November 2019

MONEY HEIST. ESCAPE BOOK.

The professor's diary.

Sergio Marquina, better known as the Professor, leader of the biggest robbery in the history of Spain, spent a part of his childhood and adolescence at the hospital. There he made friends with Jero Lamarca, a boy who, like him, learned to accumulate dreams from the bed.

Life wanted them to follow different paths, and they could not even say goodbye to each other, but the ties between them were indestructible. They have never heard from each other again, although Jero has never doubted the solid and profound nature of that friendship.

It has been a while since the robbery that took place at the Royal Mint. Today, while Jero collects the few things that remain in the motorcycle workshop that is forced to close, he receives a package without a return address. Inside, an unsigned letter, a notebook, a locked box with a padlock, a picture of a mask with the face of Dalí and a red paper bow tie.

Jero has no doubts. Out there, Sergio Marquina has left a hidden part of the loot, a new opportunity. He just has to unravel the clues to find it.

RIGHTS SOLD TO:

Brasil, Czech Republic, France, Germany, Greece, Hungary, Italy, Lebanon, Poland, Portugal, Romania, The Netherlands, Russia, Turkey and Lebanon.



Lunweg | 184 Pages | October 2021

A new escape book experience that will turn the reader into one of the characters of *Money Heist*.

Includes a pocket with 10 sheets of die-cut elements to solve the puzzles, which takes the game experience one step further.



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MONEY HEIST. THE ACADEMY

Spain's main newspapers greet the day with a shocking headline. Social networks explode with millions of messages. The news is on everyone's lips.

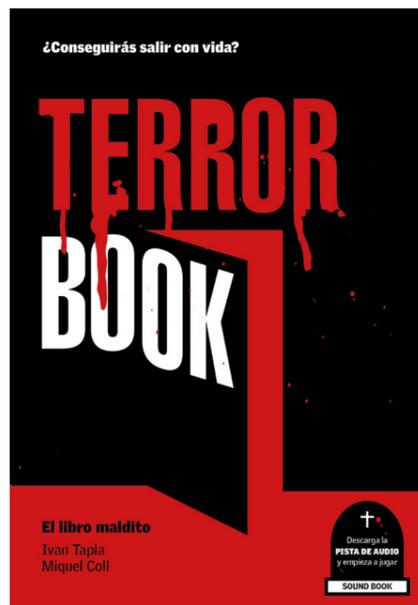
Sergio Marquina, the Professor, has opened the doors of the Academy and is recruiting new robbers. Together with Tokio, Rio, Denver and the other members of the gang, he has designed the tests that will be used to find the best ones. There is only one way to enter the selection process: by solving the riddle published in the press. The candidates who are able to overcome all the stages and reach the end will be the chosen ones.

Will you be one of them? Hurry up! The clock has already started ticking.



RIGHTS SOLD TO:

France, Hungary and Italy.



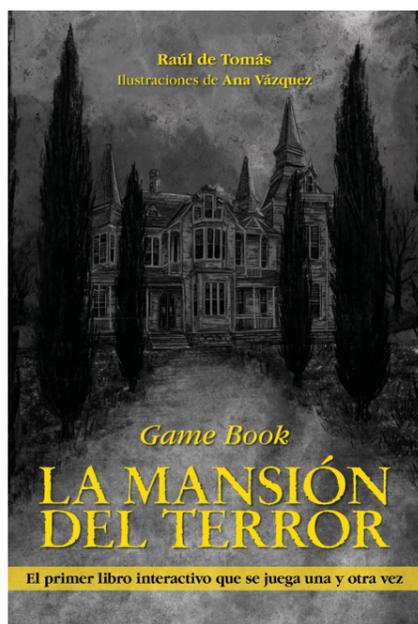
TERROR BOOK. The cursed book.

Among the dusty books piling up in the attic, one caught your attention. You sat on the floor, you opened it up, and... there's no turning back. The worst kind of curse has trapped you, and to escape your grim fate, you will have to solve the mystery its pages contain. Don't let fear paralyze you: figure out the clues hidden in a web of unsettling sounds and break the spell before it's too late.

Terror Book is a book, a game, an escape room. This volume, along with its downloadable audio track, are the departure points for an incomparably bold, adrenaline-filled experience.

Read. Listen. Play. Discover the first sound by the creator of Escape Books.

Lunweg | 188 Pages | March 2020

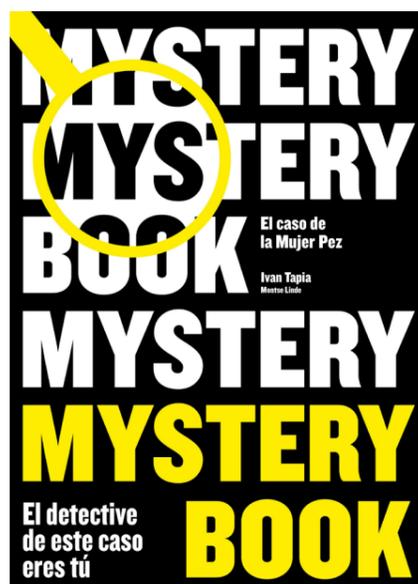


TERROR MANSION. The game book.

A board game in the form of a book that guides readers through a terrifying mansion with no other help than the flashlight on their cellphone, which is about to go dead. A throw of the dice will determine the players' fate, confronting them with traps, discoveries, and ghastly encounters that will be essential to pushing the story forward.

Four possible endings with numerous ways of getting there make the experience at once unique and entertaining. You won't want to stop playing!

Lunweg | 176 Pages | October 2020



MYSTERY BOOK. The detective is you.

The Fish Woman has been killed, and it's up to you to make sure the case gets solved. Investigate, deduce, look for clues, follow the signs, and find the guilty party. When the Circle of Freaks arrives at the village of Leondina, all the inhabitants are shocked by the group: the Siamese twins and their dogs, the Man With Two Faces, the Bearded Lady, or the Dwarf Antón. All of them stay at Casa Amián, where they will meet the Silly Girl – no one knows where she came from, but she is always sitting in a chair in the back of the dining room – and Blind Matías, who sleeps in the kitchen in exchange for telling tales of terror.

Rights sold to: Éditions Solar (France), Eksmo Publishing (Russia).

Lunweg | 128 Pages | April 2018



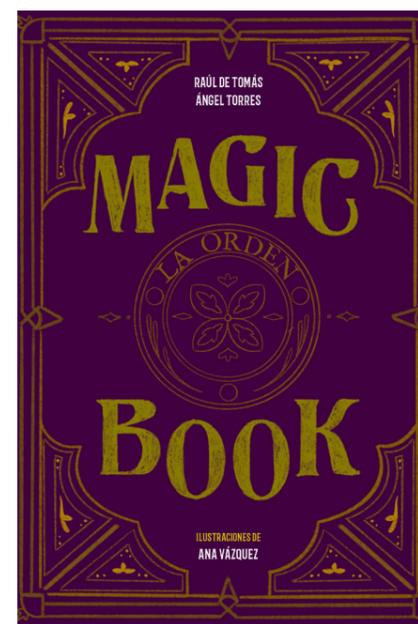
SOCIAL BOOK. Deactivate the bomb.

A book to play four hands.

In your hands you have a bomb that is about to explode. In those of your classmate, there is another one. Both of them are synchronized. You must be alert and share verbally all the information that you have, because you can deactivate your bomb only by working hand in hand with your partner. The timer is running, there is no time to lose!

Two books in one: you will achieve the objective only by matching all the information from both volumes.

Lunweg | 176 Pages | November 2019

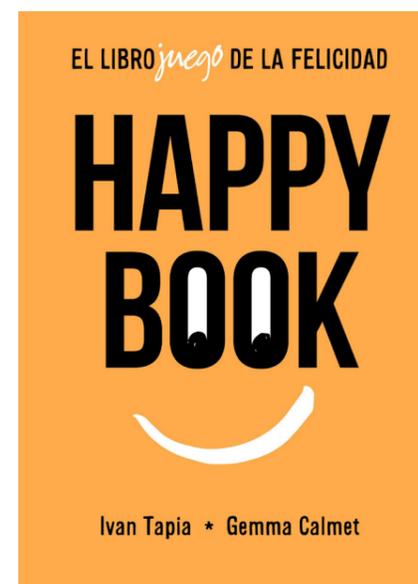


MAGIC BOOK. The order.

Imagine a magic book, but with magic for real. A book that speaks to you—that's right, just to you—and guides you through a series of tests and adventures until you become a real live magician. When you decide to embark on this adventure, not only will you help the heroes of the story complete their objectives on their way toward a breathtaking finale, but you will learn many tricks and how to produce a variety of effects on your own. You will live an amazing magic adventure, and the end result will depend on your ability and talent.

A book intended to follow the rhythm of a real live magic show, as gripping as the Harry Potter saga, it will make you dream like *The Never-Ending Story*, and you can enjoy it over and over again, whether reading it on your own or giving surprising magic shows to your friends or family.

Lunweg | 176 Pages | January 2020



HAPPY BOOK. The gamebook of happiness.

Happy Book is a gamebook with challenges and exercises that will accompany you on your path to happiness. Created by Ivan Tapia—a gaming specialist—and Gemma Calmet—psychologist, therapist, and coach—it is based on the maturity continuum, a psychological concept that describes the path from dependency to interdependency, from that closed place in which we depend on others to be happy to the bright place in which we are capable.

The path of work on yourself doesn't have to be laborious or boring, and here readers/players will find small challenges in the fun activities presented that will focus on connecting them with themselves, respecting themselves, and creating emotional habits that will lead them to enhance their happiness..

Lunweg | 168 Pages | June 2020