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I CHALLENGE YOU!

More than 200 riddles to activate your mind.

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 Vclea and the Wanstein Club.

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

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.

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.

Over 100,000 copies sold only in Spain
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.

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), Heel Verlag (Germany), Leopold Uitgeverij (The Netherlands).

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.

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.
ESCAPE BOOK. ELITE

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.

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ESCAPE BOOK. MONEY HEIST

The Professor’s journal.

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.

The international phenomenon of escape books now in the thrilling style of Money Heist.

Rights sold to: Jan Vasut (Czech Republic), Hachette (France), Heel Verlag (Germany), Pedio (Greece), Művelt Nép Könyvkiadó (Hungary), Salani Editore (Italy), Dar Al-Rahdah (Lebanon), Wydawnictwo Pascal (Poland), Planeta Manuscrito Unipessoal (Portugal), Editura Bestseller (Romania), Ast Publishers (Russia), Kosmos Uitgevers (The Netherlands), Pay Digital Yayincilik (Turkey).

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

- A story that advances through interrogation, as was the case in the original story.
- The riddles, agile and entertaining, are built from stills from the series.
- The book deals with all the themes of the series: adolescence, sex, drugs, social classes...
**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

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**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

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**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

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**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

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**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

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**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