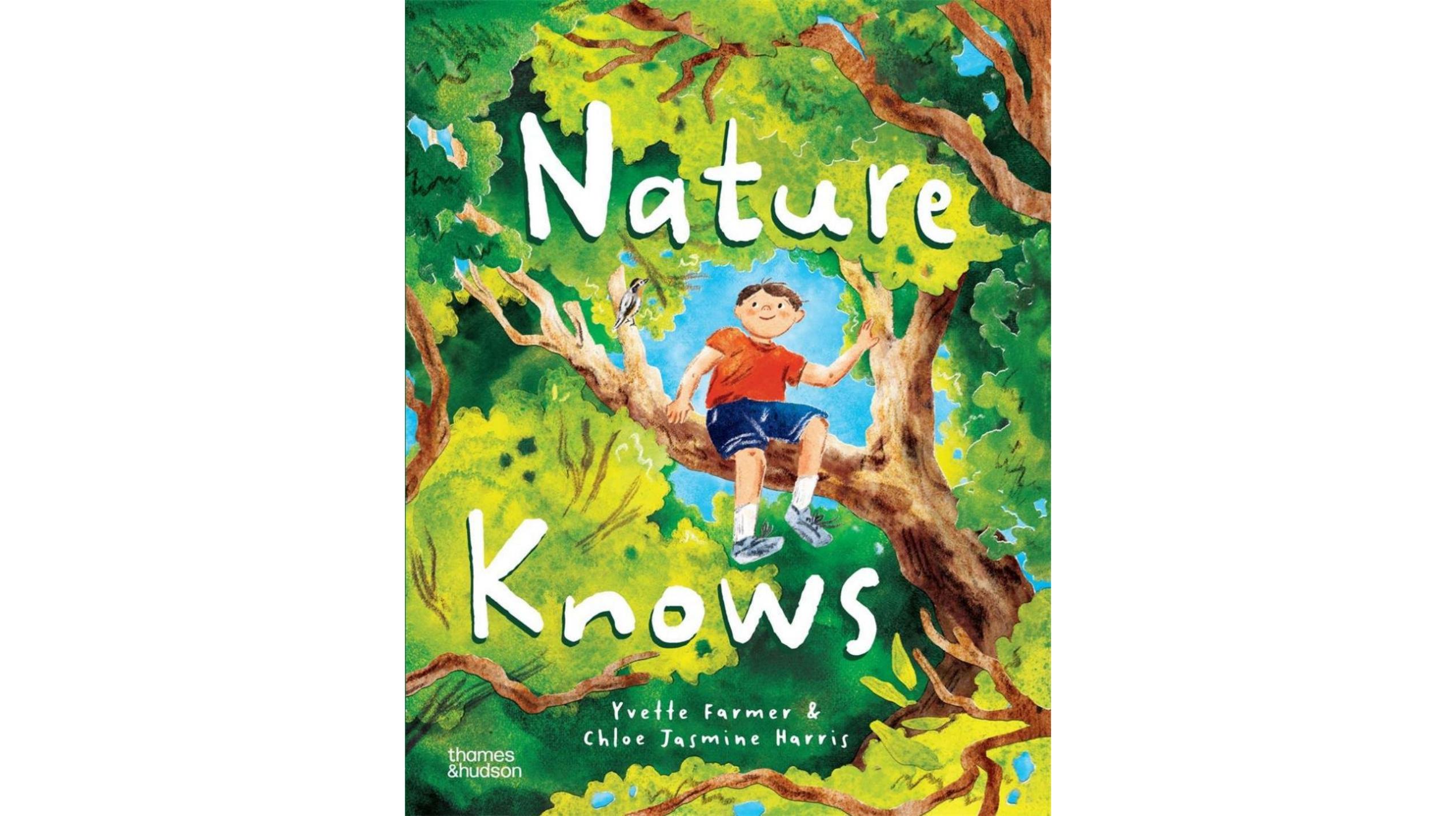


March 2026

KIDS' & GIFT TITLES

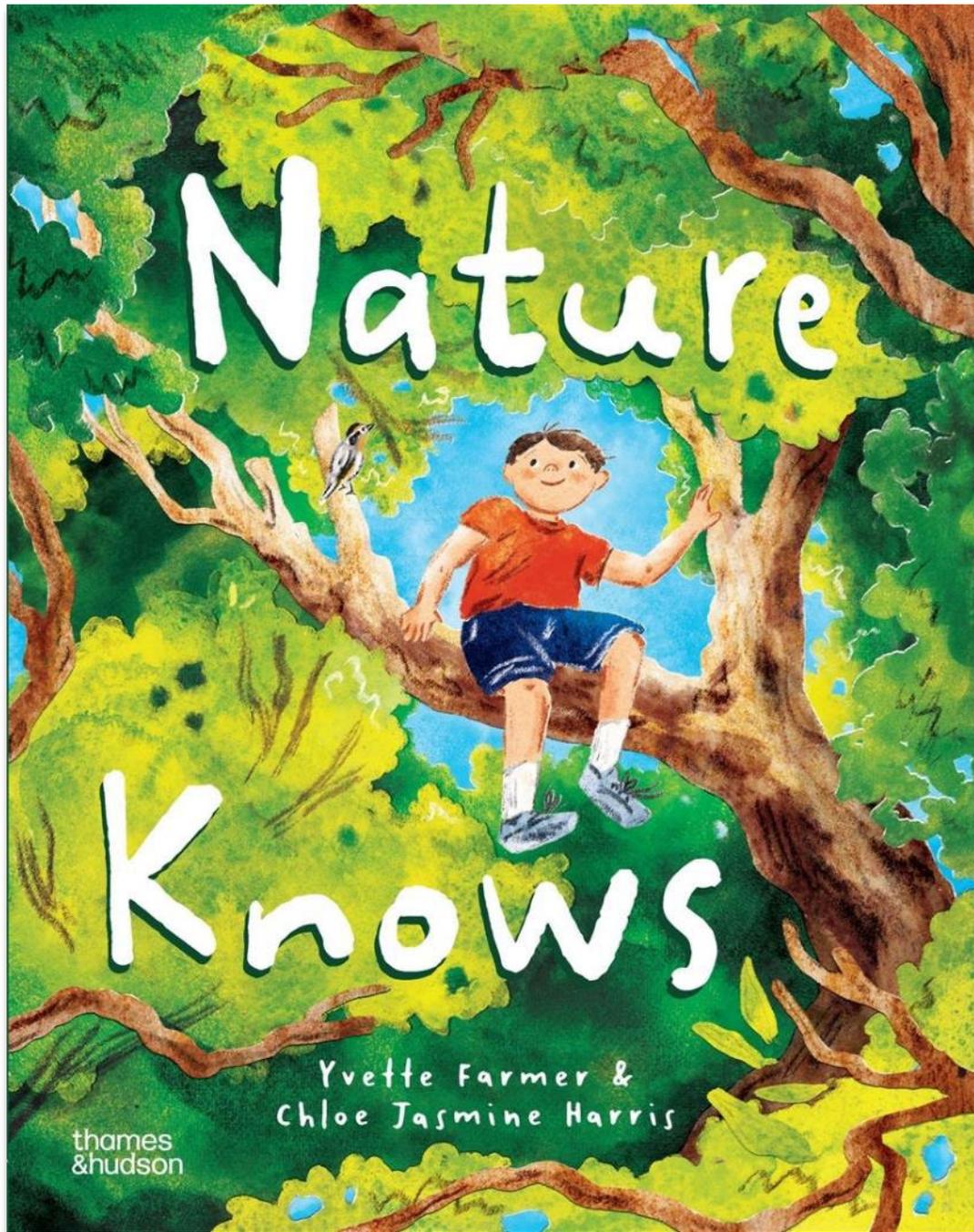


Nature

Knows

Yvette Farmer &
Chloe Jasmine Harris

thames
& hudson



Nature Knows

Yvette Farmer and Chloe Jasmine Harris

A lyrical picture book narrative about escaping the hustle and bustle of everyday life and finding solace in nature.

- Journey into the wild and discover what nature knows about calming busy minds and bringing us home to ourselves.
- Taps into popular topics around children's wellbeing and nature immersion.
- Includes scientific research based on the author's research into children's wellbeing through nature-based play at the University of Western Sydney.
- Features beautiful illustrations by rising talent Chloe Jasmine Harris.
- Includes nature activities in the endmatter.

AGES 4-8

AU \$26.99 | NZ \$32.99
9781760765293
32 Pages
Hardcover
275 mm x 215 mm
Thames & Hudson Aust

Mum calls this feeling foofy.
Dad calls it time-to-go-camping!



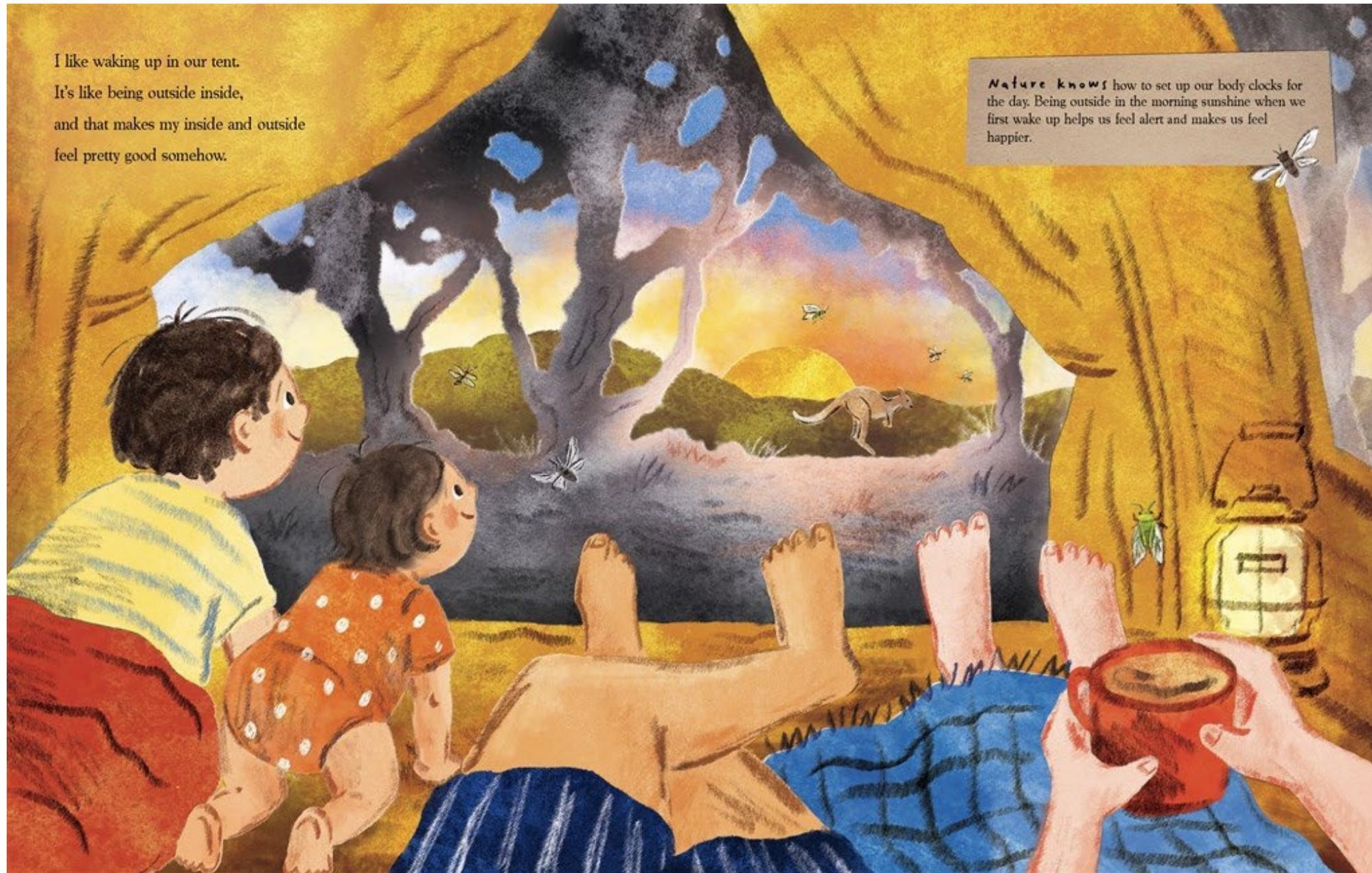
When the sun goes down, we sit by the warm fire.
Sometimes we are loud,
mostly we are quiet.



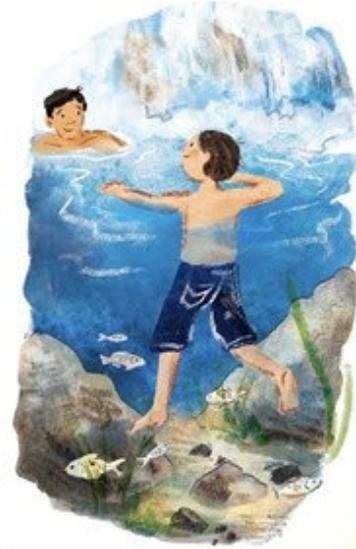
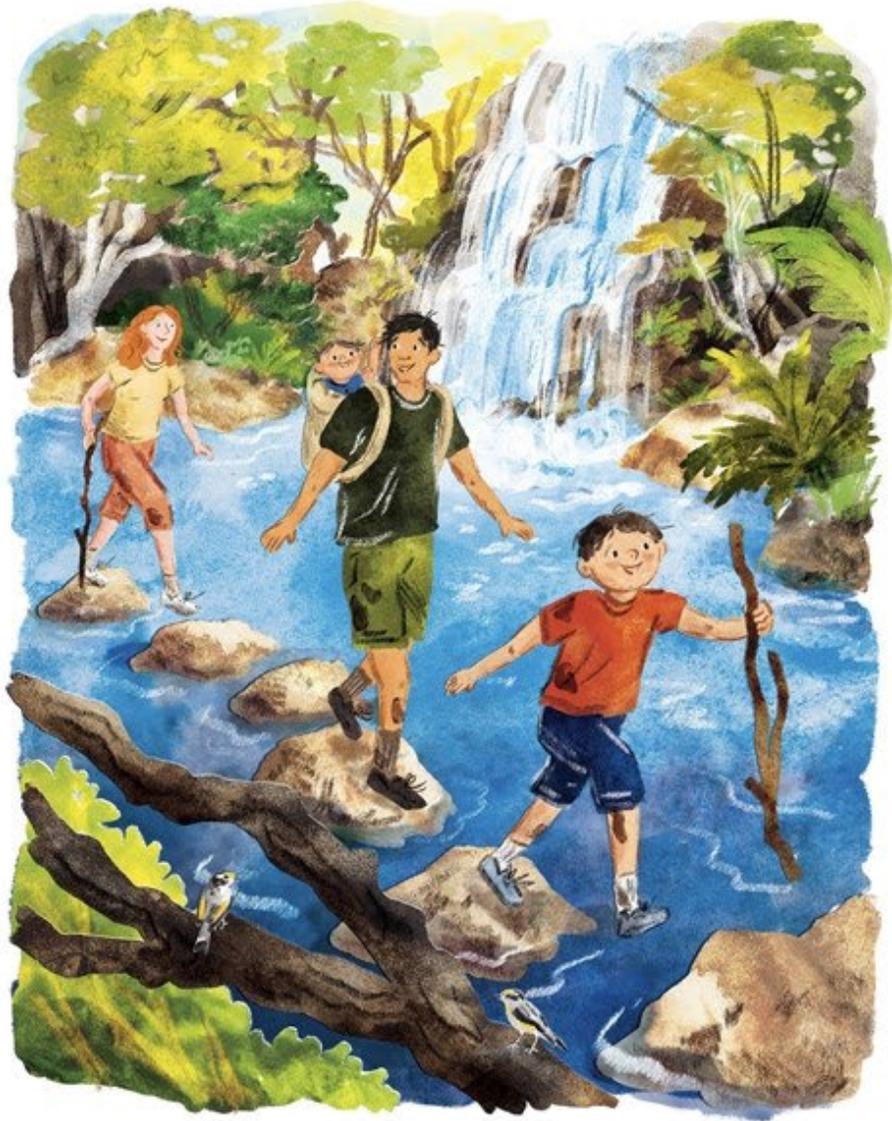
Nature knows when it's time to rest. Watching the warm yellows and oranges of the setting sun sends a message to our brains to slow down. Feeling the warmth of a camp fire, with its crackling sounds and smoky smell, gives our bodies the signal to drift towards sleep.

I like waking up in our tent.
It's like being outside inside,
and that makes my inside and outside
feel pretty good somehow.

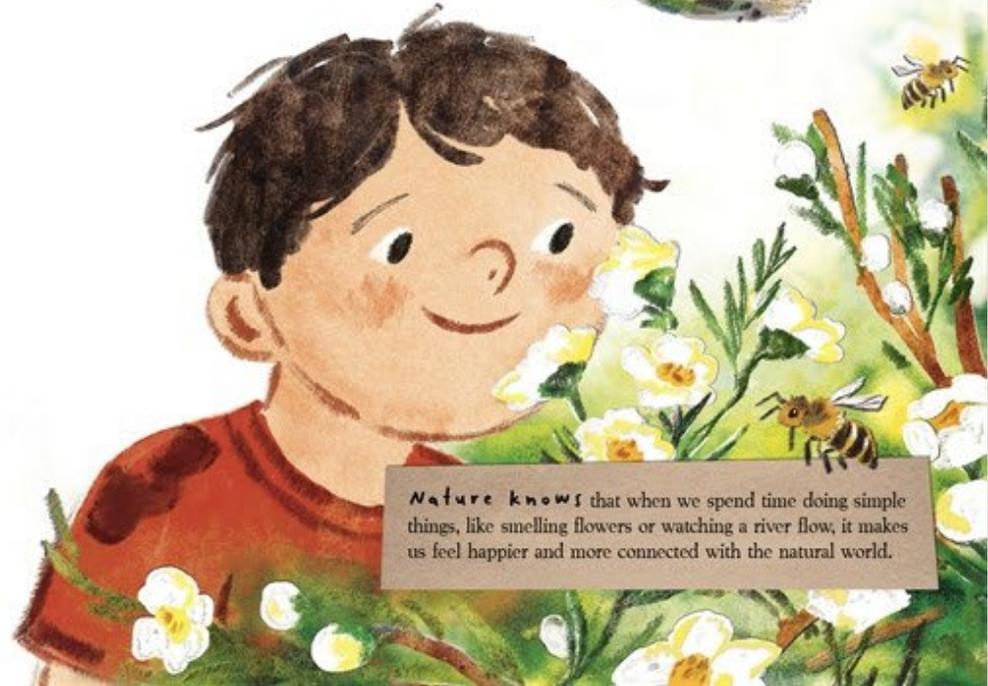
Nature knows how to set up our body clocks for the day. Being outside in the morning sunshine when we first wake up helps us feel alert and makes us feel happier.



We don't do a lot.



But it's full, and real, and special.



Nature knows that when we spend time doing simple things, like smelling flowers or watching a river flow, it makes us feel happier and more connected with the natural world.

So I do.

I breathe it in.

I hold it right next to my heart.

I bring it home.





Nature Knows

Yvette Farmer and Chloe Jasmine Harris

KEY INFORMATION

- **Yvette Farmer** is a teacher with a background in psychology and health science. She has taught university classes as well as primary school for many years and also has experience running workshops.
- Yvette wrote *Nature Knows* after a camping trip with her own family. The experience of being in nature, disconnected from the digital world and from roads and shops and bright lights, gave her the space for her own creativity.
- **Chloe Jasmine Harris** is a commercial and children's illustrator. She loves building intricate worlds, telling stories and playing with movement and colour.
- Chloe has illustrated four picture books, two of which, *Henry Turnip* and *Maple the Brave*, she both wrote and illustrated.
- **Yvette is located in Wollongong and Chloe is based in Sydney.**



Nature Knows

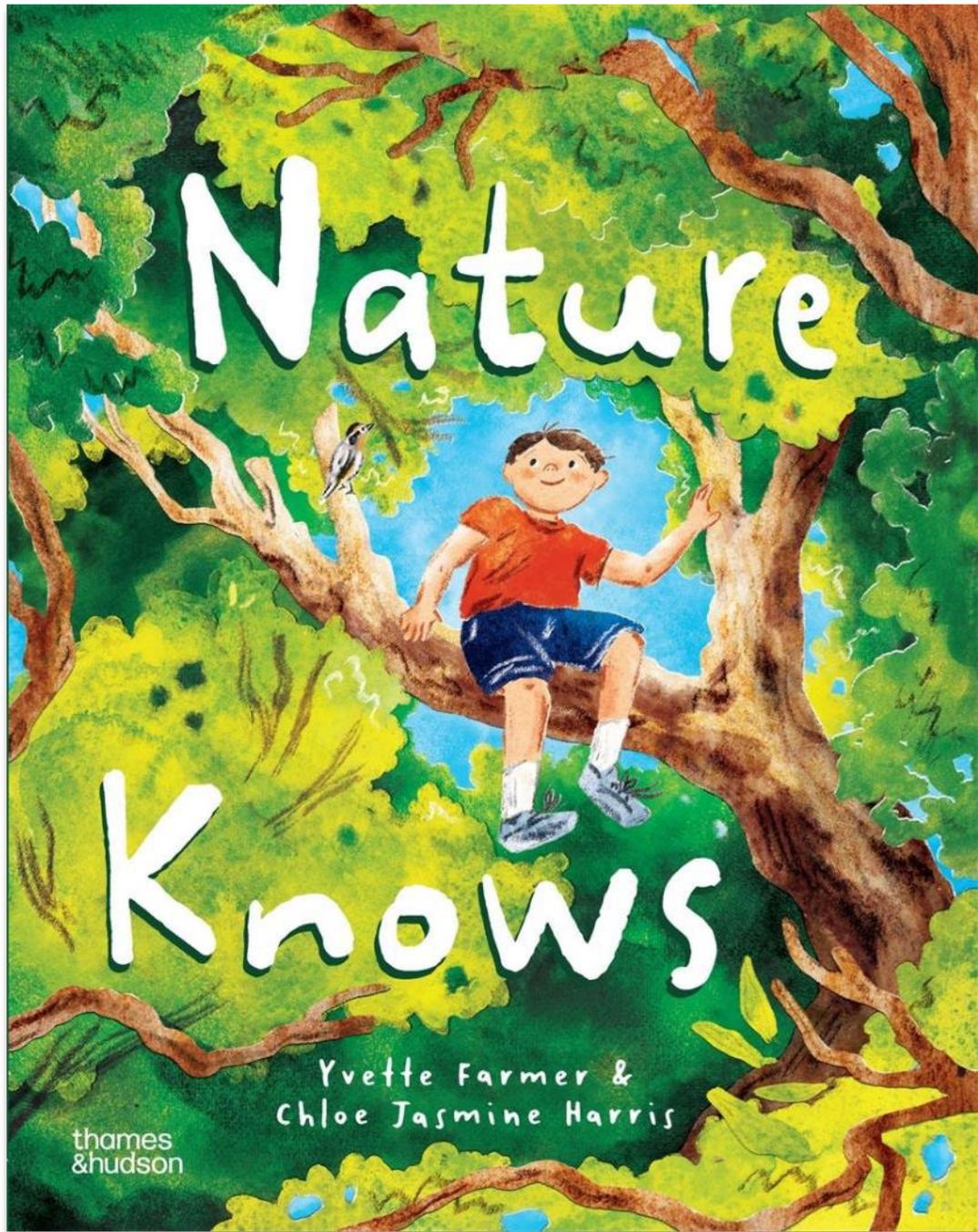
Yvette Farmer and Chloe Jasmine Harris

PROMOTIONAL CAMPAIGN

- **CAMPAIGN LEAD:** Lucy Inglis – l.inglis@thameshudson.com.au
- Pitching angles surrounding how nature benefits children, including mental health, ability to focus, connection to the environment, boosting creativity and fostering teamwork.
- Pitching for **review and extract** in **kids' media** including *Kids' Book Review*, *Kids Corner* and *Magpies Magazine*, as well as across **kids' book review sections** and **weekend supplements**.
- Pitching Yvette for **author profiles** across **kids' focused, lifestyle and broad media**. Additionally pitching for **radio and podcast interviews**.
- Pitching for **story time events** and **writers festivals**.
- Pitching for **partnerships and collaborations** with **aligned organisations** including Women Want Adventure and Timbernook Sensational Experiences.
- Influencer campaign targeting picture book, nature and education influencers.
- **Decal windows** to be designed by the illustrator Chloe Jasmine Harris

Pictured top left: Yvette Farmer, *photo credit: Michelle Heldon*

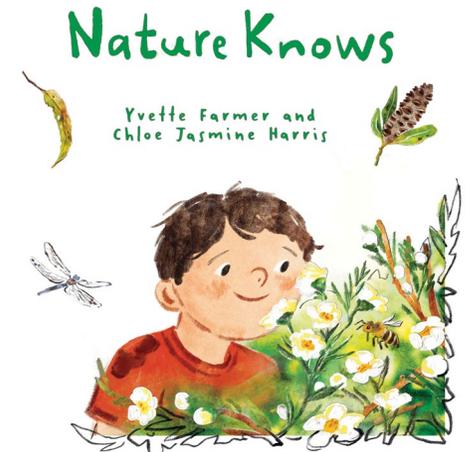
Pictured bottom left: Chloe Jasmine Harris



Nature Knows

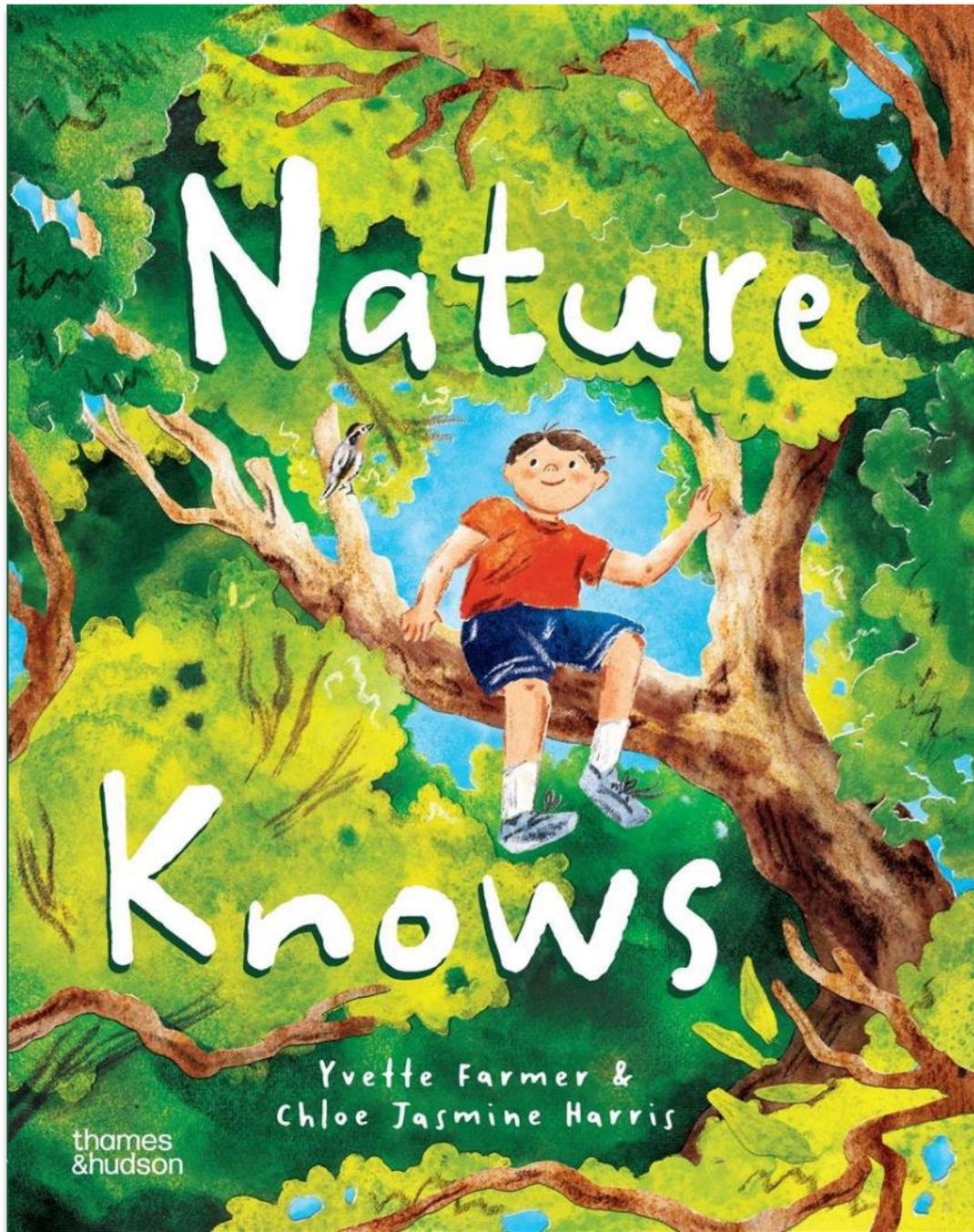
Yvette Farmer and Chloe Jasmine Harris

POS AVAILABLE



- Modular window decal
- 1.4 m full size
- Title and leaves (20x25 cm) and child with flowers (115x80 cm)
- Order via your T&H rep or Rachel: r.chopping@thameshudson.com.au

AU \$26.99 | NZ \$32.99
9781760765293
32 Pages
Hardcover
275 mm x 215 mm
Thames & Hudson Aust



Nature Knows

Yvette Farmer and Chloe Jasmine Harris

A lyrical picture book narrative about escaping the hustle and bustle of everyday life and finding solace in nature.

- Journey into the wild and discover what nature knows about calming busy minds and bringing us home to ourselves.
- Taps into popular topics around children's wellbeing and nature immersion.
- Includes scientific research based on the author's research into children's wellbeing through nature-based play at the University of Western Sydney.
- Features beautiful illustrations by rising talent Chloe Jasmine Harris.
- Includes nature activities in the endmatter.

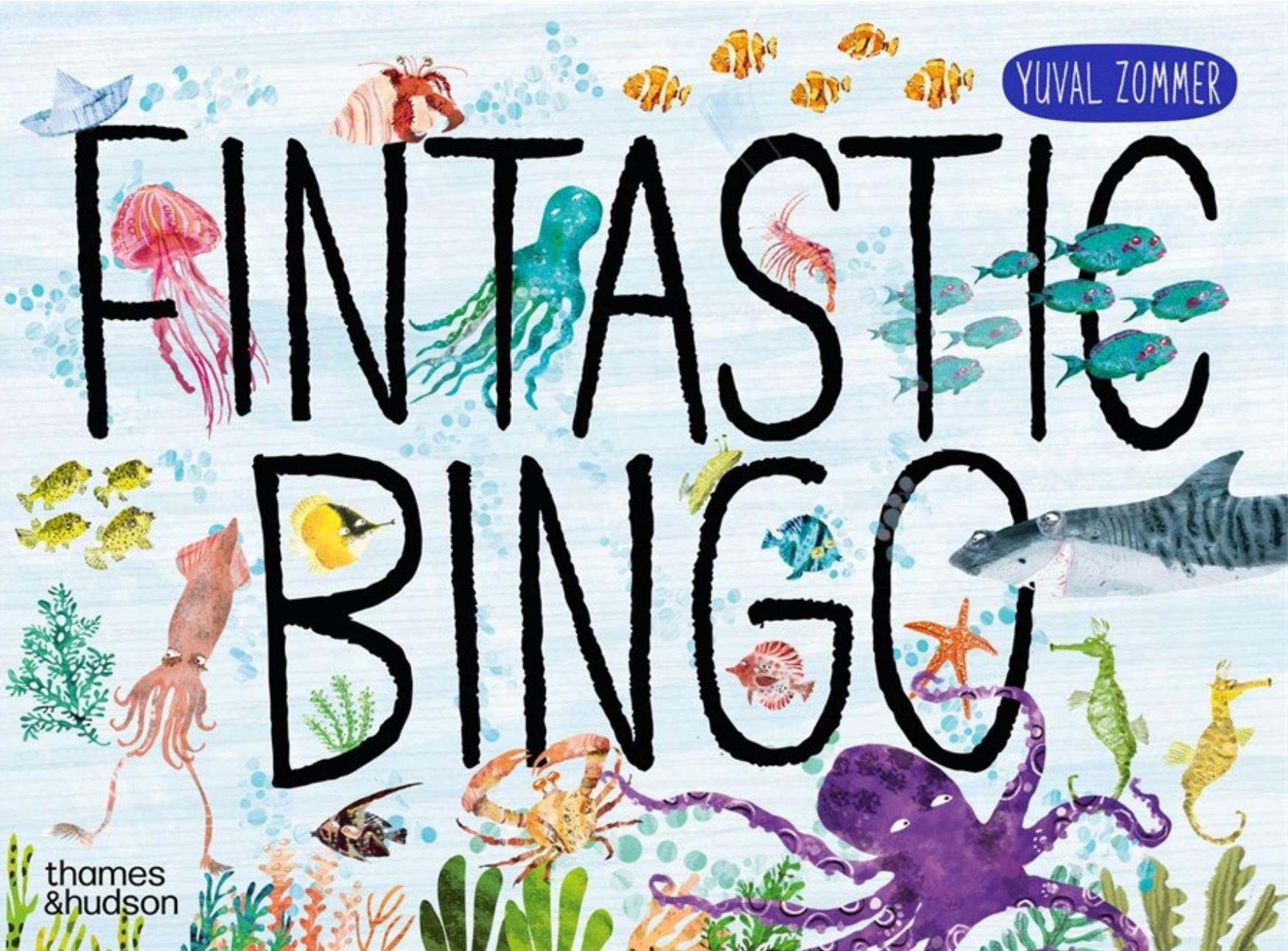
AGES 4-8

AU \$26.99 | NZ \$32.99
9781760765293
32 Pages
Hardcover
275 mm x 215 mm
Thames & Hudson Aust

YUVAL ZOMMER

FANTASTIC BINGO

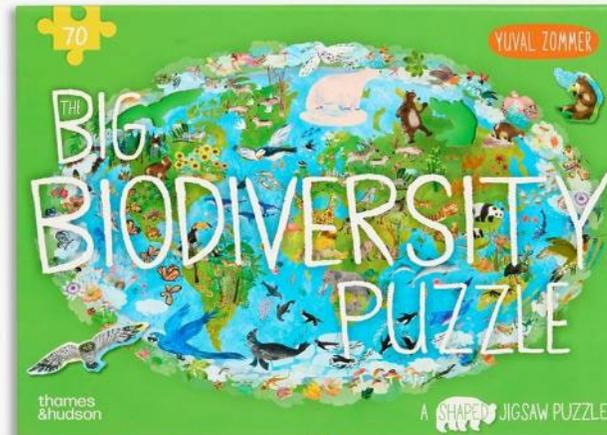
thames
& hudson



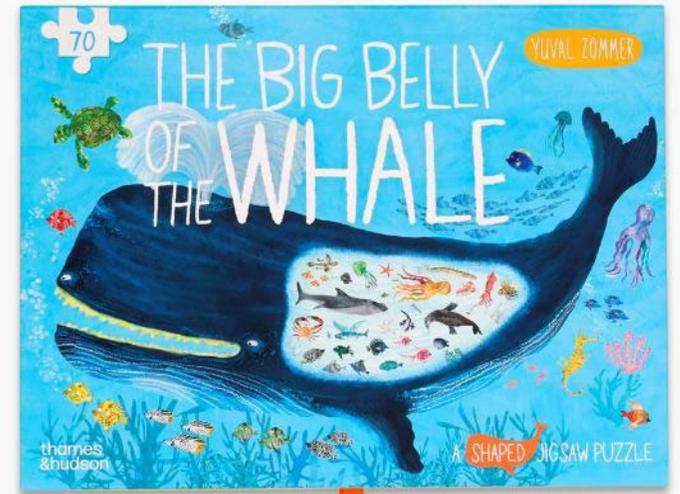
ALSO AVAILABLE



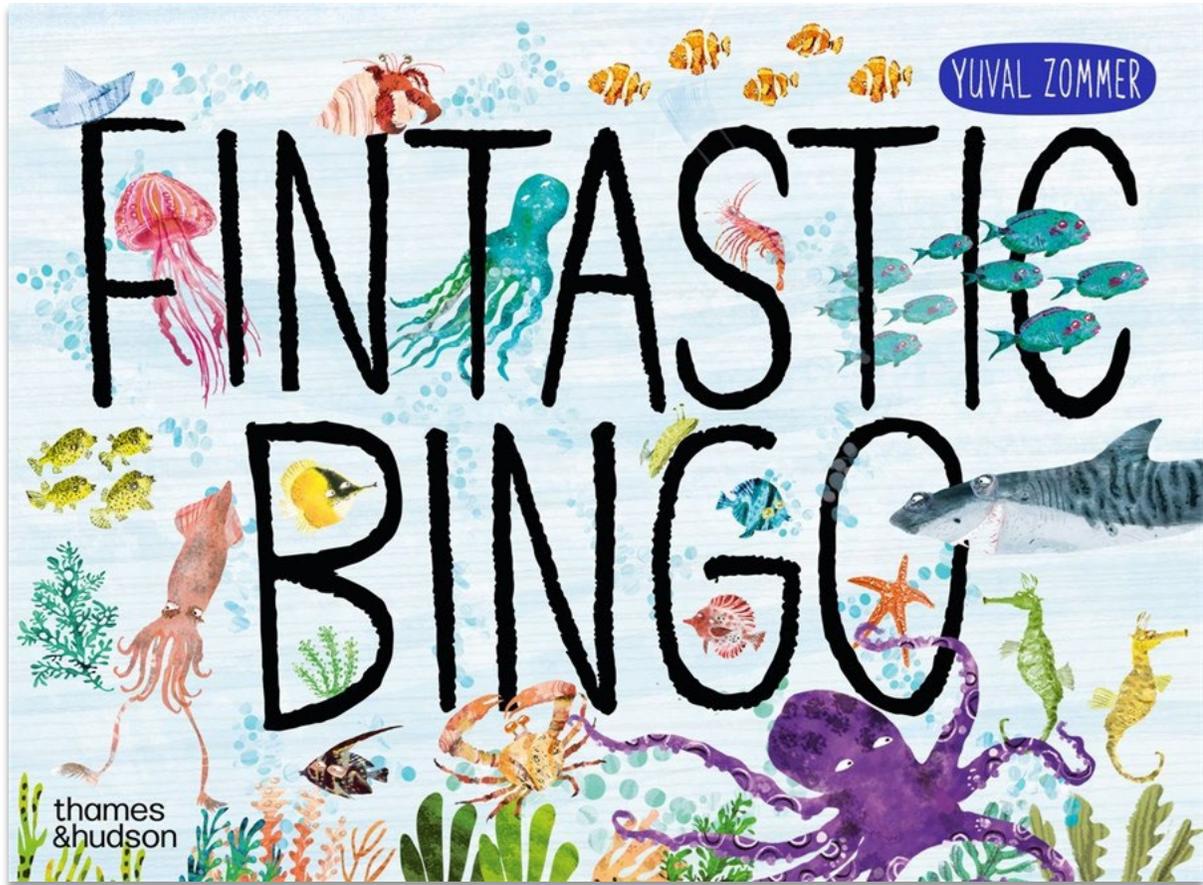
9780500421123



9780500421147



9780500421116



Fintastic Bingo

A GAME FOR ALL AGES

Yuval Zommer

Fintastic Bingo plunges the family-favourite game into the deep sea, featuring forty-eight shimmering and surprising sea creatures by Yuval Zommer.

- Discover the fintastic creatures of the ocean as you excitedly wait to shout 'Bingo!' You may be familiar with the turtle, seal and clownfish, but can you spot the mandarin dragonet, narwhal and gulper eel? Open the box to reveal a game board, six doublesided player cards, forty-eight sea creature tokens, 120 shell counters and a booklet filled with claw-some facts.
- Do you know why a seahorse has two skeletons? Or why a female anglerfish has a light bulb hanging from her head? Or exactly how big a blue whale is? Learn the answers to these questions and much more while you play.
- *Fintastic Bingo* is the follow-up to *Bugtastic Bingo*, and features Yuval Zommer's much-loved sea illustrations.

AGES 4-8

AU \$36.99 | NZ \$39.99
9780500421130
12 Pages
Jigsaw Puzzle
288 mm x 216 mm
Thames and Hudson Ltd



A BINGO GAME BY
YUVAL ZOMMER

thames
& hudson

- Game board with 6 player cards
- 120 counters, plus 48 ocean tokens
- Blue and bubbly Fintastic booklet



FINTASTIC BINGO
A Game for All Ages



HOW TO PLAY

Contents

- Game board
- 48 ocean tokens
- 6 double-sided player cards
- 120 counters



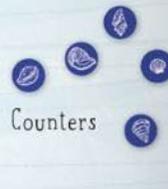
Ocean tokens



Game board



Player cards



Counters

Setup

- Choose one player to be the bingo caller. The caller takes the game board and puts all of the ocean tokens face down in the box.
- Remaining players each take a player card and 16 counters.

Gameplay

The caller picks out a random ocean token and calls it out, for example, 'penguin'. If a player has a penguin on their player card, they cover it with a counter.

The caller covers the penguin on the game board with the penguin token so that they can see later which ocean creatures have been called out.

The winner is the first player to cover their entire player card with counters and yell out 'BINGO!' The caller will be able to confirm the win by checking the player's card against their game board.

Start the next game with a new caller and new player cards.



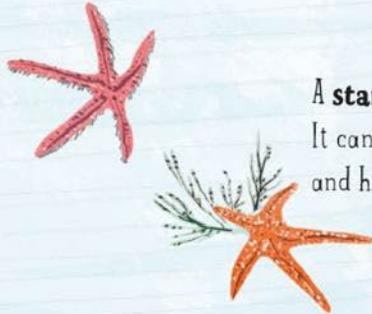
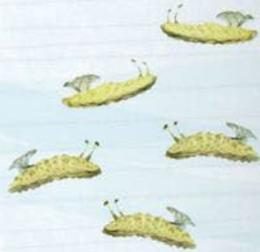
Only have time for a quick round?

Instead of filling the entire player card, the winner is the first player to complete a full row or column on their card (only 4 ocean creatures).



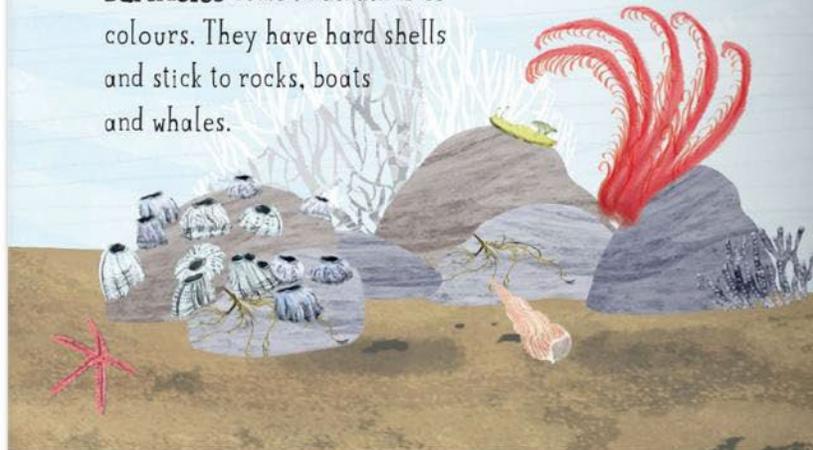
ROCK POOLS

A **sea lemon slug** is sour like a lemon, which stops things from wanting to eat it.



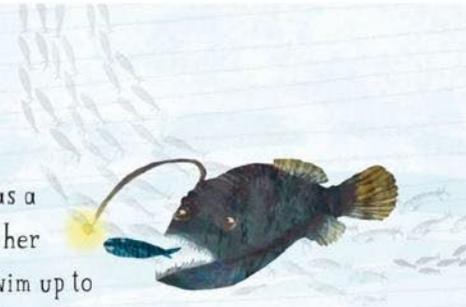
A **starfish** isn't a fish at all! It can have up to 40 arms and has no blood.

Barnacles come in all kinds of colours. They have hard shells and stick to rocks, boats and whales.

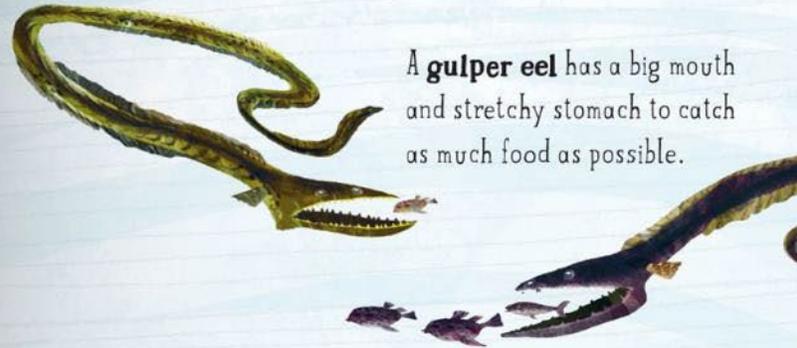


DEEP SEA

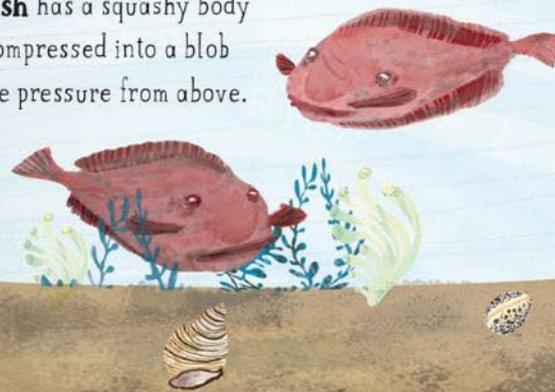
A female **anglerfish** has a light bulb hanging from her head. When other fish swim up to investigate, she snaps them up.



A **gulper eel** has a big mouth and stretchy stomach to catch as much food as possible.



A **blobfish** has a squashy body that is compressed into a blob under the pressure from above.



CRUSTACEANS



A **hermit crab** is not born with a shell, but looks for an empty one on the sea-floor to live in. When it finds one, it takes the shell everywhere.

Some **krill** have glow-in-the-dark insides so at night they shimmer under the surface of the sea.



A **lobster** sheds its hard outer shell as it grows bigger. If it loses a claw or a leg, it can grow another one. Claw-some!



POISONOUS!

A **pufferfish** is slow so it can't get out of the way of predators very easily. To put off hungry fish, it expands into a spiky ball and is one of the most poisonous animals on Earth.



Jellyfish have been around for over 500 million years, making them some of the oldest living creatures on Earth.

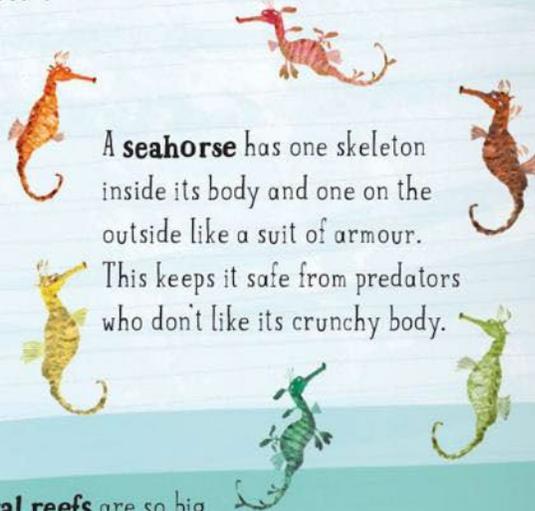


A **lionfish** has colourful stripes that say 'I'm poisonous' to bigger fish that might try to eat it.



CORAL REEF FISH

Some types of **parrotfish** have scales that are so tough, they could stop a spear.



A **seahorse** has one skeleton inside its body and one on the outside like a suit of armour.

This keeps it safe from predators who don't like its crunchy body.

Coral reefs are so big that some can be seen from space.



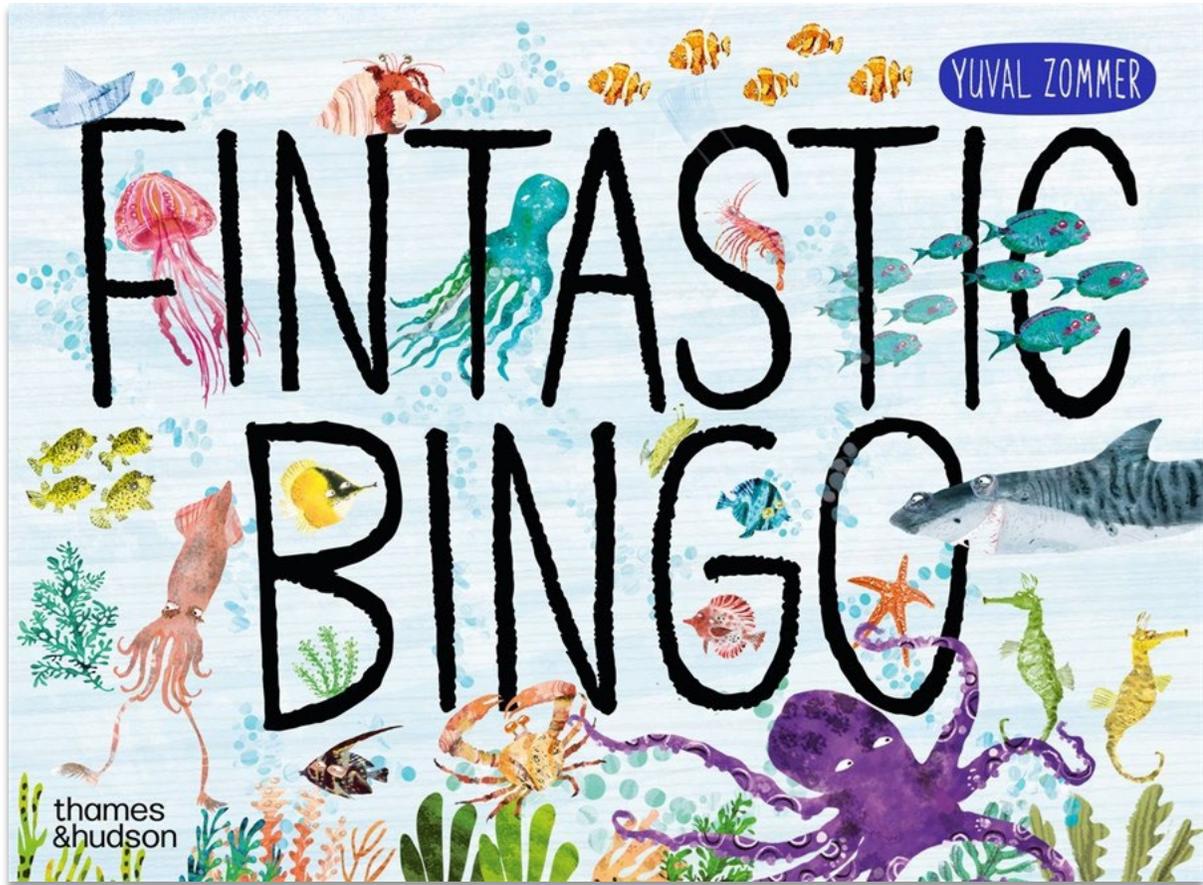
A **boxfish** is square. Its bones are rigid so it can't move quickly. Other fish find boxfish hard to eat.



A **dragonet** produces a smelly, slimy coating to put off predators.

Lots of **plastic** ends up in the sea and can harm coral reefs and other animals. We can help to stop this by using fewer things made from plastic.





Fintastic Bingo

A GAME FOR ALL AGES

Yuval Zommer

Fintastic Bingo plunges the family-favourite game into the deep sea, featuring forty-eight shimmering and surprising sea creatures by Yuval Zommer.

- Discover the fintastic creatures of the ocean as you excitedly wait to shout 'Bingo!' You may be familiar with the turtle, seal and clownfish, but can you spot the mandarin dragonet, narwhal and gulper eel? Open the box to reveal a game board, six doublesided player cards, forty-eight sea creature tokens, 120 shell counters and a booklet filled with claw-some facts.
- Do you know why a seahorse has two skeletons? Or why a female anglerfish has a light bulb hanging from her head? Or exactly how big a blue whale is? Learn the answers to these questions and much more while you play.
- *Fintastic Bingo* is the follow-up to *Bugtastic Bingo*, and features Yuval Zommer's much-loved sea illustrations.

AGES 4-8

AU \$36.99 | NZ \$39.99
9780500421130
12 Pages
Jigsaw Puzzle
288 mm x 216 mm
Thames and Hudson Ltd

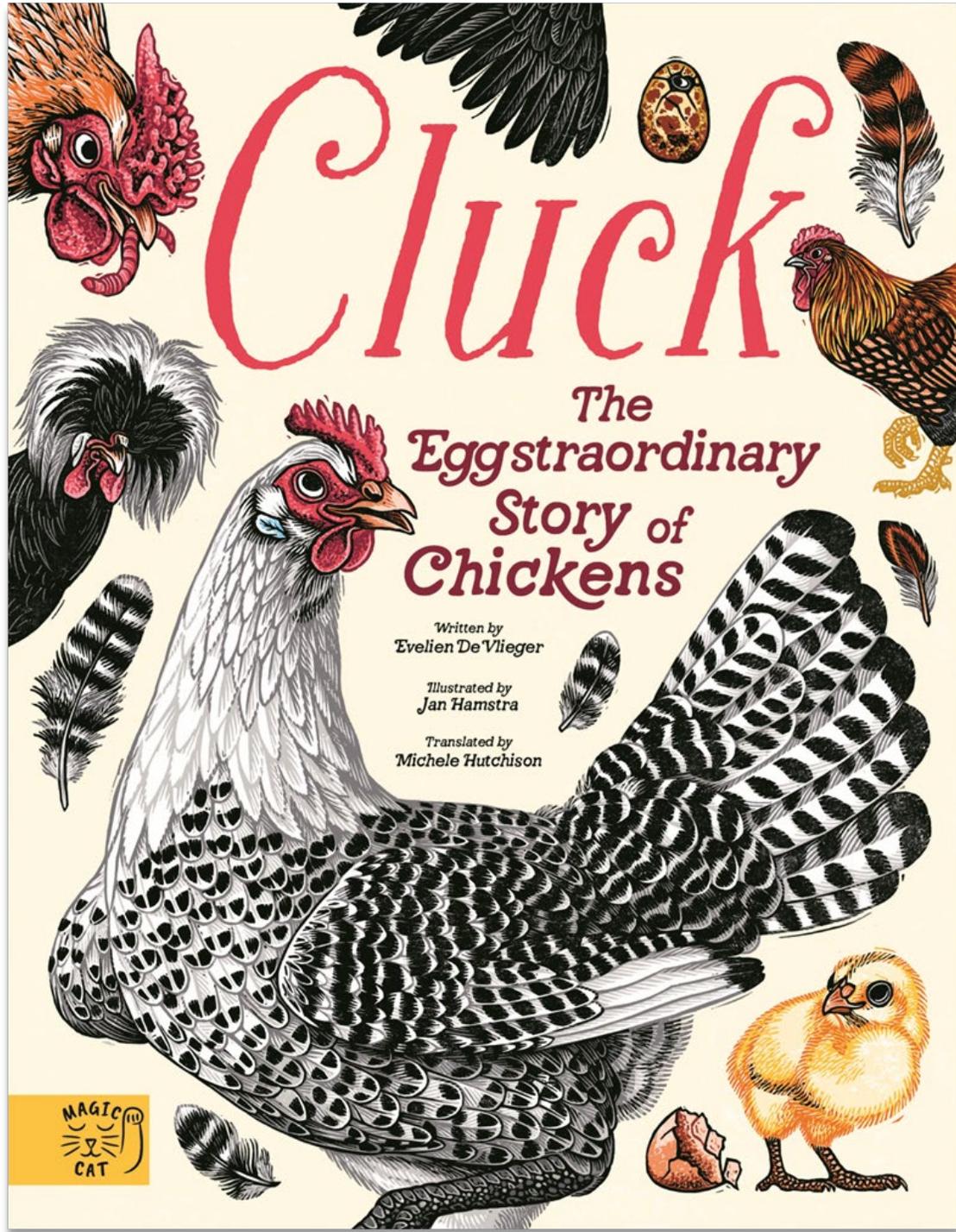
Cluck

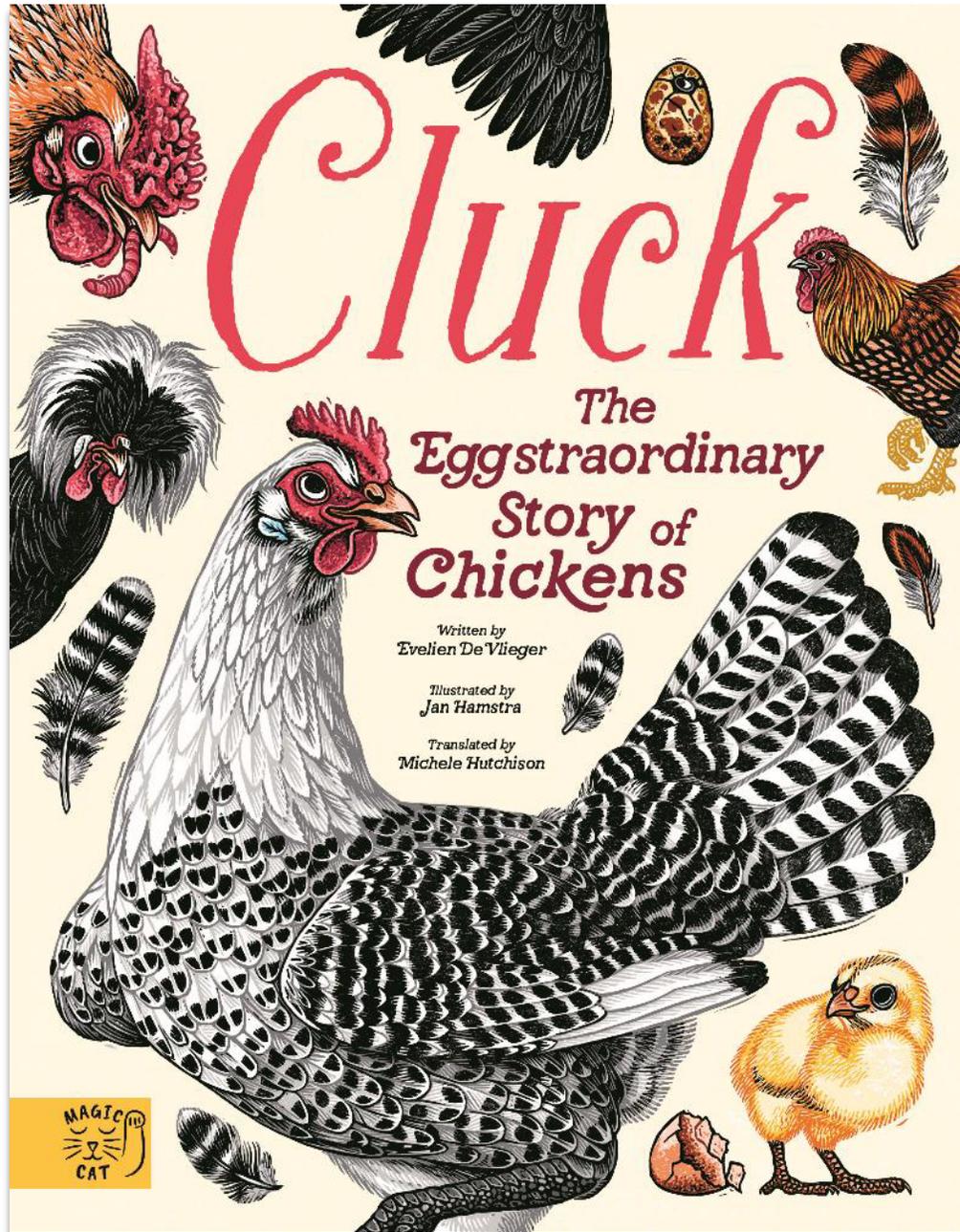
The Eggstraordinary Story of Chickens

Written by
Evelien De Vlieger

Illustrated by
Jan Hamstra

Translated by
Michele Hutchison





Cluck!

THE EGGSTRAORDINARY STORY OF CHICKENS

Evelien De Vlieger and Jan Hamstra

A quirky book that tells the eggstraordinary story of chickens - from their dinosaur origins to their anatomy, history and behaviours - presented as a beautifully illustrated gift edition.

- This comprehensive handbook is the ideal guide for budding ornithologists and keepers of garden flocks.
- Fully illustrated throughout, *Cluck!* invites young readers (and their grown-ups) on an engaging journey to discover the fascinating world of chickens.
- Explore the wide variety of chicken breeds, uncover how they think and feel, learn the terminology for their anatomy, delve into their history and find out which types of eggs different breeds lay. You'll also discover how to 'speak chicken', along with tips on handling and caring for these characterful birds.
- With lively, playful text and intricate, colourful linocut illustrations, this visual encyclopaedia celebrates chickens in all their feathered glory.

AGES 7-12

AU \$34.99 | NZ \$39.99
9781917366588
80 Pages
Hardcover
270 mm x 210 mm
Magic Cat Publishing

Before They Were Chickens

Humans are related to monkeys. And chickens are descended from dinosaurs. So when it comes to cool family trees, chickens win – though they never learned to talk, so they can't brag about it.

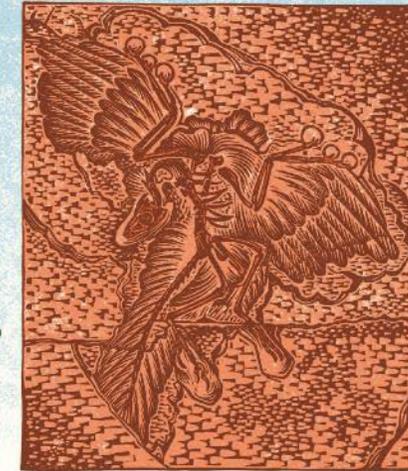
The first humans appeared around four million years ago, but chickens have been

around much longer, for about 150 million years. Another point for chickens. One of their ancient relatives was *Archaeopteryx*, a feathered dinosaur with wings, teeth, fingers and a fleshy tail. It wasn't a towering beast – it would've only reached your knees – and it wasn't much of a flyer either. We can't know its exact colour from fossils, but one fossilized feather was black. Maybe the first chicken was, too.

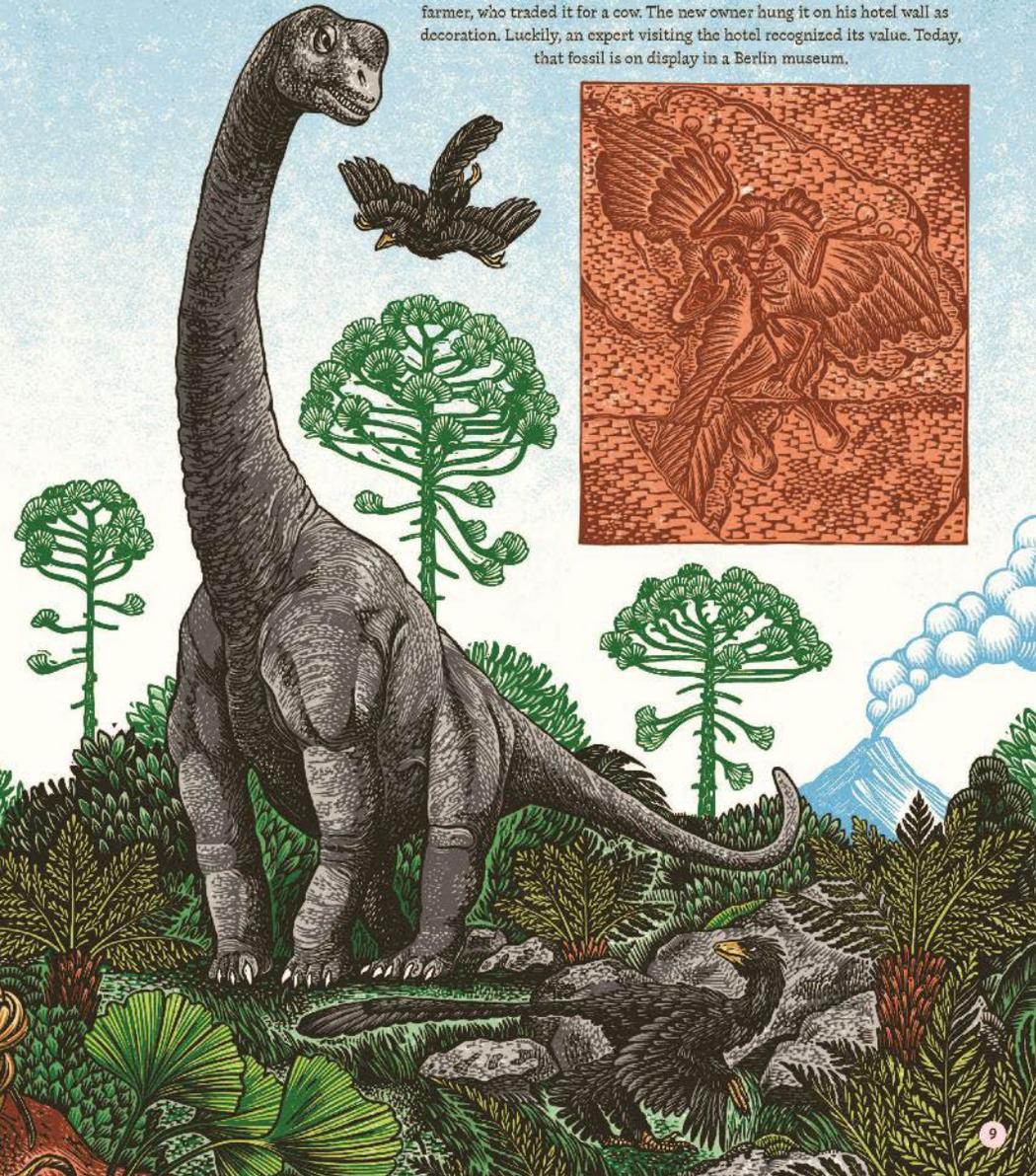
What came first, the chicken or the egg?

Two almost-chickens once mated and produced an egg – inside was the first true chicken. So, the egg came first.

The most famous *Archaeopteryx* fossil was discovered in 1875 by a German farmer, who traded it for a cow. The new owner hung it on his hotel wall as decoration. Luckily, an expert visiting the hotel recognized its value. Today, that fossil is on display in a Berlin museum.



Archaeopteryx





Born to Be Wild

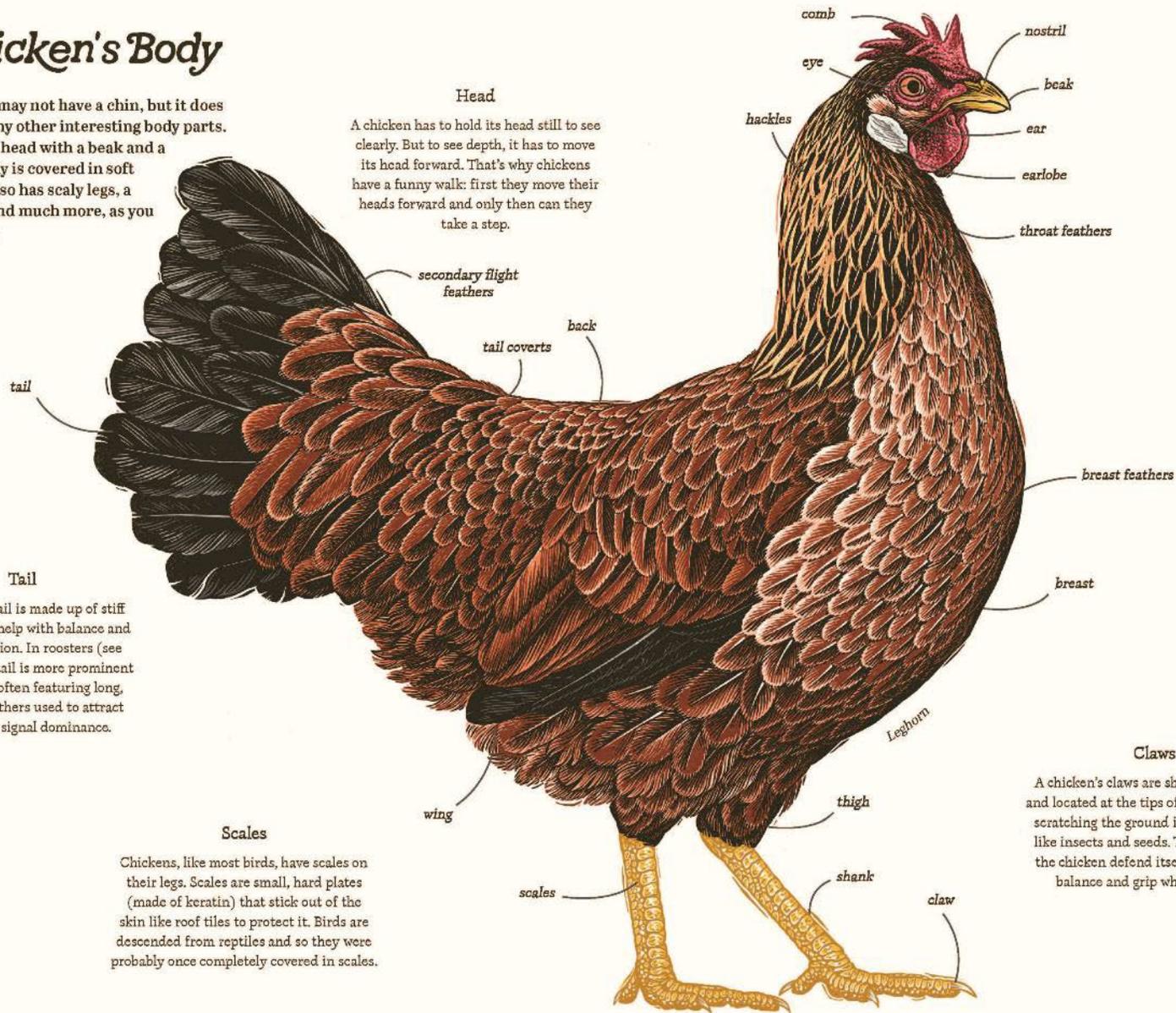
Chickens belong to the species *Gallus gallus domesticus*. *Gallus* means 'cock' and *domesticus* means 'domesticated'. Their wild siblings are simply called *Gallus gallus*.

All domestic chickens are descended from the red junglefowl (also known as the bankiva), a wild bird native to Southeast Asia. People in Southeast Asia once captured these shy, wild birds and selectively bred them. Over generations - about 3,000 years ago - this process eventually produced the first tame chickens.

Domesticated animals are kept for practical reasons. Some, like cats and dogs, offer companionship, while others - such as cows, sheep and chickens - provide milk, meat, wool or eggs. Dogs, descended from grey wolves, were the first animals domesticated by humans.

A Chicken's Body

A chicken may not have a chin, but it does have many other interesting body parts. It has a small head with a beak and a comb. Its body is covered in soft feathers. It also has scaly legs, a bouncy tail and much more, as you can see here.



Head

A chicken has to hold its head still to see clearly. But to see depth, it has to move its head forward. That's why chickens have a funny walk: first they move their heads forward and only then can they take a step.

Eyes

Chickens can use their eyes independently of each other. The left eye can search the feeder for the chunkiest corn kernel while the right eye keeps a look out for predators.

Beak

The beak is made of a hard material called keratin – the same substance as our fingernails – and is used to peck corn and grubs from the ground.

Ears

It looks as if chickens don't have ears, but they do. Their ears are small holes on either side of their head, covered by tufts of feathers.

Tail

A chicken's tail is made up of stiff feathers that help with balance and communication. In roosters (see page 20), the tail is more prominent and arched, often featuring long, colourful feathers used to attract mates and signal dominance.

Scales

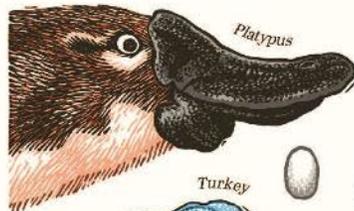
Chickens, like most birds, have scales on their legs. Scales are small, hard plates (made of keratin) that stick out of the skin like roof tiles to protect it. Birds are descended from reptiles and so they were probably once completely covered in scales.

Claws

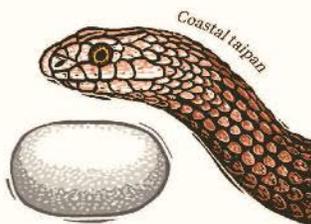
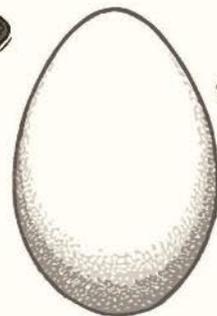
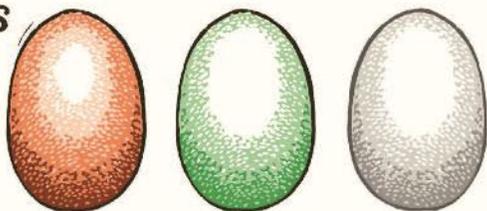
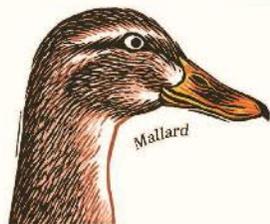
A chicken's claws are sharp and curved, and located at the tips of its toes, used for scratching the ground in search of food like insects and seeds. These claws help the chicken defend itself and maintain balance and grip while perching.

Eggcellent Eggs

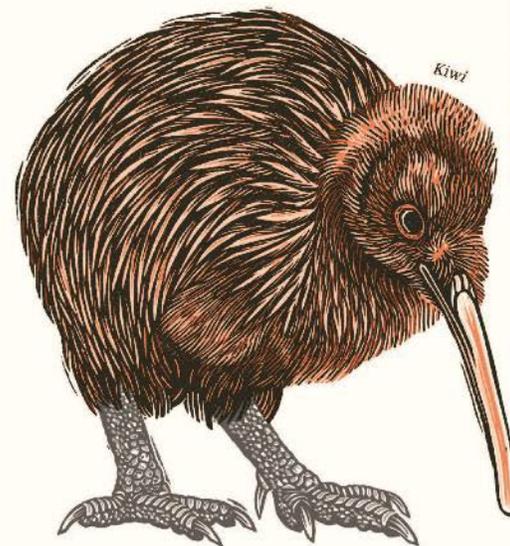
Chickens aren't the only animals that lay eggs. All birds lay them, but so do most fish, amphibians, reptiles and some mammals, namely platypuses and echidnas.



Chickens used to mainly lay eggs in the spring. The chicks could grow up in the spring sunshine. Until about a hundred years ago, chickens laid no more than 70 eggs a year.

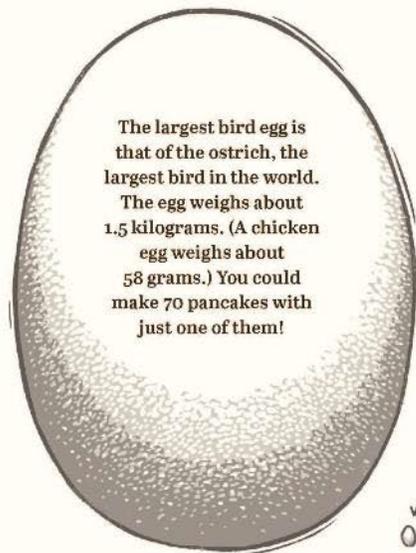


For centuries, people believed witches used empty eggshells as boats. This is why superstitious people would smash used eggshells (and some still do).



Birds in the wild lay eggs only if a male has come along to fertilize them first. But all birds will lay a new egg if you take one away from the nest. People started doing this with chickens so that they laid more eggs. After a while, the chickens just kept laying.

The New Zealand kiwi lays the largest egg in proportion to its size. Its egg is as big as its body! The kiwi only manages this feat once a year. It takes 70 days for a kiwi chick to emerge from the egg.



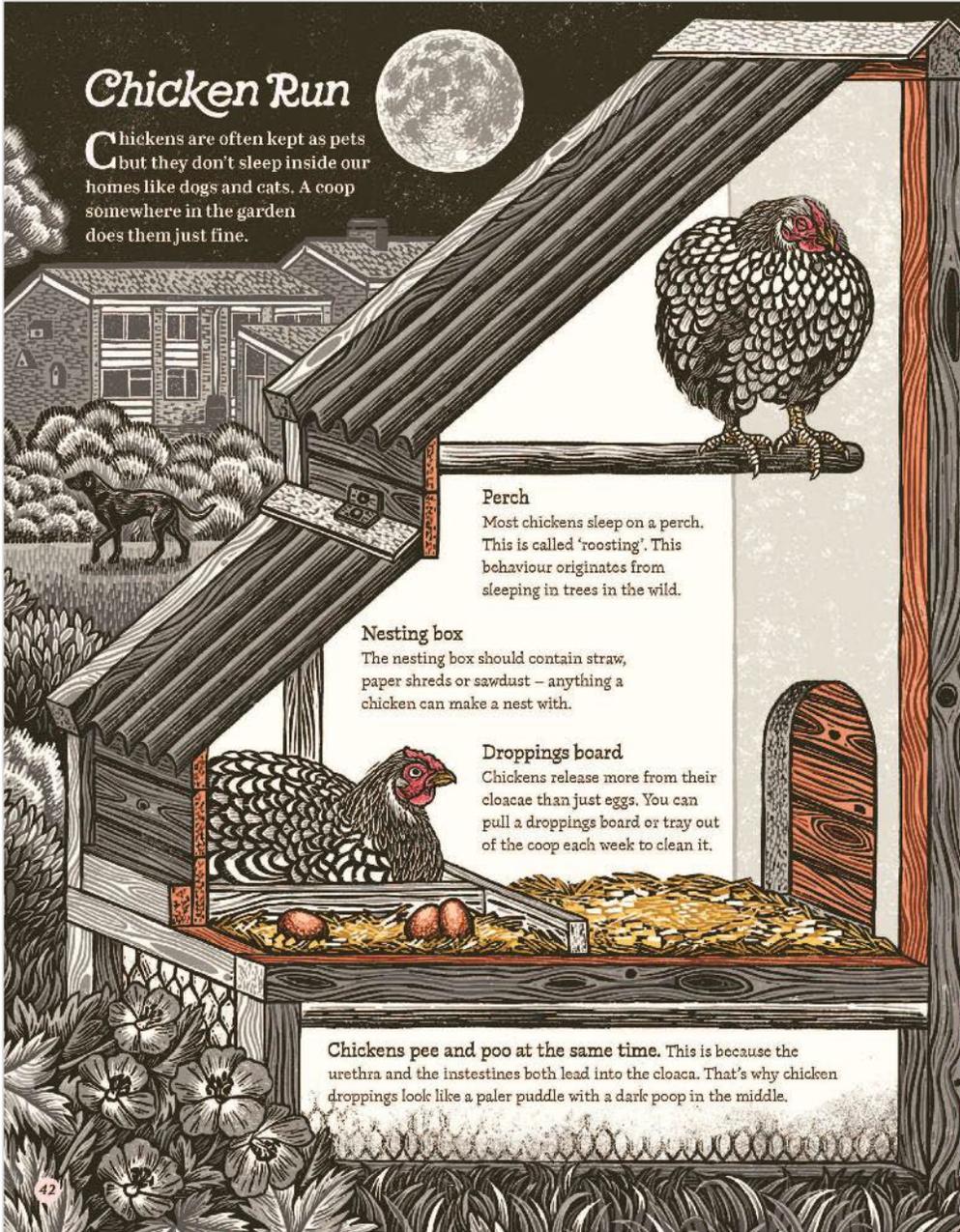
The largest bird egg is that of the ostrich, the largest bird in the world. The egg weighs about 1.5 kilograms. (A chicken egg weighs about 58 grams.) You could make 70 pancakes with just one of them!

Some breeds today have become laying machines. They can lay as many as 320 eggs in a year. The world record for laying the most eggs in one year is 371: just over one egg a day.

The smallest bird egg is that of the bee hummingbird, the smallest bird in the world. Its egg is barely 6 millimetres in size.

Chicken Run

Chickens are often kept as pets but they don't sleep inside our homes like dogs and cats. A coop somewhere in the garden does them just fine.



Perch
Most chickens sleep on a perch. This is called 'roosting'. This behaviour originates from sleeping in trees in the wild.

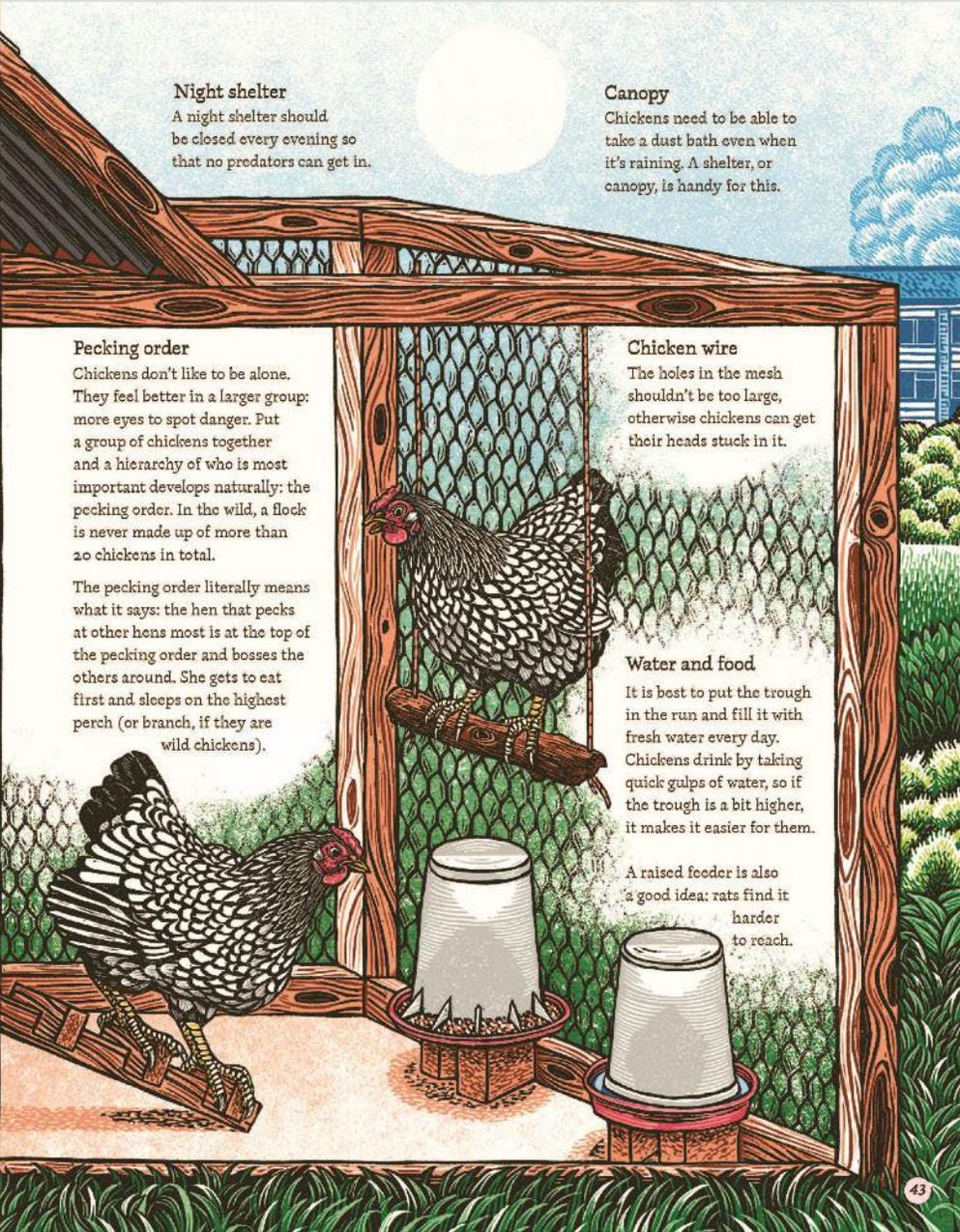
Nesting box
The nesting box should contain straw, paper shreds or sawdust – anything a chicken can make a nest with.

Droppings board
Chickens release more from their cloaca than just eggs. You can pull a droppings board or tray out of the coop each week to clean it.

Chickens pee and poo at the same time. This is because the urethra and the instestines both lead into the cloaca. That's why chicken droppings look like a paler puddle with a dark poop in the middle.

Night shelter
A night shelter should be closed every evening so that no predators can get in.

Canopy
Chickens need to be able to take a dust bath even when it's raining. A shelter, or canopy, is handy for this.



Pecking order
Chickens don't like to be alone. They feel better in a larger group: more eyes to spot danger. Put a group of chickens together and a hierarchy of who is most important develops naturally: the pecking order. In the wild, a flock is never made up of more than 20 chickens in total.

The pecking order literally means what it says: the hen that pecks at other hens most is at the top of the pecking order and bosses the others around. She gets to eat first and sleeps on the highest perch (or branch, if they are wild chickens).

Chicken wire
The holes in the mesh shouldn't be too large, otherwise chickens can get their heads stuck in it.

Water and food
It is best to put the trough in the run and fill it with fresh water every day. Chickens drink by taking quick gulps of water, so if the trough is a bit higher, it makes it easier for them.

A raised feeder is also a good idea: rats find it harder to reach.



Holy Hens

In many cultures and religions around the world, chickens are considered to be sacred animals.

Christianity

In the Bible, the chicken symbolizes someone who protects weaker people.

Hinduism

In some Indonesian Hindu funeral rituals, a chicken is tethered by one leg so it stays close during the ceremony. The chicken is believed to absorb any evil spirits.

Islam

The rooster is one of the holiest animals in Islam. It is forbidden to curse a rooster because it has an important role in calling people to prayer.

Central Europe

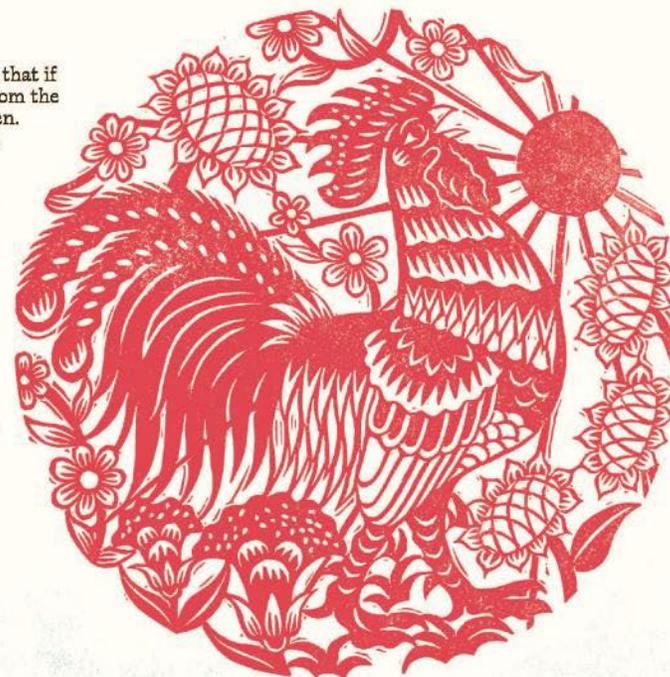
In many folk tales, the devil takes flight when he hears the first rooster crow.

Mexico

There are churches in Mexico where chickens roam among the pews. Worshippers can tell their problems to the chickens.

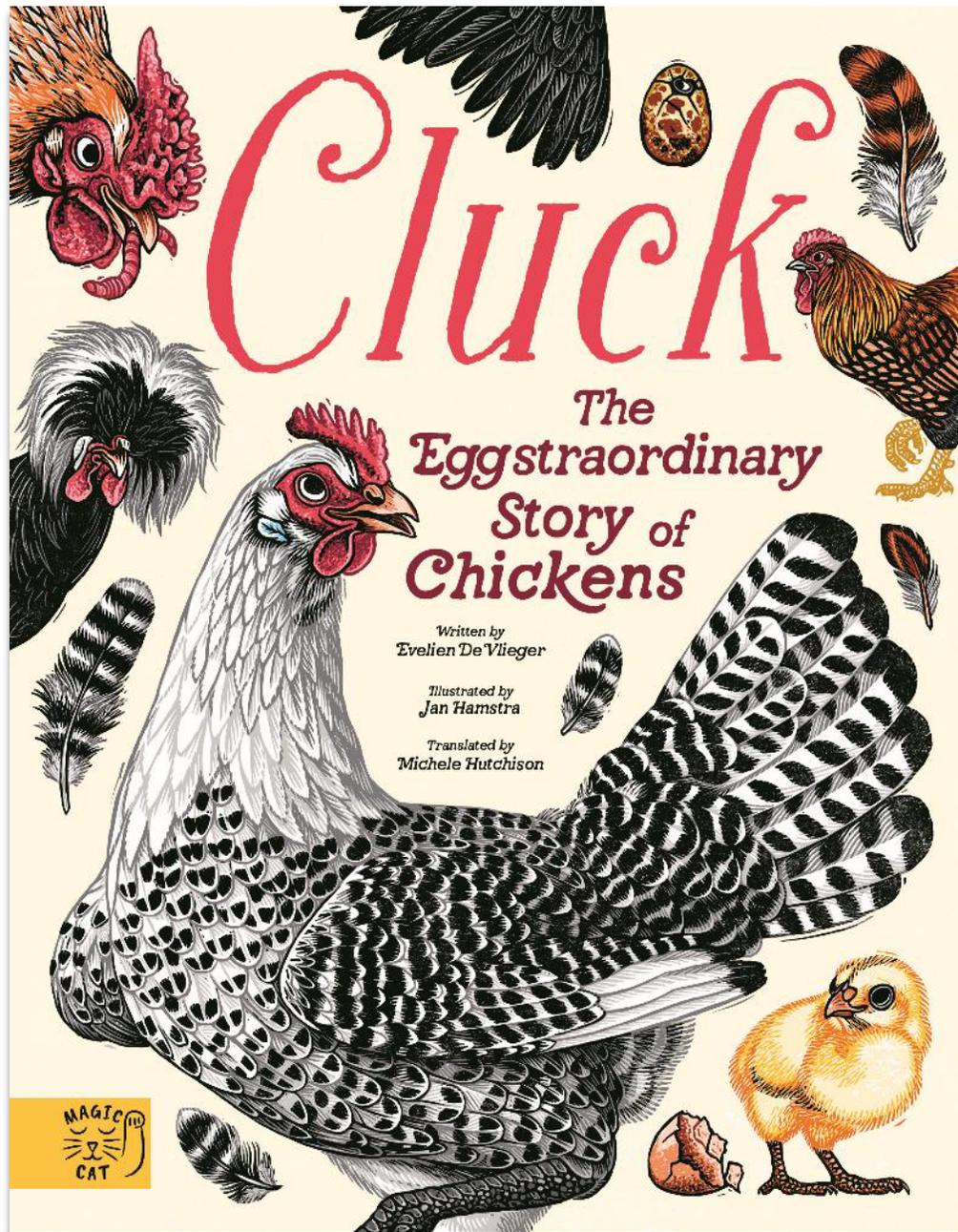
The Romans believed that if a chicken appeared from the left, it was a good omen. They would observe a chicken's behaviour to help them answer important questions.

The Etruscans, and later the Romans, also used the entrails of sacrificial animals to predict the future. A *haruspex* (a kind of seer) studied the liver of a chicken and could infer all kinds of things from it about what was going to happen.



In Java, Indonesia, there is a temple that welcomes people of all religions. The builder intended to make a church in the shape of a dove, but the structure ended up looking more like a chicken.





Cluck!

THE EGGSTRAORDINARY STORY OF CHICKENS

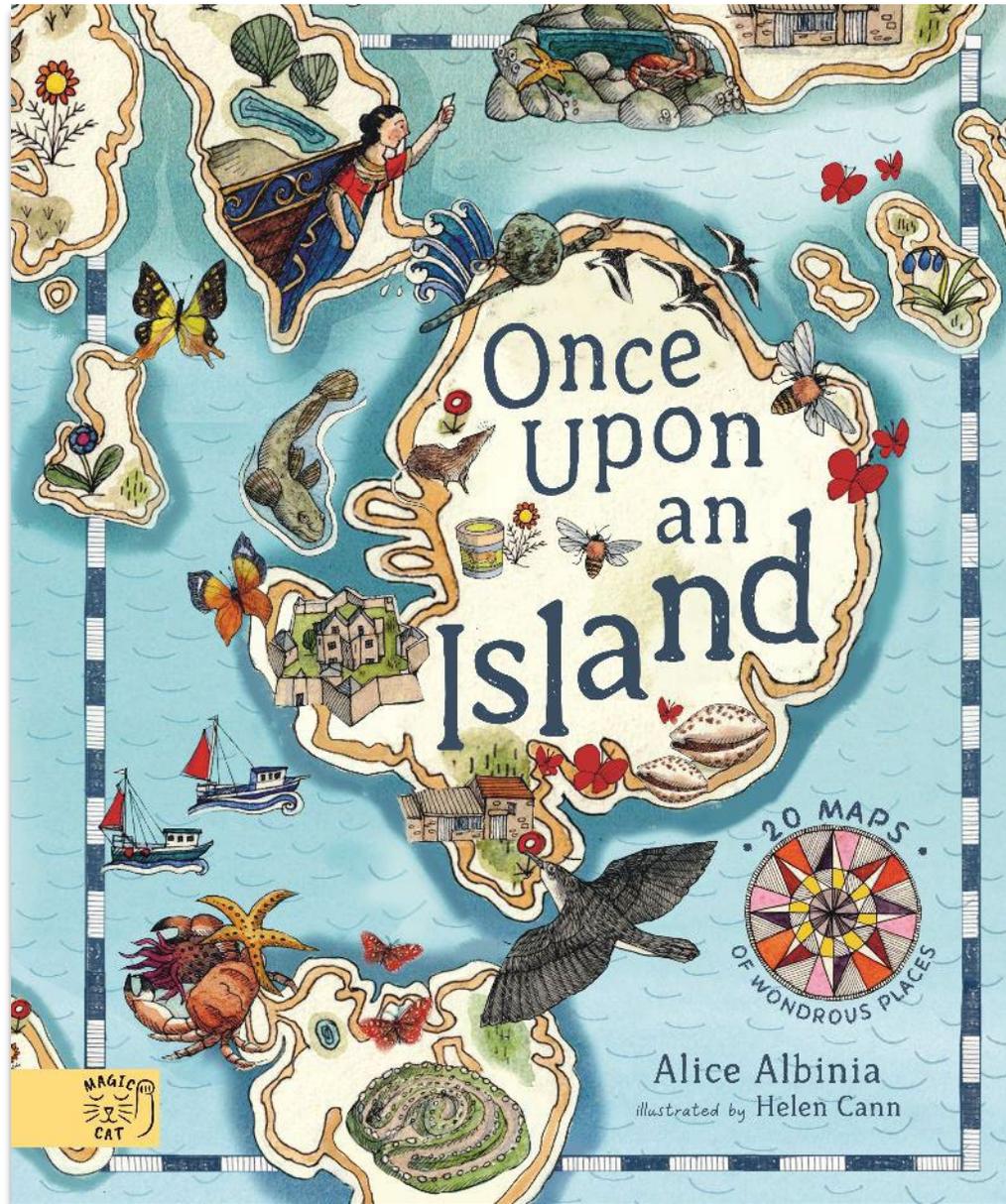
Evelien De Vlieger and Jan Hamstra

A quirky book that tells the eggstraordinary story of chickens - from their dinosaur origins to their anatomy, history and behaviours - presented as a beautifully illustrated gift edition.

- This comprehensive handbook is the ideal guide for budding ornithologists and keepers of garden flocks.
- Fully illustrated throughout, *Cluck!* invites young readers (and their grown-ups) on an engaging journey to discover the fascinating world of chickens.
- Explore the wide variety of chicken breeds, uncover how they think and feel, learn the terminology for their anatomy, delve into their history and find out which types of eggs different breeds lay. You'll also discover how to 'speak chicken', along with tips on handling and caring for these characterful birds.
- With lively, playful text and intricate, colourful linocut illustrations, this visual encyclopaedia celebrates chickens in all their feathered glory.

AGES 7-12

AU \$34.99 | NZ \$39.99
9781917366588
80 Pages
Hardcover
270 mm x 210 mm
Magic Cat Publishing



Once Upon An Island

AN ATLAS OF ISLANDS FROM AROUND THE WORLD

Alice Albinia

Award-winning historian Alice Albinia takes readers on a journey across oceans and centuries, uncovering the secrets of 20 fascinating islands - each vividly brought to life through first-hand stories and illustrated maps.

- Discover 20 wondrous islands - from the rugged landscape of the Orkney islands that people of the Stone Age once called home, to the sunny coasts of the Isles of Scilly. This captivating journey reveals islands as places of wonder and warning, rich with histories that have shaped the world far beyond their shores.
- Perfect for curious explorers, map lovers and anyone enchanted by the magic of faraway places, *Once Upon an Island* is an unforgettable voyage through geography, history and story.
- Featuring first person narratives and read-aloud maps, all brought to life with beautiful illustrations by Helen Cann. Fully checked and approved by the Indigenous editors association.

AGES 7-12

AU \$37.99 | NZ \$39.99
9781917044349
64 Pages
Hardcover
310 mm x 256 mm
Magic Cat Publishing

ONCE UPON AN ISLAND

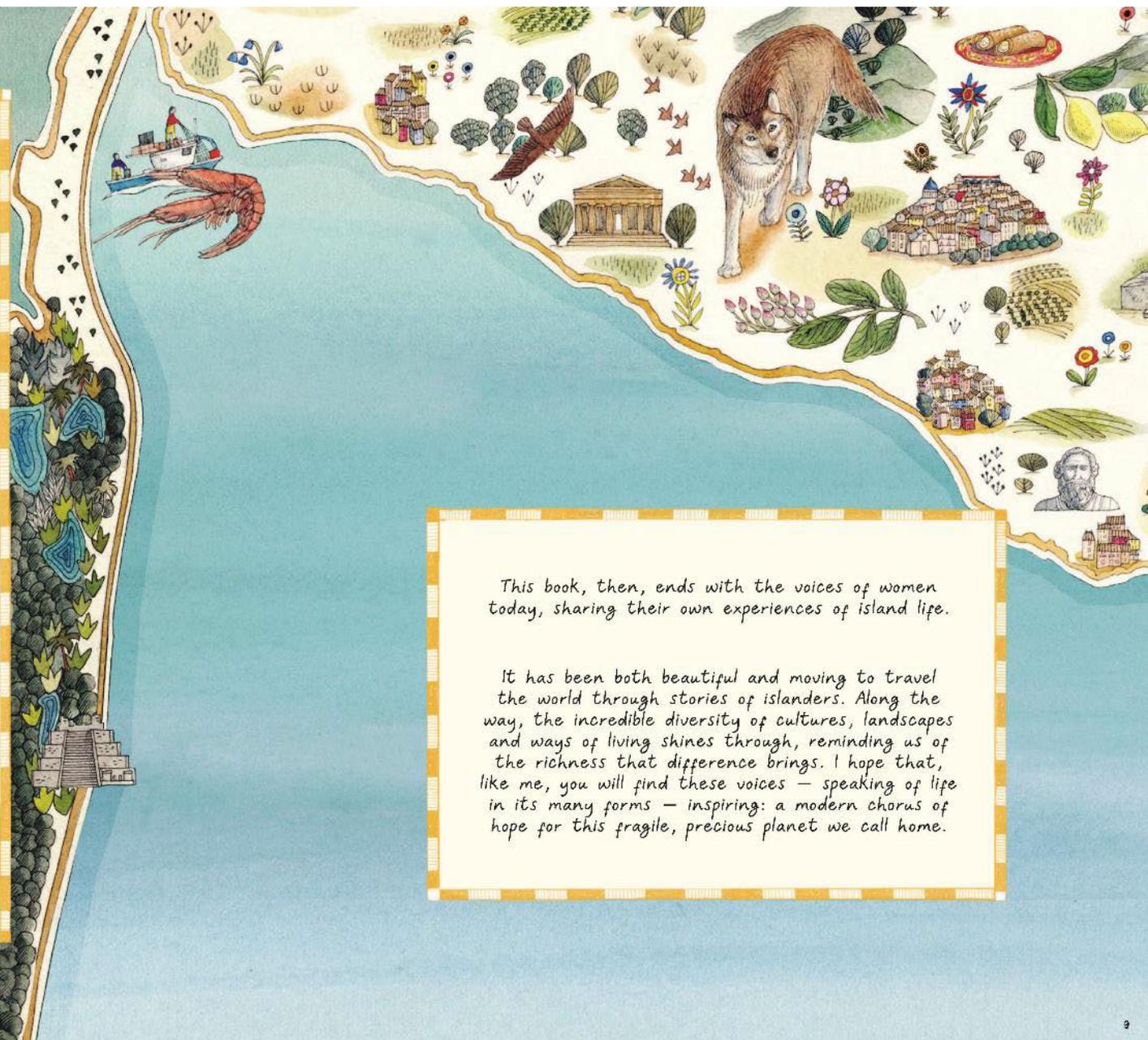
There's a kind of magic in crossing over the water to an island.

Islands are worlds of their own, defined in their specialness by the water that encircles them. On islands we see things more clearly: the histories of rocks, plants, animals and humans, and what the passage of people, with their languages and loves, does to local ecosystems and species.

While writing about the islands in this book, I discovered that amidst the stories of struggle, these places hold onto stories about women. Stories that might disappear on the mainland cling to islands like thistle-down in hair or burrs in a sheep's pelt. Across the world, islands have preserved feminist stories: from Chinese Buddhism to Incan and Mayan mythology, from Japanese and Greek history to Islamic and Christian mysticism. People have met, imagined and celebrated strong island women since the earliest stories were told — from the poet Sappho on Lesbos to Pele, the Hawaiian fire goddess.

This book, then, ends with the voices of women today, sharing their own experiences of island life.

It has been both beautiful and moving to travel the world through stories of islanders. Along the way, the incredible diversity of cultures, landscapes and ways of living shines through, reminding us of the richness that difference brings. I hope that, like me, you will find these voices — speaking of life in its many forms — inspiring: a modern chorus of hope for this fragile, precious planet we call home.



WHAT IS AN ISLAND?

AN ISLAND IS LAND SURROUNDED BY WATER.

Islands are made in different ways. Some come from volcanoes under the sea. Some are built by tiny animals called coral polyps. Others break off from other pieces of land. Rivers can also make islands by dropping mud and sand in one spot.

Some islands are tiny and INHABITED only by wildlife.

Other islands are much larger, supporting entire VILLAGES, TOWNS or CITIES.

HOW ISLANDS FORMED

Millions of years ago, Earth's supercontinents split apart, forming smaller continents and countless islands. New islands continued to appear as volcanoes erupted, glaciers carved the land and rivers and seas shifted. Later, as humans explored the planet, they created islands of their own. Some islands are formed twice-daily by tides moving up and down the land, with the gravitational pull of the Moon and Sun.



TYPES OF ISLANDS

Microcontinental islands broke off from supercontinents hundreds of millions of years ago, becoming isolated in the ocean. Examples include Madagascar and the Seychelles, once part of Gondwanaland.

Continental islands were once connected to a continent but became separated by rising seas or shifting rivers. Examples include Sicily (Italy), Texel (The Netherlands) and the Tiwi Islands (Australia).

Barrier islands are long, narrow strips of land running along coastlines. They play a crucial role in protecting the mainland from waves and storms – like Isla Mujeres (Mexico).

Oceanic islands are created by underwater volcanoes rising from the seafloor. Hawai'i (USA) and Samoa are famous examples.

Volcanic islands form when lava and other geological materials build up where tectonic plates shift. Some, like Vis (Croatia), are made largely from sedimentary rock, formed from ancient shells and sea life. Others form part of larger mountain ranges extending into the sea, like Chiloe (Chile), Lesbos (Greece), Mount Putuo (China), Yonaguni (Japan) and Waiheke (Aotearoa New Zealand).

Glacial islands were shaped by glaciers moving across the island long ago, as is the case with Orkney (Scotland). Glaciers still move and melt today, reshaping places like Baffin (Canada).

River islands form when mud, sand and rocks collect in one spot, allowing plants to grow, as in the Mariuá and Anavilhanas Archipelagos in Brazil's Rio Negro.

Lake islands can form naturally or be made by people, like the ancient crannogs in Orkney.

Coral islands are built by tiny sea creatures called coral polyps over many years, creating places like the reefs of Madagascar, the Seychelles and Samoa.

Human-made islands also exist. The Uros islands in Lake Titicaca (Peru/Bolivia) are woven from reeds. By contrast, Mumbai (India) was once a cluster of islands reclaimed by humans into a single landmass.

Lastly, some **tidal** islands connect to the mainland at low tide and become surrounded by water when the tide rises, like Gugh, which is connected to St Agnes, Isles of Scilly (England).



TIWI

AUSTRALIA

PAINTING THE DREAMTIME

The Tiwi Islands, located in the Top End of Australia, are alive with Indigenous stories, traditions and art. These islands have been home to the Tiwi people for thousands of years, ever since they became separated from the mainland at the end of the last ice Age. Over time, the Tiwi developed their own language, customs and way of life.

One of the most magical Tiwi stories tells of Mudungkala, a blind woman who travelled across the islands with her three children during the Dreaming. As she walked, fresh water bubbled up behind her, shaping the islands lush rainforests, beaches and mangroves.

Unlike many other cultures, Tiwi islanders trace their family lines through their mothers, or yiminga, the 'line of life'. Patrilineal inheritance comes through the 'Dreaming': the passing on of sacred stories and totems.

For the Tiwi, art is a way of telling tales. Using natural pigments, they paint geometric patterns on wood, bark and their bodies. These designs share history, family connections and important events. Every year, the community comes together to celebrate their Indigenous Australian culture through dance, song and storytelling - keeping their Tiwi traditions alive.



Tiwi Land Council

A community organization formed in 1978 to help the Tiwi people protect their land and sea.



Tiwi heeled robin

This small robin, last seen in 1992, may now be extinct.



Yei

A series of dances, some totemic (inherited from the mother), and others ceremonial (from the father).

The islands' Aussie Rules Football team, Tiwi Bombers, was the first All-Aboriginal team to play in a major league. Aussie Rules Football mixes Gaelic football with the Indigenous game Marn Grook. Tiwi has the highest rate of participation in Australia.



Crested terns
The Tiwi Islands host the world's largest breeding colony of these graceful seabirds.

Tutini
Carved ironwood totem poles, decorated with natural pigments, used in Pakumani burial ceremonies.

Jilamara Arts & Crafts
An Aboriginal-owned art centre, preserving cultural heritage.

Munapi Arts & Crafts Association
An art centre that celebrates Tiwi culture.

BATHURST ISLAND

Tiwi Bombers Football Club
Yilaga, or Australian Rules football, is played here.

Wallabies
Wallabies are the only macropods on the Tiwi Islands.

Patakijigali Museum
The museum holds records about the Tiwi spirituality.

Warrawinngu

Tiwi Design
Among the oldest art centres in Australia, it promotes and preserves Tiwi culture.

Kalama

An annual ceremony that takes place during the transition from wet to dry season, when a Dyipo of wild yam is cooked.



Turtle eggs
Islanders eat boiled turtle eggs, while the reptile itself is often skinned or made into soup.

Dugongs

Marine mammals that feed on seagrass. Islanders often hunt them for food.

Paperbark tree
Trees with creamy-scented flowers and trunk that stores drinkable water.

Tiwi masked owl
An endangered owl found in the islands' eucalypt forests.

Brush-tailed rabbit-rats
Once threatened by feral cats, these native rodents are now a protected species.

Northern brush-tailed phascogale
A rat-like species, with black silky hairs on its tail.

Hecker storms
Four month stretch of daily thunderstorms, caused by colliding sea breezes across the islands.

Saltwater crocodiles
Locally known as 'salties', these crocs can grow up to 7 metres long!

Tanga
Woven bark baskets decorated with paint, traditionally used for carrying food and water.

Bush stone-curlew

Two tales tell of a woman named Bima who transformed into this bird, wayayi.

Yuwurli
High-protein, sweet-tasting mangrove worms eaten during pregnancy.

THE TIWI ISLANDS ARE AN ARCHIPELAGO OF TWO MAIN ISLANDS: BATHURST AND MELVILLE. THEY ARE ABOUT 80 KILOMETRES OFF THE NORTHERN COAST OF AUSTRALIA'S NORTHERN TERRITORY.

LANGUAGES

ENGLISH, TIWI

POPULATION

~2,348

LESVOS

GREECE

AN ISLAND OF POETRY AND LOVE

Lesvos is a large Greek island in the Aegean Sea, just across from Türkiye. With its warm summers and mild winters, the island enjoys a Mediterranean climate in which the abundant olive trees thrive.

The island has a long and rich history. It played an important role in ancient Greece, and was mentioned in the poet Homer's *Iliad* as an island of women skilled in handicrafts. Through the centuries, Lesvos was ruled by the Byzantine and Ottoman Empires, before becoming part of Greece again in 1912.

But more than its battles and rulers, Lesvos is famous for being the birthplace of Sappho, the poet and musician who transformed Greek literature. Nearly 3,000 years ago, Sappho published short, intimate poems about her life, at a time when female voices were rarely heard outside the home and most literature was about epic battles and male heroes. Today, the legacy of ancient poetry still lingers.

With one of the shortest sea crossings into Europe from outside, the island is a place of refuge for those fleeing war and hardship.



Orpheus's song
In Greek mythology, the hero Orpheus's still singing head and lyre washed ashore here.



Melivos Castle
Built by the Byzantines, this medieval fortress still overlooks the harbour today.



Kaimaki
This sticky ice cream is flavoured with tree resin gathered from neighbouring Chios.



Elbaka hot springs
The hot spring water baths have been known to soothe joint and muscle pain.



Ceramics
A pottery tradition that dates back 5,000 years.



The poet Sappho also wrote about love between women. Because she lived on the island of Lesvos (an ancient Greek name spelled with a beta, pronounced like 'b'), the term lesbian later came to refer not only to people from Lesvos, but also to women who are attracted to other women.



LESVOS IS IN THE NORTHERN PART OF THE AEGEAN SEA. IT LIES OFF THE COAST OF TÜRKIYE, TO THE NORTHEAST OF GREECE.

CAPITAL
MYTILENE
LANGUAGES
GREEK
POPULATION
~83,000



Petrified forest
Volcanic eruptions 20 million years ago preserved cinnamon and other trees.



Lesvos Aerropolis
Ancient settlement which stands on the hill, said to be the birthplace of the poet Sappho.



Kräper's nathatch
A tiny but vocal bird, its song is rapid, loud and high-pitched.



Sigri Castle
This Ottoman fort once protected the island from pirates!



Local sardines prized for their taste, as well as for being sustainably fished.



Rock of Skala Evros

A popular spot where daredevils swim out to climb and jump off the rock.



Seal caves
Mediterranean monk seals use caves along the island's coastline to breed.

Olives
Olives are the island's biggest export, and Lesvos is famous for its olive oil.



Yeni Mosque
Built when Lesvos was part of the Ottoman Empire as a place of worship for Muslims.



Mount Olympos

At 767 metres, the island's highest peak is home to the rare Reinhold's bee-orchid.



CLER'S GULF

Where sardines come to breed.



Mytilene's Archaeological Museum
Shows ancient treasures, such as stunning mosaics.



Theatre of Mytilene
Dating from 300 BCE, this Greek theatre inspired the Roman emperor Pompey to build the first theatre in Rome.



Fortress of Mytilene
The castle is dedicated to Demeter, the Greek goddess of harvest.



CONTENTS

Explore 20 wondrous islands, from south to north.

Our journey begins in Chiloe, on the Pacific coast of South America, and winds northwards through oceans, lakes and rivers to Baffin Island in the Arctic Circle.

5 Once Upon an Island	14 Chiloe	22 Samoa	30 Mumbai	38 Mount Patuo	46 Scilly	54 Once Upon My Island Home	60 Further Reading, Acknowledgements and About the Author
10 What is an Island?	16 Waikeke	24 Tiwi	32 Hawaii	40 Sicily	48 Texel	56 Beyond the Island	
	18 Madagascar	26 Seychelles	34 Isla Mujeres	42 Lesbos	50 Orkney	58 Glossary, Index	
	20 Lake Titicaca	28 Amazon River Islands	36 Yonaguni	44 Vis	52 Baffin		

BEYOND THE ISLAND

Island communities face similar challenges, shaped by history, geography and climate. Though separated by oceans, their stories often overlap — from ancient and recent histories of colonization and forced labour to today's fight for identity, land and survival in a warming world. These questions help unpack some of the histories and issues explored in this book.

WHY DO THE NAMES OF SOME ISLANDS AND PLACES CHANGE OVER TIME?

Island names reflect layers of **history, culture and power**. Some are indigenous, others imposed by **outsiders, colonizers** or different **empires** over time. Some are a mixture. Here are a few examples:

- **Texel** (from the ancient Germanic for 'southern')
- **Lesvos** (Λέσβος in Greek, meaning 'forested', an endonym)
- **Vis** (Croatian version of the ancient Greek Issa)
- **Putuo** (Chinese form of Sanskrit Potalaka from India)
- **Baffin Island** (British colonial name. The Inuit name, Qikiqtaaluk, means 'big island')
- **Isla Mujeres** (Spanish name; the original Mayan name is lost)
- **Orkney** (colonial Norse name, Orkneyjar, may be a version of an older native name)
 - **Sicily** (English version of the Italian Sicilia)
- **Yonaguni** (name given to the island by people from a different part of Japan; an exonym)
- **Seychelles** (named after an eighteenth-century French politician)

Today, many places are restoring original names to **honour local cultures and reclaim identity**, like Mumbai, renamed after the fisherfolk goddess Mumba.

WHY WERE ISLANDS SO OFTEN COLONIZED BY FARAWAY COUNTRIES?

Some of the European islands in this book were colonized many times in their early history. From the fifteenth century, European powers began expanding overseas, claiming islands along sea routes to secure resources and trade and establish military bases. Islands like Mumbai, Isla Mujeres and Waiheke were seized without local consent. Over time, many islanders fought for their independence. Some were absorbed into new post-colonial nations. Some, like Hawai'i, remain territories or distant states, reflecting lingering colonial ties.

WHAT WAS THE TRANSATLANTIC SLAVE TRADE, AND HOW DOES IT CONNECT TO THE ISLANDS?

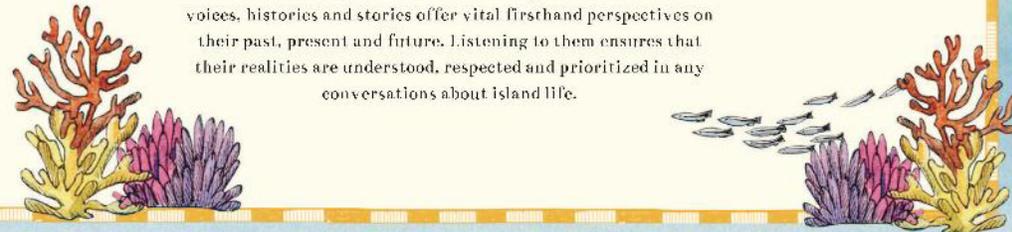
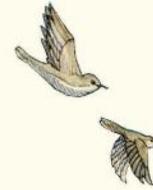
Between the 1500s and 1800s, millions of Africans were enslaved and transported across oceans by European and US enslavers to work on plantations. Many islands, including Isla Mujeres, the Seychelles and Madagascar, were plantation economies using enslaved populations. The slave trade deeply shaped island societies, cultures and populations, with its legacy still felt today.

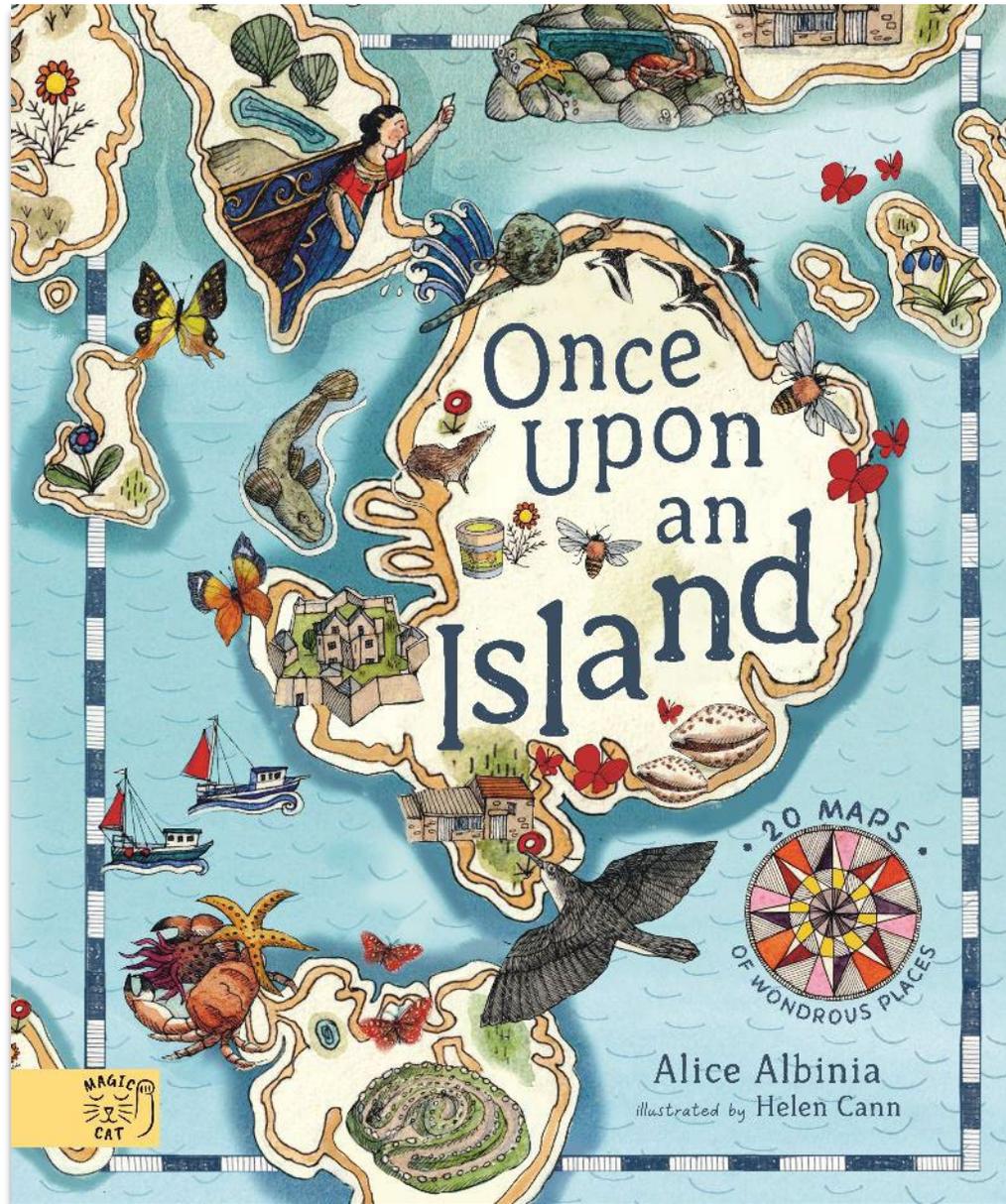
WHAT IS CLIMATE JUSTICE, AND WHY IS IT IMPORTANT FOR ISLANDS?

Climate justice means acknowledging that those least responsible for climate change often suffer its harshest effects. Island nations, like Samoa, contribute little to global emissions but face devastating environmental impacts. Climate justice calls for fair action — financial aid, protection of land, and ensuring island communities have a strong voice in global decisions.

WHY IS IT IMPORTANT TO TALK TO PEOPLE FROM THE ISLANDS TO GAIN FIRSTHAND EXPERIENCE?

Local people, wherever they are in the world, have knowledge which books, maps and the internet may not reflect. Their voices, histories and stories offer vital firsthand perspectives on their past, present and future. Listening to them ensures that their realities are understood, respected and prioritized in any conversations about island life.





Once Upon An Island

AN ATLAS OF ISLANDS FROM AROUND THE WORLD

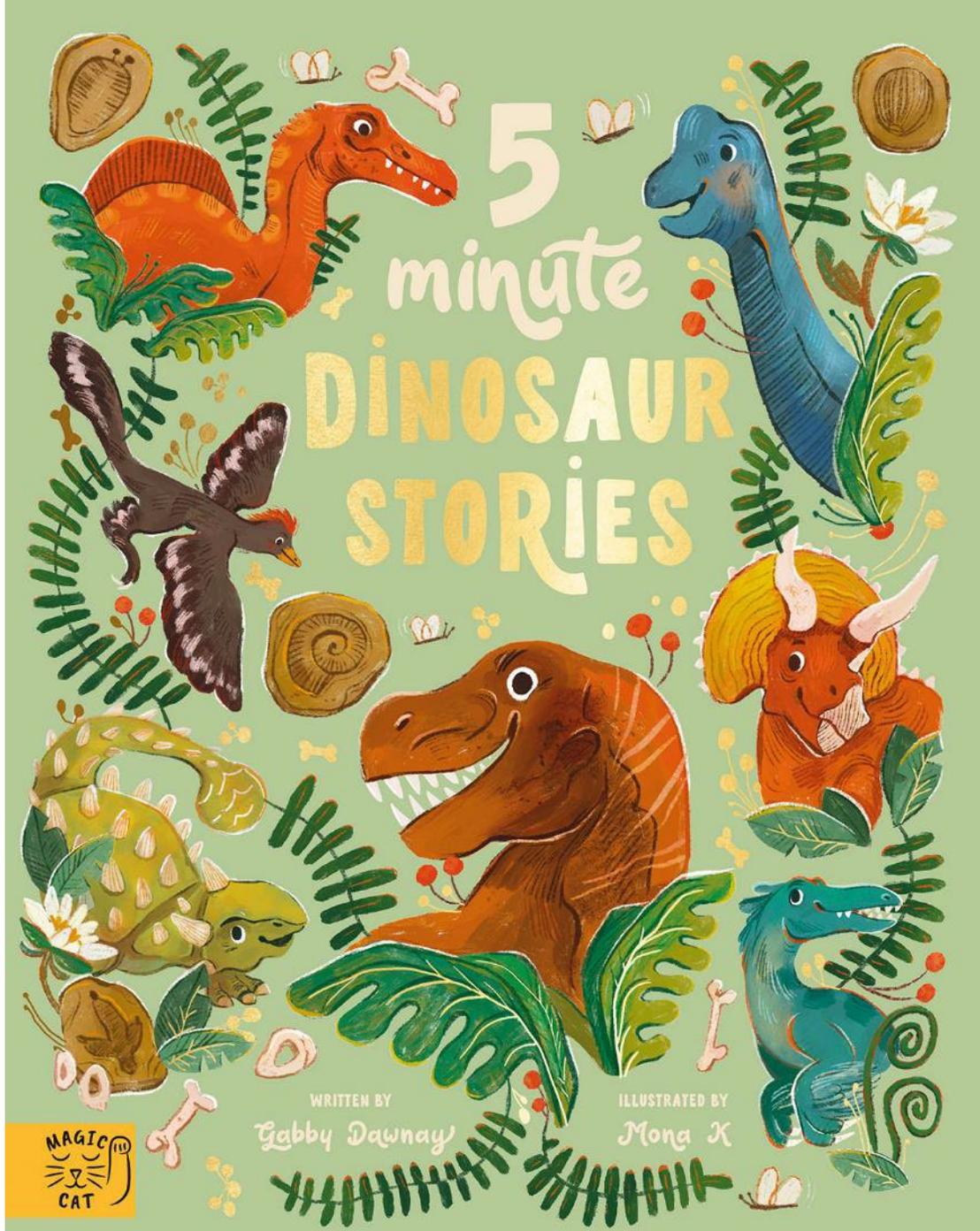
Alice Albinia

Award-winning historian Alice Albinia takes readers on a journey across oceans and centuries, uncovering the secrets of 20 fascinating islands - each vividly brought to life through first-hand stories and illustrated maps.

- Discover 20 wondrous islands - from the rugged landscape of the Orkney islands that people of the Stone Age once called home, to the sunny coasts of the Isles of Scilly. This captivating journey reveals islands as places of wonder and warning, rich with histories that have shaped the world far beyond their shores.
- Perfect for curious explorers, map lovers and anyone enchanted by the magic of faraway places, *Once Upon an Island* is an unforgettable voyage through geography, history and story.
- Featuring first person narratives and read-aloud maps, all brought to life with beautiful illustrations by Helen Cann. Fully checked and approved by the Indigenous editors association.

AGES 7-12

AU \$37.99 | NZ \$39.99
9781917044349
64 Pages
Hardcover
310 mm x 256 mm
Magic Cat Publishing



5
minute
DINOSAUR
STORIES

WRITTEN BY
Gabby Dawnay

ILLUSTRATED BY
Mona K





5 Minute Dinosaur Stories

Gabby Dawnay

Explore the prehistoric world with this lavish read-aloud collection of non-fiction stories.

- Each read-aloud, 5-minute rhyming story tells the tale of a different dinosaur; from flighty and feathered *Anchiornis* to lumbering giant *Brachiosaurus*.
- **Nine stories include:**
 - The very FIRST dinosaur
 - Slow, spiky STEGOSAURUS
 - BRACHIOSAURUS is tallest of all
 - ANCHIORNIS soars on high
 - Swamp-dwelling SPINOSAURUS
 - Killer-clawed VELOCIRAPTOR
 - King TYRANNOSAURUS REX
 - Three-horned TRICERATOPS
 - Club-wielding ANKYLOSAURUS
- At the end of each story, explore an informative 'all about' page and learn further information about dinosaurs.
- Written by science writer and poet Gabby Dawnay, this is a gorgeously illustrated gift to inform and delight the youngest dinosaur fans.

AGES 4-7

AU \$34.99 | NZ \$39.99
9781917366267
96 Pages
Hardcover
270 mm x 210 mm
Magic Cat Publishing

And sometimes, it's true
other creatures might stare,
asking questions like,

"How goes the weather up there...?"

*"When your head is high up
and your body is vast,
it is hard to keep track
of the world going past..."*

But imagine the marvel
of being this tall.
*"I can stare at the clouds
and I study them all!*

*"With the sun on my face
in the cool of the air,
there is no finer place
on this Earth – anywhere!"*



*"From the tip of my tail
to the crown on my head,
see how smoothly I move
with my mountainous tread!"*

She sniffs as she sways,
and can sense as she plods,
the familiar rumble
of MORE sauropods...

ANKYLOSAURUS is ARMED and READY

Something is moving along on the track,
with a helmet-like head and an iron-clad back...

Protected by armour
from head down to toe,
he is sturdy and steady
and ready to go!

*"More than four thousand kilos,
and nine metres long,
I am low-slung and slow,
but incredibly strong.*



*"I am chunky and clumpy,
my armour's intense,
and a wag of my tail
is the best self-defence..."*

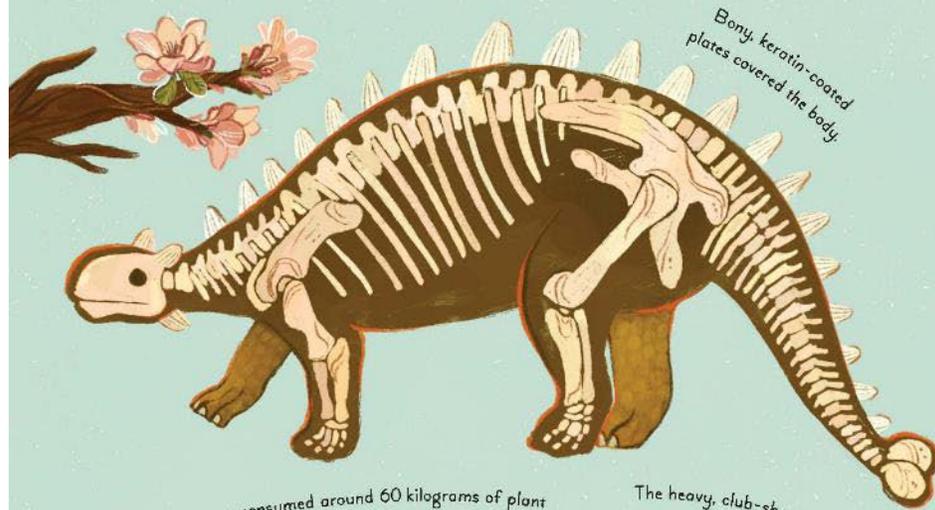
It's Ankylosaurus!
A plate-covered dude
with a tail like a club
and a craving for food.

All about ANKYLOSAURUS

Ankylosaurus lived from about 68 to 66 MYA in the Cretaceous Period.

Along with *Stegosaurus*, it was part of a dinosaur group called Thyreophora, which means 'shield bearer'. This herbivore was the ultimate 'armoured tank' dinosaur - heavy and slow moving but super-protected.

Perhaps they really did enjoy smelling (and eating) magnolias, the first of which appeared more than 100 MYA, making them one of the oldest flowering families on Earth!



Bony, keratin-coated plates covered the body.

Ankylosaurus consumed around 60 kilograms of plant matter every day! It wasn't fussy and would likely try any low-growing vegetation it came across. It may have even used its two front legs to dig for roots.

The heavy, club-shaped tail swayed from side to side as *Ankylosaurus* walked, and was mainly for defence, rather than attack.

Being a herbivore did not mean *Ankylosaurus* was harmless. Just like modern hippos, rhinos and elephants, they could be aggressive and would certainly have been dangerous to mess with.



Dinosaurs roamed
and they ruled over all
because dinosaurs **ROCK**,
from the big to the small!

VELOCIRAPTOR

has a **KILLER CLAW**

Something is stirring
and searching about,
with her two beady eyes
and her long, toothy snout...

The fabulous creature
you'll meet in this chapter
is dapper and deadly,
she's *Velociraptor!*

She is sassy and small,
she's feathered and quick,
with a sickle-like claw
that is basically sick!

This dino is skillful
at pinning and stabbing
with two crescent claws
that are perfect for grabbing.

*"I'm fancy-pants Velo,
just look how I strut,
with my hooks in the air
and my feathery butt!"*



ANCHIORNIS is SOARING on HIGH

With his feathers and beak,
it is not so absurd
to discover this dino
was almost a bird...



Anchiornis the dinosaur
may have been small,
but his coat made of feathers
was finest of all.

*"With a black-and-grey body
and copper-red crest,
my plumage is perfect –
I'm simply the best!"*



*"My powerful limbs
are especially long.
I am mightily flighty
and awfully strong!"*

All about NYASASAURUS

Nyasasaurus lived from about 245 to 240 million years ago (MYA). Many scientists believe it is the earliest known dinosaur. But they are studying its fossils to make sure it's a 'true dinosaur' and not a close relative. Either way, Nya is very old!

Dinosaurs roamed Earth for 170 million years, during a time called the Mesozoic Era (around 252-66 MYA). They first appeared 245 MYA in the Triassic Period.

They belong to an animal group known as archosaurs, which appeared near the start of the Triassic Period.

Triassic archosaurs had a hole in the skull between the eye socket and the nostril.

Strong jaw muscles could open wide and clamp down with force.

An upright stance with parallel legs sets dinosaurs apart from other reptiles.

Like other dinosaurs, *Nyasasaurus* laid eggs and lived on land.

Based on a few fossil bones, it is estimated *Nyasasaurus* weighed 20-60 kilograms and was 2-3 metres long from head to tail tip.



Goodbye to Nya and goodbye, Triassic.
Now things are about to get **BIG** in Jurassic...



5 Minute Dinosaur Stories

Gabby Dawnay

Explore the prehistoric world with this lavish read-aloud collection of non-fiction stories.

- Each read-aloud, 5-minute rhyming story tells the tale of a different dinosaur; from flighty and feathered *Anchiornis* to lumbering giant *Brachiosaurus*.
- **Nine stories include:**
 - The very FIRST dinosaur
 - Slow, spiky STEGOSAURUS
 - BRACHIOSAURUS is tallest of all
 - ANCHIORNIS soars on high
 - Swamp-dwelling SPINOSAURUS
 - Killer-clawed VELOCIRAPTOR
 - King TYRANNOSAURUS REX
 - Three-horned TRICERATOPS
 - Club-wielding ANKYLOSAURUS
- At the end of each story, explore an informative 'all about' page and learn further information about dinosaurs.
- Written by science writer and poet Gabby Dawnay, this is a gorgeously illustrated gift to inform and delight the youngest dinosaur fans.

AGES 4-7

AU \$34.99 | NZ \$39.99
9781917366267
96 Pages
Hardcover
270 mm x 210 mm
Magic Cat Publishing

EXPLORE
THE FAR SIDE



OF THE MOON

thames
& hudson

WRITTEN BY JENNY JACOBY
CONSULTANT DR SHEILA KANANI
ILLUSTRATED BY LEA WOO



Explore the Far Side of the Moon

Jenny Jacoby

Readers are taken on an imaginary space mission to explore the far side of the Moon for the first time in human history.

- In this adventure into deep space, readers will be the first astronauts to set foot on the far side of the Moon, where the light is low, temperatures are extreme and the surface is pitted with craters that are so deep they have never been exposed to sunlight. What lies within may reveal incredible secrets about our universe, and provide a stepping stone to Mars and beyond...
- Illustrated in a dreamy science-fiction style, Explore the Far Side of the Moon places readers in the moon boots of a mission specialist, appointed to undertake the first crewed mission to the far side of the Moon in human history.
- With an introduction by planetary scientist Dr Sheila Kanani, the book starts by introducing the reader to their fellow crew members, providing guidance on what to pack, what to wear and how to prepare a space rocket for lift-off (not to mention an all-important briefing on how to go to the toilet in zero gravity).
- Published in anticipation of NASA's launch of Artemis III, which will take the first woman and first person of colour to the Moon, the book will feed off the excitement of a new era of lunar missions.

AGES 7-10

AU \$32.99 | NZ \$36.99
9780500653814
64 Pages
Hardcover
232 mm x 292 mm
Thames and Hudson Ltd

MEET YOUR CREW

DISCOVER WHO DOES WHAT ON THE MISSION

You have been selected from a shortlist of highly qualified astronauts to be one of the four crew members on this mission. You each have an important role to play, and will need to work closely together for the mission to be a success.



COMMANDER



I'M RESPONSIBLE FOR THE SPACECRAFT, THE CREW AND THE MISSION'S OVERALL SUCCESS.

SPECIAL SKILLS

- > Trained engineer
- > Strong leader
- > Good at listening

IT'S MY JOB TO MAKE BIG DECISIONS AND, IF THE COMPUTERS FAIL, I ALSO NEED TO BE ABLE TO FLY THE SPACECRAFT TO SAFETY.

PILOT

SPECIAL SKILLS

- > Trained aircraft pilot
- > Excellent coordination
- > Calm under pressure



I AM TRAINED IN ALL THE SAME TASKS AS THE COMMANDER SO THAT I CAN HELP CONTROL AND OPERATE THE SPACECRAFT.

I OPERATE THE ROBOT ARM ON THE OUTSIDE OF THE SPACECRAFT AND PLACE SATELLITES INTO ORBIT.

MISSION SPECIALIST 1

ONLY MISSION SPECIALISTS LIKE ME LEAVE THE SPACECRAFT. I AM TRAINED TO OPERATE THE SYSTEMS ON BOARD BUT...



SPECIAL SKILLS

- > Trained scientist
- > Problem-solver
- > Attention to detail

...MY FOCUS IS WHAT AWAITS US ON THE MOON'S SURFACE. I MONITOR OXYGEN, AIR, AND FOOD SUPPLIES DURING THE MISSION.

WHO IS THE DOCTOR IN CASE OF A MEDICAL EMERGENCY?

Crew have regular medical appointments with a flight surgeon at Mission Control to discuss their health and well-being. But once in space, you and the crew will need to rely on each other. All astronauts are trained to deal with medical emergencies in space.

MISSION SPECIALIST 2

- THAT'S YOU!

As a mission specialist, you will plan missions to the Moon's surface. You are one of the two astronauts who will space walk, drive vehicles and run science experiments on the Moon.

SPECIAL SKILLS

- > Future scientist
- > Excellent teamwork
- > Brave and trustworthy



WHAT TO PACK

CHOOSE YOUR PERSONAL BELONGINGS

Every gram of weight on the spacecraft costs fuel to get it into space. You have a strict baggage allowance. All your personal belongings must fit inside a carry-on bag that measures 20 x 12 x 5 cm. This is known as a Personal Preference Kit.

There's no need to pack clothes or a toilet bag - they will be waiting for you on board. So what will you take with you?

A camera to capture the view? A really long book? Your favourite sweet? Photos of friends and family?

YOU WILL BE SUPPLIED WITH A SPACE PEN. IT DOESN'T NEED GRAVITY TO PULL INK INTO THE TIP, AND CAN WRITE ON ALMOST ANY SURFACE.

WHAT HAVE ASTRONAUTS FROM PREVIOUS MISSIONS PACKED IN THEIR KIT?

NEIL ARMSTRONG

I TOOK A PIECE OF WOOD FROM THE WRIGHT FLYER AIRCRAFT PROPELLER. WITHOUT THE WRIGHT BROTHERS, WE WOULDN'T HAVE MADE IT INTO SPACE.

MY CREWMATES SURPRISED ME WITH AN ALTO SAXOPHONE!

THOMAS PESQUET

I TOOK A BOW TIE AND A GOLD WEDDING RING - I WAS THE FIRST PERSON TO GET MARRIED IN SPACE!

YURI MALENCHENKO

THE DOG TAGS FOR MY TWO LABRADOR RETRIEVERS, GUNNER AND ROTOR, REMIND ME OF HOME.

SUNITA WILLIAMS

I PRINTED PHOTOS OF MY FAMILY TO DECORATE MY CREW QUARTERS.

TIM PEAKE

I TOOK A FLAG FROM THE ORGANISATION OF AFRICAN UNITY AND MY SOBRERITY BANNER.

MAE JEMISON



LIFT-OFF!

EXITING EARTH'S ATMOSPHERE

From the moment when your launch team announce 'Lift-off!', to when the crew module detaches from the rocket launcher, takes 8 minutes and 30 seconds.

STAGE 1

Engage solid rocket boosters. The two rocket boosters will provide 75% of the total thrust needed within the first two minutes of flight. The fuel in a solid rocket is a mixture of fine powders pressed into a solid cake. Once lit, it will burn until it is used up.

STAGE 2

Once the rocket has cleared the launch tower, release the solid rocket boosters and engage the Core Stage. Rocket boosters take 5 minutes to splashdown.

STAGE 3

Let the Core Stage power the engines for 8 minutes. This will propel the rocket at a speed of around 27,000 km per hour to a height of 160 km above the Earth.

SOLID ROCKET BOOSTERS ARE JETTISONED

LAUNCH ABORT SYSTEM IS JETTISONED

CORE STAGE IS JETTISONED

STAGE 4

Release the Core Stage and cut off the main engine. You're still within low Earth orbit. To overcome the pull of Earth's gravity, accelerate to a speed of 40,000 km per hour to escape its force.

THE CORE STAGE HELDS THE 2.8 MILLION LITRES OF LIQUID HYDROGEN THAT IS NEEDED TO THRUST THE ROCKET BEYOND EARTH'S ORBIT. CORE STAGE TAKES 15 MINUTES TO SPLASHDOWN

STAGE 5

From this stage onwards, use the thrusters to help you steer the spacecraft to the far side of the Moon. Keep travelling until you are captured by the Moon's gravity.

IN THE VACUUM OF SPACE, THERE IS HARDLY ANY DRAG OR FRICTION TO SLOW YOUR SPACECRAFT DOWN. THE THURSTERS AMOUNT OF THRUST WILL PROPEL YOUR SPACECRAFT FORWARD BE CAREFUL TO STOP IN THE RIGHT DIRECTION.

STAGE 6

Check that your communication systems are working. Regular GPS doesn't work this far away from the Earth's surface, so you'll need to communicate with your support crew via the Deep Space Network. Unfold the solar panels.

CAPCOM, ENTERING DEEP SPACE. DO YOU READ US ON THE DEEP SPACE NETWORK?

DEEP SPACE IS THE REGION OF SPACE BEYOND THE FAR SIDE OF THE MOON

EATING IN SPACE

WHAT'S ON THE MOON MENU?

You've brought almost all the food you'll need with you from Earth. Mission Control prepared all your menus with your dietary needs and preferences in mind. All the food is vacuum packed so it can last for months without being refrigerated. Wet foods are freeze-dried, meaning the water has been taken out to make it lighter to transport into space. Most importantly, everything has been designed to be eaten safely in microgravity without making crumbs.

HOW TO COOK BEEF TORTILLAS IN SPACE



STEP 1

First, use the rehydration station to add water to the bean paste. Give the pack a gentle massage then wait for the beans to reabsorb the water.



STEP 2

Next, put all the packs of beef into the food warmer. While the beef warms, prepare the vegetables.



STEP 3

There are no plates on the space station but you can use a tortilla as a plate, and eat it too! Clip each tortilla onto the wall to keep it in place. Open up the warmed food pouches and smear the ingredients onto the tortilla in turn.



STEP 4

Because food aromas waft away quickly in microgravity, food isn't as tasty in space. Season the meal with liquid salt and pepper and chili sauce. Garnish with herbs that you've been growing in the space lab.

CRUMBS!

YOU MIGHT EAT A LOT OF TORTILLAS IN SPACE. NOT ONLY DO THEY MAKE A GOOD PLATE BUT THEY ALSO DON'T MAKE CRUMBS. SLICED BREAD IS BANNED ON THE SPACE STATION BECAUSE THE CRUMBS IT MAKES CAN BE DISASTROUS IF THEY FLYT AROUND. CRUMBS CAN BE INHALED OR DAMAGE SENSITIVE EQUIPMENT.



MOON MENU

MAINS

- Chicken and mushrooms
- Spicy beef enchilada
- Lentil soup
- Spaghetti Bolognese
- Vegetable quiche
- Pizza
- Tortilla with rice

SIDES

- Asparagus
- Butternut squash
- Creamed spinach
- Black beans
- Peas

DESSERT

- Butterscotch pudding
- Banana pudding
- Chocolate pudding

TO DRINK

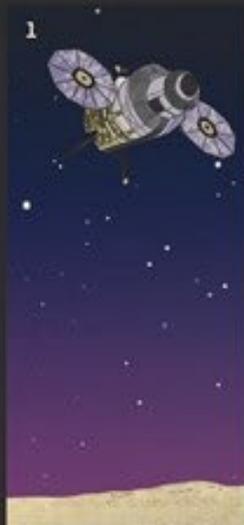
- Water
- Tea
- Coffee

STEPPING ONTO THE MOON

YOUR FIRST OFFICIAL MISSION

DAY 1: LANDING

Your target is a carefully selected site within a 100-metre radius of the South Pole.



1
Fly horizontally towards the target. As you near the surface, reactivate engines and bring the ship vertical.

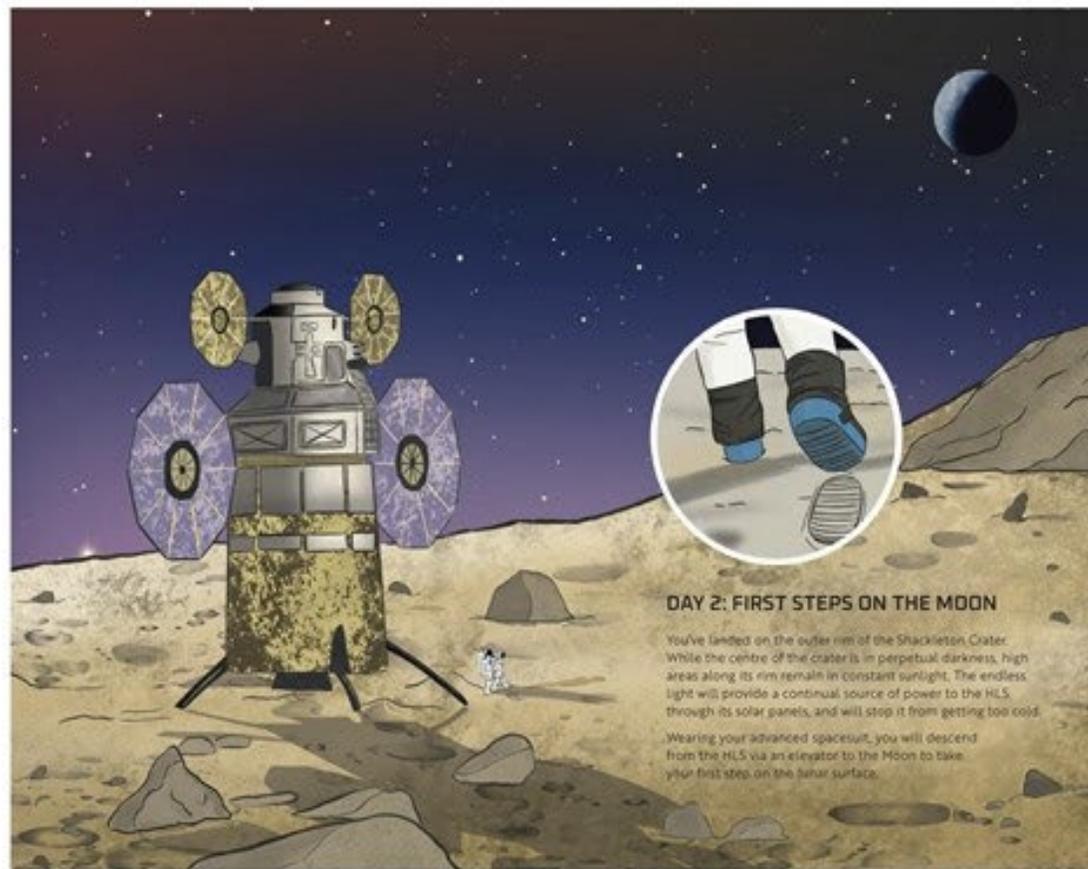


2
You'll see great clouds of smoke and dust as you slow the spacecraft to touch down.



3
Touch down complete! You will feel like racing outside to explore. But first, get some rest and eat some food. A full day of exploration lies ahead...

Landing on the moon is no easy task. Moon landings in the 1960s and 70s were along the Moon's equator where the Sun is high in the sky. At the South Pole, the Sun hovers on the horizon and the shadows it casts are extremely long. This can make landing on the Moon extremely challenging.



DAY 2: FIRST STEPS ON THE MOON

You've landed on the outer rim of the Shackleton Crater. While the centre of the crater is in perpetual darkness, high areas along its rim remain in constant sunlight. The endless light will provide a continual source of power to the HLS through its solar panels, and will stop it from getting too cold.

Wearing your advanced spacesuit, you will descend from the HLS via an elevator to the Moon to take your first step on the lunar surface.

FIRST IMPRESSIONS

WHAT TO EXPECT ON THE MOON

As you begin to explore the Moon's surface, your team on Earth and on the Lunar Space Station are keen to hear what you see, hear and feel. The photos and video footage you take will be streamed directly to your team and everyone on Earth. So, what can you expect?

COLD AND DARK

Although the temperature can range from -248°C in the darkest regions to a warm 27°C , that's one thing you won't notice, as your spacesuit will shield you from these extreme temperatures.

In the darkness, your spacesuit headlamp will help you see. When you stop to explore the shadowed parts of the Moon, you'll need to set up large lighting rigs.

JUMP AROUND

The Moon's gravity is only one-sixth of Earth's gravity, so the first thing you'll notice is that moving about feels much bouncier.

WOW! I CAN
JUMP SIX
TIMES HIGHER
THAN I COULD
ON EARTH.

CLEAR SKY ABOVE

The Moon only has a very thin atmosphere, which isn't breathable, so your spacesuit is important – it's your own portable atmosphere! On Earth, the sky looks blue because the atmosphere scatters light from the Sun as it shines through it. With almost no atmosphere on the Moon, the sky is always black, even in the daylight.

HOW TIME FLIES

Time moves faster on the Moon than on Earth – but only by 0.0000575 seconds! If you spent 50 years on the Moon, you'd be one second older than if you'd stayed on Earth.



Explore the Far Side of the Moon

Jenny Jacoby

Readers are taken on an imaginary space mission to explore the far side of the Moon for the first time in human history.

- In this adventure into deep space, readers will be the first astronauts to set foot on the far side of the Moon, where the light is low, temperatures are extreme and the surface is pitted with craters that are so deep they have never been exposed to sunlight. What lies within may reveal incredible secrets about our universe, and provide a stepping stone to Mars and beyond...
- Illustrated in a dreamy science-fiction style, Explore the Far Side of the Moon places readers in the moon boots of a mission specialist, appointed to undertake the first crewed mission to the far side of the Moon in human history.
- With an introduction by planetary scientist Dr Sheila Kanani, the book starts by introducing the reader to their fellow crew members, providing guidance on what to pack, what to wear and how to prepare a space rocket for lift-off (not to mention an all-important briefing on how to go to the toilet in zero gravity).
- Published in anticipation of NASA's launch of Artemis III, which will take the first woman and first person of colour to the Moon, the book will feed off the excitement of a new era of lunar missions.

AGES 7-10

AU \$32.99 | NZ \$36.99
9780500653814
64 Pages
Hardcover
232 mm x 292 mm
Thames and Hudson Ltd

PUZZLE
HERO

GREEK MYTHS

SOLVE MAZES, CRACK CODES
AND UNTANGLE RIDDLES

thames
& hudson

CATHERINE ARD
MARIA SURDUCAN





Greek Myths

SOLVE MAZES, CRACK CODES AND UNTANGLE RIDDLES

Catherine Ard

A book of Greek myths with a twist! Readers step into the shoes of a legendary hero to solve mazes, crack codes and untangle the riddles that bring lavishly illustrated retellings of classic tales to life.

- By navigating mazes and labyrinths, cracking codes and solving riddles, they will guide Persephone out of the underworld so Spring can begin, join Jason and the Argonauts on their quest for the golden fleece and help Perseus avoid the terrifying gaze of the snake-haired gorgon Medusa, and much more.
- Every spread features a Greek myth retold in snappy, relatable style by Catherine Ard, alongside a beautifully illustrated puzzle crafted by Maria Surducan, each written and designed to make readers feel like they are part of the story.
- This innovative take on familiar and timeless tales is sure to engage and enthuse any reader, making this book the perfect read for puzzle-lovers, a brilliant introduction to mythology for newcomers and a fresh new angle for kids who already love these classic stories.

AGES 7-10

AU \$32.99 | NZ \$36.99

9780500653678

56 Pages

Hardcover

330 mm x 238 mm

Thames and Hudson Ltd

A FORCE IN A HORSE

THE TROJAN WAR

The Greeks and the Trojans never liked each other much. When Paris, Prince of Troy, stole Helen, the lovely wife of King Menelaus, that was the final straw – it was war! The Greeks gathered an enormous army and set off with a fleet of one thousand ships to trash Troy.

But there was a BIG problem. The city was surrounded by towering walls. They were so tall and thick that the Greeks could not force their way in. After ten long years of battling, the Greeks were wounded and weary. That was when clever Odysseus came up with a cunning plan.

He ordered a giant wooden horse to be built. When it was finished, it was wheeled up to the city gates and the Greek army set sail for home. The Trojans celebrated their victory and dragged the horse into the city, thinking it was a parting gift from the Greeks.

But no, it was a trick! The Greek ships were hiding around the coast and the hollow belly of the horse was crammed with warriors, including Odysseus! That night, while the city slept, the Greek ships returned to Troy. The soldiers crept out of the horse and opened the gates from the inside to let the rest of the Greek army in...

SEEKER'S SAGA

Which of the Greek soldiers waiting in the horse is the great hero Odysseus?

Use the clues to find him:

He is holding a sword

He wears a cloak

He is holding a round shield

He wears a helmet with a curved crest

He is wearing lace-up boots

IF LOOKS COULD KILL

PERSEUS VS. MEDUSA

Perseus lived happily with his mother Danae on the island of Seriphos until one day Danae caught the eye of King Polydectes. The smitten ruler was determined to marry Danae, but first he needed to get rid of her son, just in case he tried to take over the kingdom. The devious king made a plan...

Polydectes sent Perseus on a deadly mission to bring back the head of Medusa – a monstrous gorgon with snakes for hair, whose gaze turned people to stone. Luckily, Perseus was no mere mortal. He was a demigod son of Zeus himself, and he had some top gods on his side.

Athena armed Perseus with a shiny shield so he would not have to look directly at Medusa's face. Hermes supplied him with an unbreakable sword to chop off her head and his winged sandals for a speedy escape. Finally, there was a magic bag to pop her hideous head inside. Armed and ready, Perseus set off towards Medusa's lair...

MAZE QUEST

Perseus must walk backwards, looking at Medusa's reflection in his shield. Guide him through Medusa's tangled snake hair to cut off her head.



WHIPPING UP A STORM

POSEIDON'S POWERS

Poseidon was the proud and ruthless ruler of the seas. He built himself a glitzy golden palace and married a beautiful sea goddess called Amphitrite. He had power, riches and all the creatures in the sea at his command.

Like the ocean, this salty sea god could be unpredictable. He was serene and majestic one minute, then wild and raging the next. Poseidon had the power to calm the sea for sailors and guide fishermen home on a gentle breeze... but he also had a habit of taking revenge on anyone who crossed him.

With a wave of his spiky trident, he would stir up titanic waves to flood the land, or summon storms to sink his enemies' ships. Not even the land was safe from Poseidon's wrath. His anger could trigger earthquakes that shook cities to the ground.

SEEKER'S SAGA

Moody Poseidon has lost his cool again! The stormy sea is awash with shipwrecks and sunken treasure. Take a deep breath, then find these broken items:



3
pieces of shield



2
halves of
the crown



2
halves of
this helmet



2
halves of the goblet



2
halves of
this sword

A BELLY FULL OF BABIES

THE DEFEAT OF THE TITANS

Chronos was a Titan god and ruler of the universe, but he was not a great dad. Having overthrown his own father to become top god, he knew that one of his own children would do the same to him. Being boss of the world suited Chronos and he was not going to give up his throne without a fight. He just needed a plan...

As Chronos could not kill his children (gods are immortal), he decided to eat them instead.

Rhea, Chronos' wife, was not happy about her husband's habit of guzzling their babies. When five babies had been eaten, she decided that enough was enough and fled to the island of Crete to give birth to baby number six.

When Chronos turned up to eat the child, Rhea handed him a lump of stone wrapped in swaddling clothes. He popped it in his mouth and was none the wiser.



MYTHTERY

Look at Chronos' belly, full of babies! Match the five babies' rattles in Chronos' tummy to the symbols below to discover who he has swallowed, and which missing baby Rhea has hidden!



HERA
peacock



DEMETER
wheat



HADES
bident



POSEIDON
trident



HESTIA
flame



ZEUS
thunderbolt

The baby grew up strong and determined. He returned to Chronos and tricked him into throwing up his swallowed brothers and sisters. Out they came, now fully grown. When Chronos brought up the swaddled stone, the game was up.

Once the siblings were reunited, they waged war on their father. Chronos got his Titan brothers and sisters to help him and the two sides battled it out for ten long years.

EATING YOUR OWN KIDS?

THAT'S ENOUGH TO MAKE ANYONE SICK!



CRAFTY WEAVERS

ATHENA VS. ARACHNE

As the goddess of crafts, Athena was nifty with a needle and a whizz at weaving. But she was also the goddess of war, so not the best person to pick a fight with – as unlucky Arachne discovered...

Arachne was a mortal with a talent for making tapestries. She was so proud of her work that she often boasted that she was even better than the goddess Athena. When word of this reached Athena, she was outraged – a mere mortal claiming to be superior to a goddess! She could not allow that. So she challenged Arachne to a contest.

The pair set to work, feverishly weaving spools of thread into intricate images. Athena finished first. She was pleased with her tapestry, which showed the gods of Mount Olympus in all their shining glory.

Then Arachne revealed her work. The weaving was flawless, spectacular even, but her tapestry showed the gods lying, cheating and up to no good!

Athena was furious. She was determined to teach Arachne a lesson. Being a cunning goddess of wisdom, of course Athena came up with the perfect punishment to fit the crime.



MYTHTERY

Follow the threads that lead Athena to the objects. The unbroken thread reveals what Athena decided to turn Arachne into.



A pin cushion
Athena could poke
Arachne with prickly pins
whenever she was sewing.



A ball of thread
Athena could weave Arachne
into a scene showing that gods
are better than humans.



A spider
Arachne would be forced to
weave webs and catch flies
in order to survive.



A woven doormat
Athena could trample on
Arachne and wipe her dirty
sandals on her every day.

DANGEROUS GAME

ARTEMIS AND ACTAEON

Artemis was a goddess, but she preferred the woods to life on Mount Olympus. She was a top hunter, but she loved wildlife too and made the forest a sacred place where animals were protected.

One day, a hunter named Actaeon was tracking deer with his dogs when he strayed into Artemis' forest. She was furious that a mortal had dared to enter her haven to hunt. She transformed Actaeon into a stag and sent his own hunting dogs to chase after him. Grim!

MAZE QUEST

There is only one path out of Artemis' sacred forest. Navigate the labyrinth to get to safety. You need to out-run Artemis' arrows and her hungry hunting dogs!

START

FINISH

OH DEER!





Greek Myths

SOLVE MAZES, CRACK CODES AND UNTANGLE RIDDLES

Catherine Ard

A book of Greek myths with a twist! Readers step into the shoes of a legendary hero to solve mazes, crack codes and untangle the riddles that bring lavishly illustrated retellings of classic tales to life.

- By navigating mazes and labyrinths, cracking codes and solving riddles, they will guide Persephone out of the underworld so Spring can begin, join Jason and the Argonauts on their quest for the golden fleece and help Perseus avoid the terrifying gaze of the snake-haired gorgon Medusa, and much more.
- Every spread features a Greek myth retold in snappy, relatable style by Catherine Ard, alongside a beautifully illustrated puzzle crafted by Maria Surducan, each written and designed to make readers feel like they are part of the story.
- This innovative take on familiar and timeless tales is sure to engage and enthuse any reader, making this book the perfect read for puzzle-lovers, a brilliant introduction to mythology for newcomers and a fresh new angle for kids who already love these classic stories.

AGES 7-10

AU \$32.99 | NZ \$36.99

9780500653678

56 Pages

Hardcover

330 mm x 238 mm

Thames and Hudson Ltd

HISTORY'S GREATEST GAMES

LIONEL MESSI'S WORLD CUP TRIUMPH



FEATURING



MARADONA

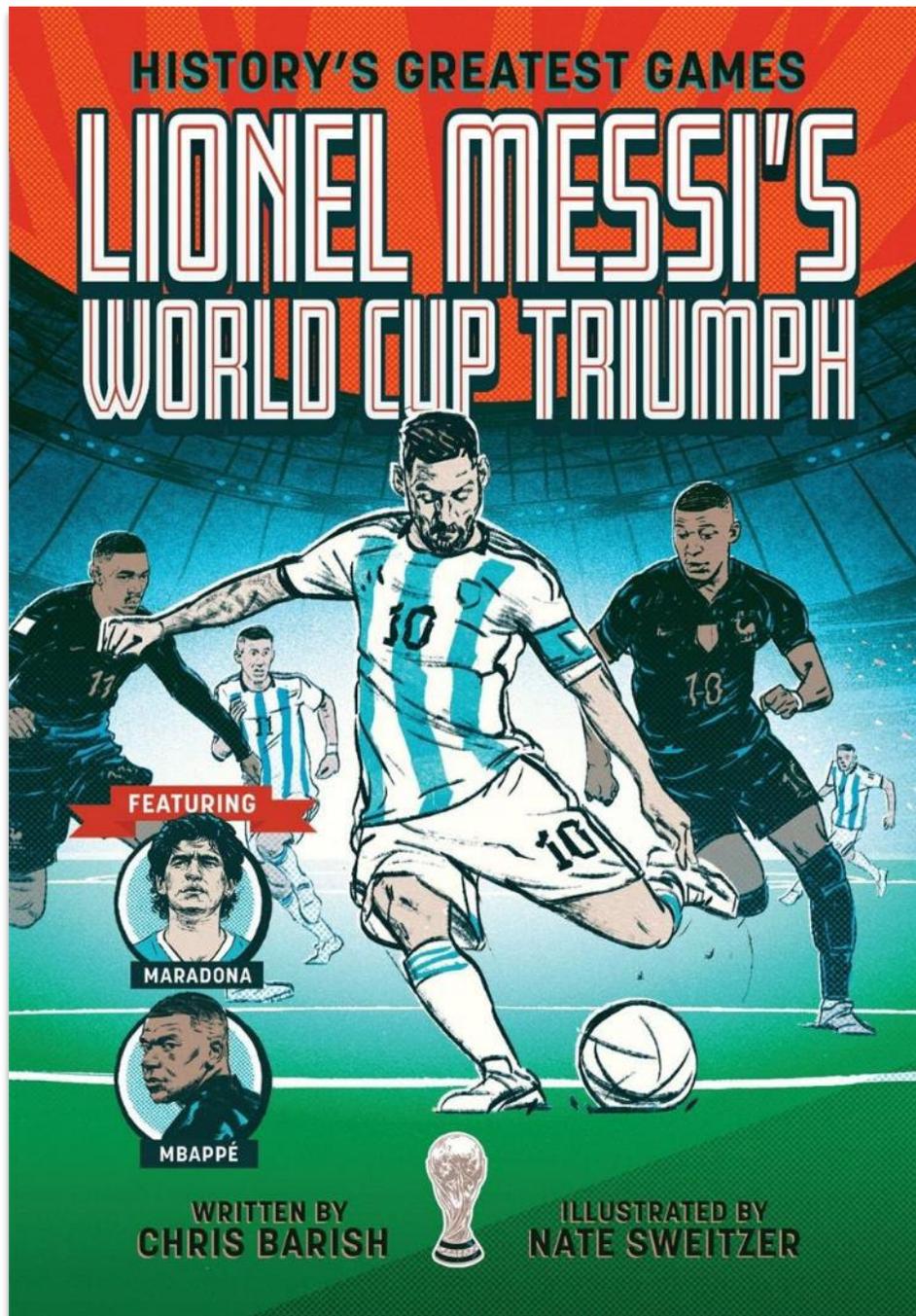


MBAPPÉ



WRITTEN BY
CHRIS BARISH

ILLUSTRATED BY
NATE SWEITZER



Lionel Messi's World Cup Triumph

(HISTORY'S GREATEST GAMES #1)

Chris Barish

This thrilling new nonfiction graphic novel series offers a front row seat to the greatest moments in sports history, starting with Lionel Messi and the incredible 2022 FIFA World Cup.

- This exciting new graphic novel series offers a portal to the past, putting young readers in the middle of the most epic moments in sports history. Along with action-packed games and nail-biting victories, this series zooms out to explore the incredible backstories, social and political issues, and larger historical context that truly make these games the greatest in history.
- While there are many books about Lionel Messi on the market, this will be the first graphic novel to tell his incredible story for middle-grade readers. Along with play-by-play scenes from actual games, Chris Barish expertly adds trivia, fun facts, and historical context that soccer fans will love.
- With series like *Nathan Hale's Hazardous Tales* and *Big Ideas That Changed the World*, Abrams has seen a huge appetite for action-packed nonfiction graphic novels, and they think *History's Greatest Games* could be another breakout series in this space.
- Publication is timed to coincide with the 2026 World Cup, which will take place in North America.

AGES 8-12

AU \$21.99 | NZ \$24.99
9781419779404
136 Pages
Paperback
203 mm x 140 mm
Abrams Fanfare

LIONEL MESSI!

Billions from around the planet are watching—hoping—that Lionel can pull this one off.

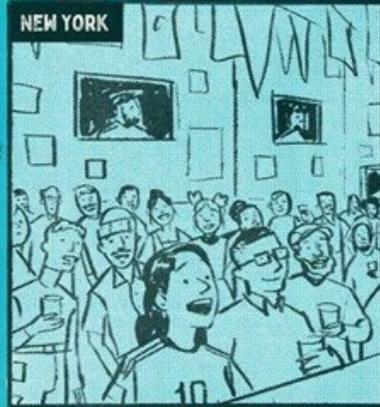
GHANA



JAPAN



NEW YORK



GERMANY



Why is Lionel Messi such a big story today?

Because he owns more trophies than any player in history.

Except for one ...

WORLD CUP VICTORY

... the biggest one.



To Lionel and his countrymen, all these accolades mean little if he is not triumphant today. Everything is on the line. But it will be the toughest match of his life...



Messi must overcome the astounding greatness of two epic players...and one of them isn't even playing today. He's here in spirit, though, an almost mythical presence, looming over the action. You'll soon learn all about him.

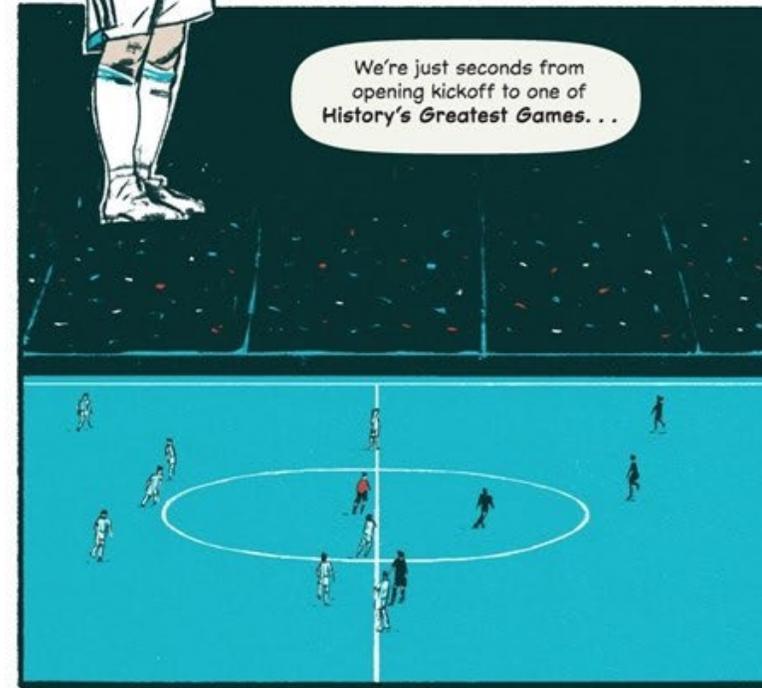
But in this moment, Messi cannot afford to daydream about a player of yesteryear

Rather, he must focus all his energy on defeating one of the finest players alive in 2022: the young French superstar Kylian Mbappé.

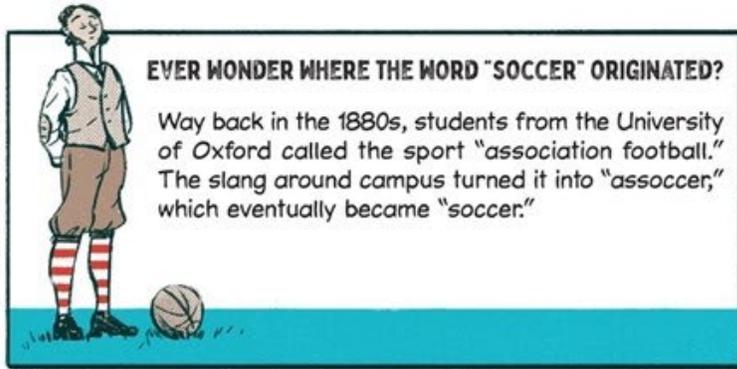
It will be the ultimate test. A battle of wills, playing styles, and mental fortitude.



6



7



TRIVIA GOALS

during a World Cup match?



(You can find the correct answer to the trivia questions at the end of the book. Good luck!)

CHAPTER

1

THE WORLD'S SPORT

In 1930, countries from all around the globe were suffering from an unparalleled economic disaster called the *Great Depression*. Things took a terrible turn in October 1929 when the stock market collapsed.





The stock market would end up losing nearly 90 percent of its value. To make matters worse, the banks had invested their own customers' savings into the market to make a profit for themselves.

Hordes of people rushed to the banks in a desperate attempt to withdraw their savings before it was too late. But their money was already gone. It had vanished seemingly overnight.

I need my money NOW!

Sorry sir, there's nothing left. We can give you ten cents on the dollar.

That's HIGHWAY ROBBERY!

Well, that's all we can do for you. Take it or leave it.

With companies and banks going out of business, jobs became scarce.



This led to high rates of unemployment, homelessness, and poverty.

On top of that, severe droughts destroyed THIRTY-FIVE MILLION acres of usable farmland in the American heartland. Farmers had little to eat or sell.

The economic disaster spread quickly around the world. Because currencies are connected across continents, banks began to collapse in multiple nations. International companies went bankrupt. There were few jobs, little money, and food was in short supply across the globe. In 1930, the effects of the Great Depression had negatively impacted practically everything everywhere.





GOAL!!

A brilliantly executed team goal! Started by Messi, finished by Di María!

Tears flow from Di María's eyes. He puts his fingers together in the shape of a heart.

Mbappé has been quiet.

But he's lurking, waiting to strike...

And the first half ends with the score Argentina 2, France nil.



The Argentines have been tenacious and utterly dominant. The South American powerhouse led by the great Lionel Messi are on the precipice of glory, my friends.

HALFTIME ARG 2 FRA 0

If France is to claw their way back into this final, they must regroup and focus, and do it fast.

As we speak, France's star and team leader, Kylian Mbappé, is giving a fiery pep talk to his teammates. Let's listen in...



"We have to do something! It's a World Cup final!"

What's done is done! They've scored two goals, we're down two!

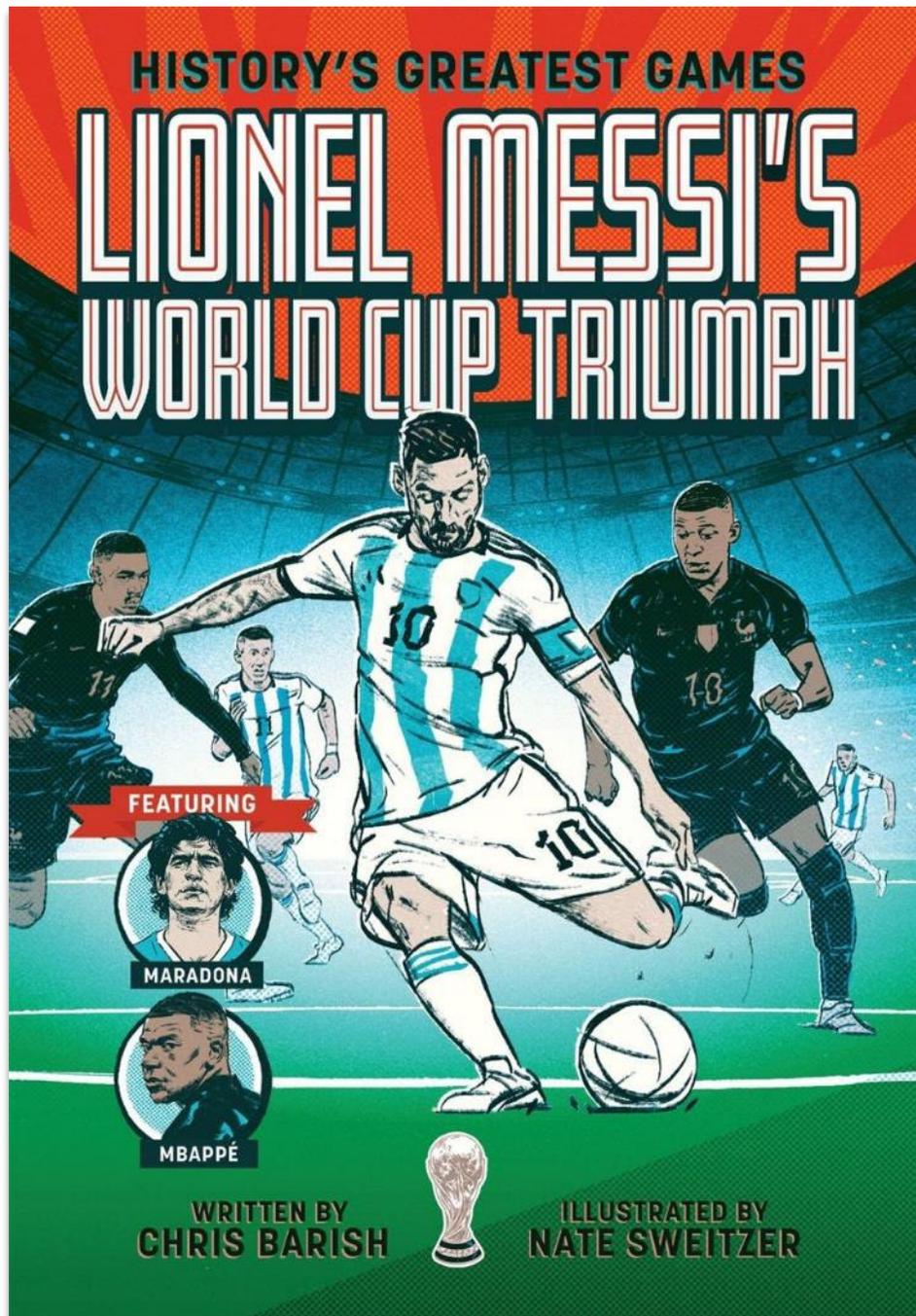
WE CAN COME BACK!"



TRIVIA GOALS

When Angel Di María scored his World Cup final goal, tears of joy streamed from his eyes, and he made a heart sign with his hands to honor his wife. Coincidentally, for what other reason is the heart symbol relevant to Di María?

- A. He was born on Valentine's Day.
- B. He was born with an enlarged heart.
- C. He owns a marble statue of Cupid.



Lionel Messi's World Cup Triumph

(HISTORY'S GREATEST GAMES #1)

Chris Barish

This thrilling new nonfiction graphic novel series offers a front row seat to the greatest moments in sports history, starting with Lionel Messi and the incredible 2022 FIFA World Cup.

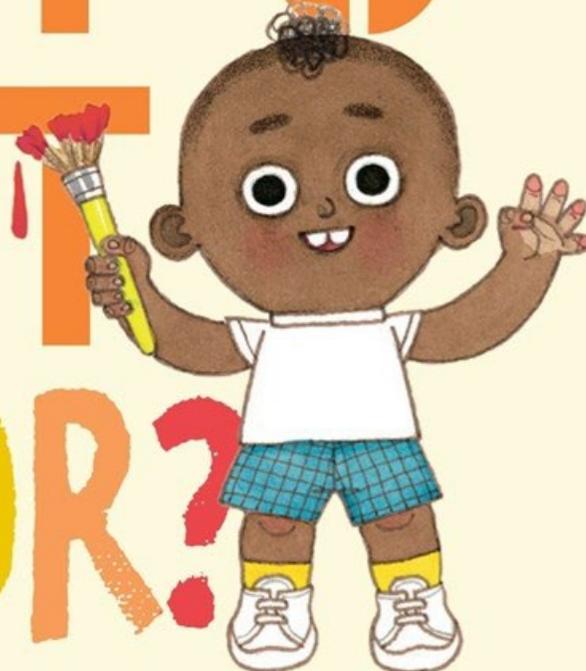
- This exciting new graphic novel series offers a portal to the past, putting young readers in the middle of the most epic moments in sports history. Along with action-packed games and nail-biting victories, this series zooms out to explore the incredible backstories, social and political issues, and larger historical context that truly make these games the greatest in history.
- While there are many books about Lionel Messi on the market, this will be the first graphic novel to tell his incredible story for middle-grade readers. Along with play-by-play scenes from actual games, Chris Barish expertly adds trivia, fun facts, and historical context that soccer fans will love.
- With series like *Nathan Hale's Hazardous Tales* and *Big Ideas That Changed the World*, Abrams has seen a huge appetite for action-packed nonfiction graphic novels, and they think *History's Greatest Games* could be another breakout series in this space.
- Publication is timed to coincide with the 2026 World Cup, which will take place in North America.

AGES 8-12

AU \$21.99 | NZ \$24.99
9781419779404
136 Pages
Paperback
203 mm x 140 mm
Abrams Fanfare

THE QUESTIONERS

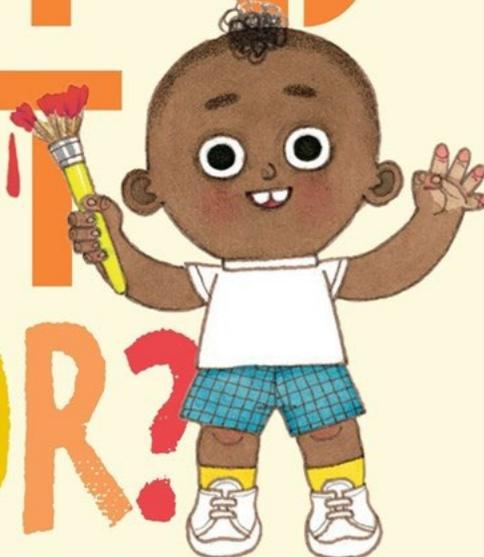
WHAT'S
THAT
COLOUR?

A cartoon illustration of a young girl with dark skin and a small bun hairstyle. She is wearing a white tank top, blue plaid shorts, yellow socks, and white sneakers. She is holding a yellow paintbrush with red bristles in her right hand and waving with her left hand. The background is a light yellow gradient.

From the #1 *New York Times* bestselling creators
ANDREA BEATY and **DAVID ROBERTS**

THE QUESTIONEERS

WHAT'S THAT COLOUR?



From the #1 *New York Times* bestselling creators
ANDREA BEATY and **DAVID ROBERTS**

The Questioners: What's That Colour?

A BOARD BOOK

Andrea Beaty

What's That Colour? is a fun rhyming Questioners concept board book starring Aaron Slater, Illustrator all about colors from the #1 *New York Times* bestselling creators of *Ada Twist, Scientist* and *Rosie Revere, Engineer*

- Aaron has yellow. Rosie has red. Mix them together, it's something new instead!
- Aaron Slater, Illustrator and his fellow Questioners star in their first ever board book all about the dazzling world of colours. What happens when you mix yellow and blue? What about blue and red? What if you mix all the colours together?
- Andrea Beaty and David Roberts—the #1 *New York Times* bestselling creators of the Questioners series—are back with a delightfully rhyming and vibrantly illustrated board book, the first in a brand-new concepts series for preschoolers. Readers will join their favorite Questioners as they explore numbers, shapes, and feelings in future board books.

AGES 0-4

AU \$14.99 | NZ \$19.99
9781419791192
20 Pages
Board Book
178 mm x 178 mm
Abrams Appleseed



Aaron has **YELLOW**.



Rosie has **RED**.

Now it's something

new instead.

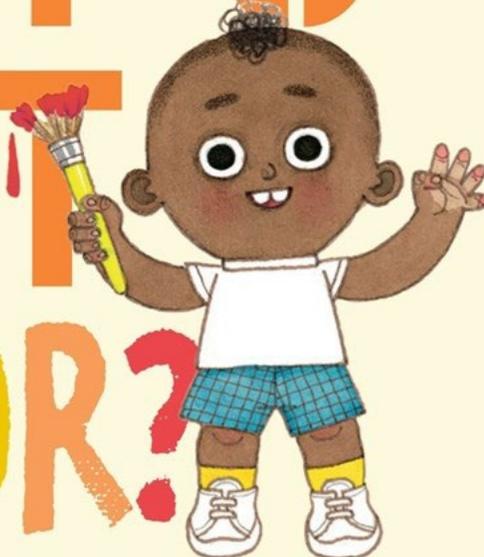




They'll work together.

THE QUESTIONEERS

WHAT'S THAT COLOUR?



From the #1 *New York Times* bestselling creators
ANDREA BEATY and **DAVID ROBERTS**

The Questioners: What's That Colour?

A BOARD BOOK

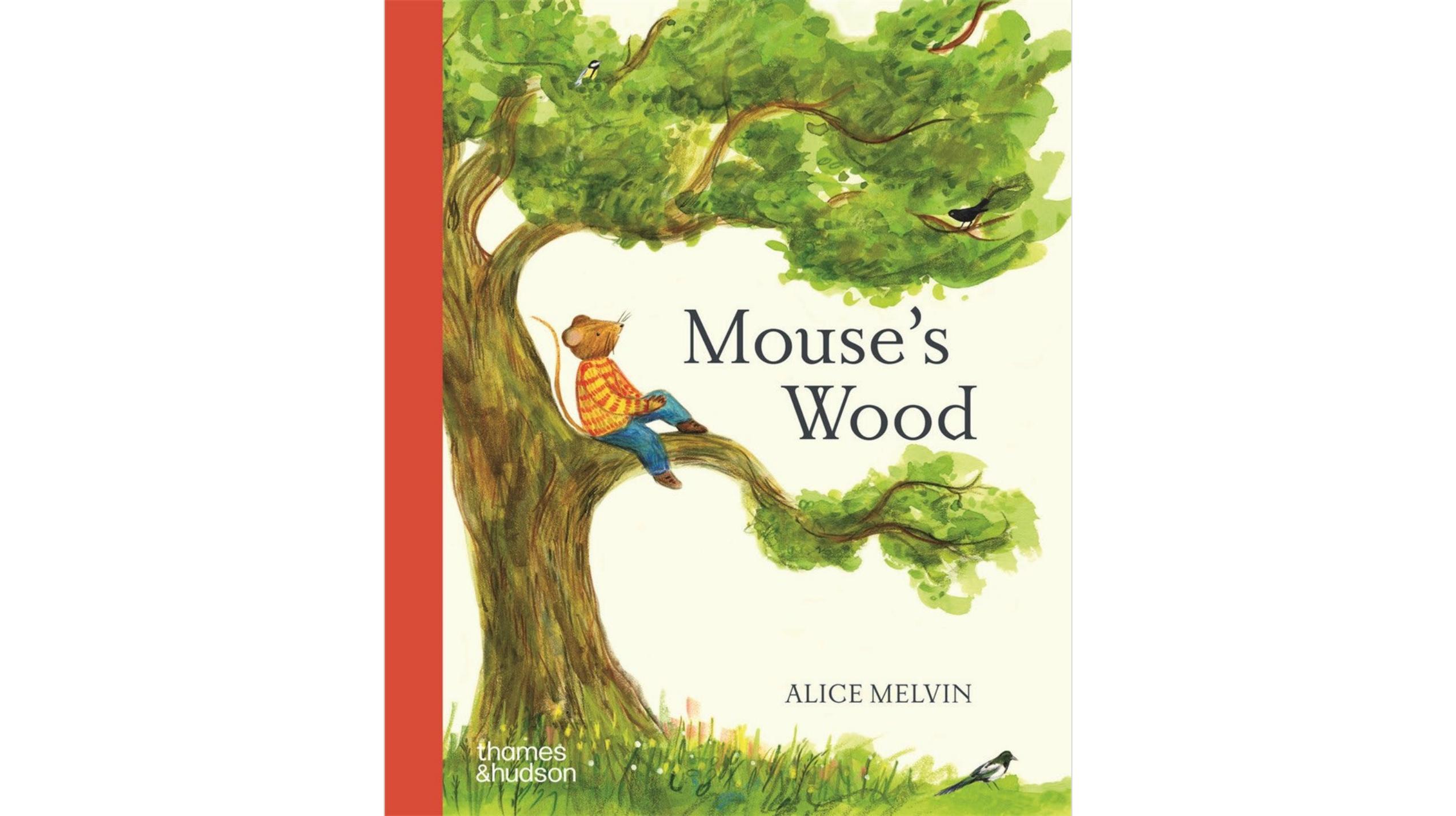
Andrea Beaty

What's That Colour? is a fun rhyming Questioners concept board book starring Aaron Slater, Illustrator all about colors from the #1 *New York Times* bestselling creators of *Ada Twist, Scientist* and *Rosie Revere, Engineer*

- Aaron has yellow. Rosie has red. Mix them together, it's something new instead!
- Aaron Slater, Illustrator and his fellow Questioners star in their first ever board book all about the dazzling world of colours. What happens when you mix yellow and blue? What about blue and red? What if you mix all the colours together?
- Andrea Beaty and David Roberts—the #1 *New York Times* bestselling creators of the Questioners series—are back with a delightfully rhyming and vibrantly illustrated board book, the first in a brand-new concepts series for preschoolers. Readers will join their favorite Questioners as they explore numbers, shapes, and feelings in future board books.

AGES 0-4

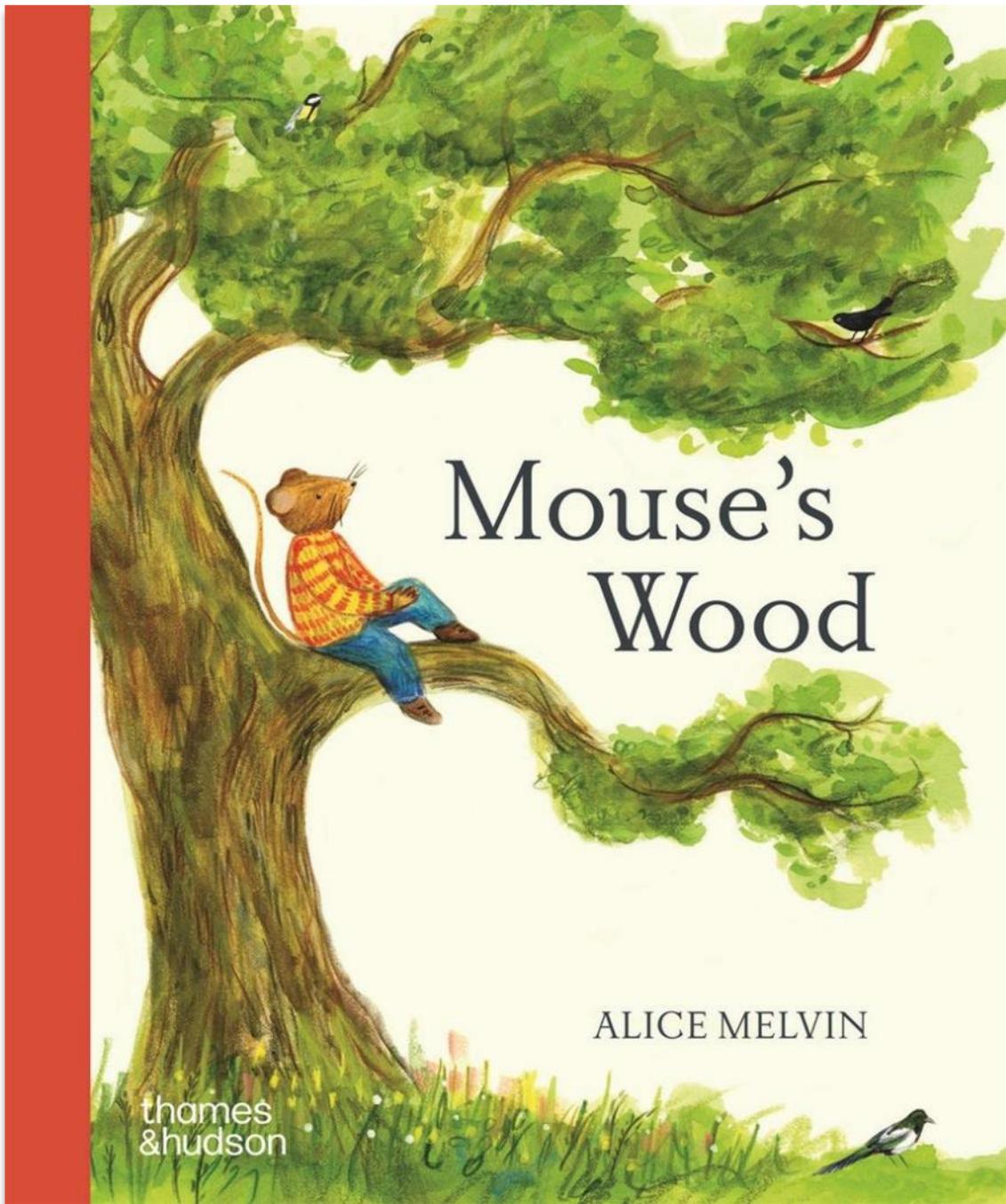
AU \$14.99 | NZ \$19.99
9781419791192
20 Pages
Board Book
178 mm x 178 mm
Abrams Appleseed



Mouse's Wood

ALICE MELVIN

thames
& hudson



Mouse's Wood

Alice Melvin

A board edition of the book described by the *Daily Telegraph* as 'an utter gem'.

Written in a gentle rhyme that reflects the slow pace of Mouse's rambling journey, and illustrated in the inimitable style of Alice Melvin, *Mouse's Wood* is a heart-warming celebration of slow living in nature.

- The highly popular, incredibly charming *Mouse's Wood* is now in board book format for the youngest of readers!
- Celebrates living in connection with nature through the gentle tale of a mouse and his friends in the forest.
- Hand-drawn and painted illustrations combine with novelty die-cut flaps to give the reader the experience of exploring Mouse's environment and his many animal friends and neighbors for themselves. The lift-the-flap format is highly interactive and engaging, allowing young readers to peek inside animals' homes.
- A nature calendar completes the book, allowing children to discover the birds, insects, animals and plants living in harmony with the changing seasons.
- The mouse books, featuring the artwork of award-winning illustrator Alice Melvin, have become a beloved series with young readers.
- Brings this delightful story to younger readers.

Ages 3+

AU \$21.99 | NZ \$24.99
9780500653883
26 Pages
Board Book
211 mm x 173 mm
Thames and Hudson Ltd

A Year in the Wood

This book follows a wood through the course of a year. Here are some of the things you can spot on its pages and while you're out and about in nature.



JANUARY

The natural world might appear lifeless in winter but there are still things to see. Many trees have lost their leaves but look closely and you will see the new leaf buds are already formed. Against the bare branches, it is easier to spot birds, especially the robin with its bright red chest.



MARCH

The signs of spring are everywhere in March. Cheerful yellow daffodils are easy to spot but harder to find is the delicate white wood anemone. If you do spot them, it can be a sign that the wood you are in is very old. One of the first blossoms to find is blackthorn, which provides pollen and nectar for bees.



MAY

Although the trees are filling with leaves every day, there is still enough light reaching the woodland floor for flowers to grow. One of the most beautiful is the bluebell, which can transform the woodland floor into a sea of blue. May is also a good month to spot butterflies – look out for the cabbage white, peacock and the meadow brown.



FEBRUARY

Nature starts to stir in February as the first flowers begin to appear. Snowdrops, crocuses and yellow aconites are some of the early flowers to spot. Look out for the yellow catkins of the hazel tree, another sign that spring is on the way.



APRIL

Cherry trees are full of blossom in April. The flowers of the wild cherry are white. There are white flowers to be found on the woodland floor too, as wild garlic begins to bloom and fills the woods with its pungent smell – use your nose as well as your eyes to find it! Birds are still busy with nest building and some have begun laying their eggs.



elderflower



JUNE

As spring becomes summer the woods turn a darker shade of green. On elder trees, clusters of tiny white flowers appear; their sweet smell attracts lots of insects. On the ground you might be lucky enough to find tiny wild strawberries. The tall spikes of foxgloves are another flower to spot in June, but don't pick them – they are very poisonous!



holly

NOVEMBER

Holly is an evergreen tree and keeps its glossy leaves all year round, providing a safe shelter for wildlife. Only the lower leaves of the holly tree are spiky, up high they don't need spikes to protect themselves. The bright red berries found on female holly trees are an important source of food for animals and birds.



SEPTEMBER

The beginning of autumn sees the colours of the woods begin to shift from green to glorious shades of yellow, orange, red and brown. Birds and animals are busy filling up on autumn's fruits, nuts and seeds before winter sets in. Look out for acorns and hazelnuts. Blackberries provide sweet, tasty fruits for wildlife, and for us! And hips ripen in hedgerows adding more colour to autumn.



rose hips



house martin



JULY

Birds are still busy looking after their chicks in the summer months. Look out for young birds called fledglings – they are learning how to fly, and how to swim if they are water birds! Lots of birds, such as the house martin, fly long distances around the world, spending their summers and winters in places thousands of miles apart.



moorhen



wood pigeon



nasturtiums



vegetables

AUGUST

There is much less birdsong to be heard in the height of summer and it can be harder to spot birds too. This is because many are moulting, replacing their worn-out feathers with new ones to keep them warm through winter. August is a lovely time to be in the garden, with many flowers in bloom and vegetables to be picked. The fruit on trees begins to ripen in the warm sunshine.



sunflower



pine cone



sika spruce cone



shaggy parasol fungus

OCTOBER

As autumn progresses, the leaves are now of no use to the tree and so begin to drop off, gathering in drifts on the woodland floor. Evergreen conifer trees don't lose their needles, but look out for fallen cones beneath them – they come in many shapes and sizes depending on the tree. October is a good month to spot fungi and mushrooms too. Some wild mushrooms are poisonous so be careful not to touch them.



basket fungus



mistletoe

DECEMBER

The woods have returned to their winter state. Evergreen plants provide colour in the bare woods and many are associated with winter celebrations. Holly, ivy and mistletoe are used to decorate homes, wreaths are hung on doors and fir trees are brought indoors to be hung with ornaments.



ivy

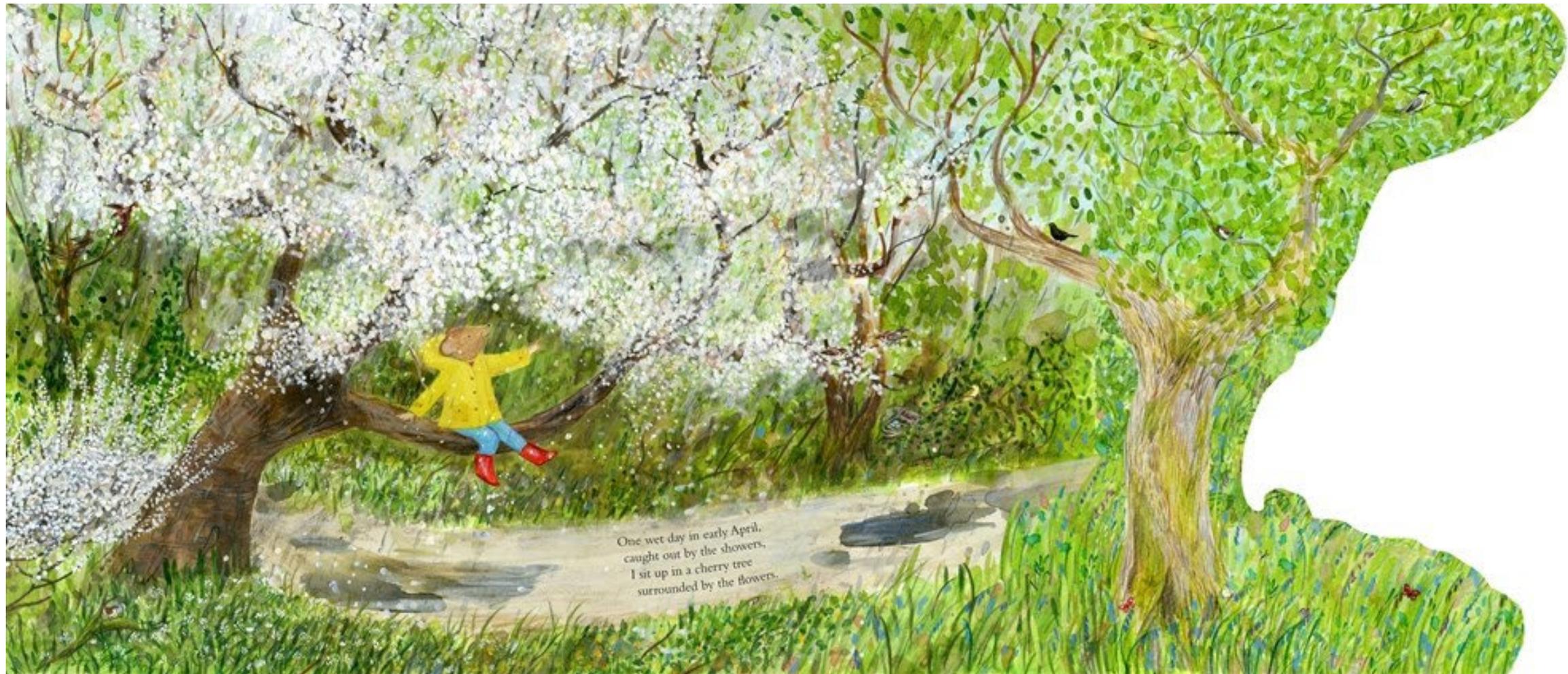




*In February I wrap up warm
against the winter's chill.
I stroll among the morning mist.
The wood is wet and still.*



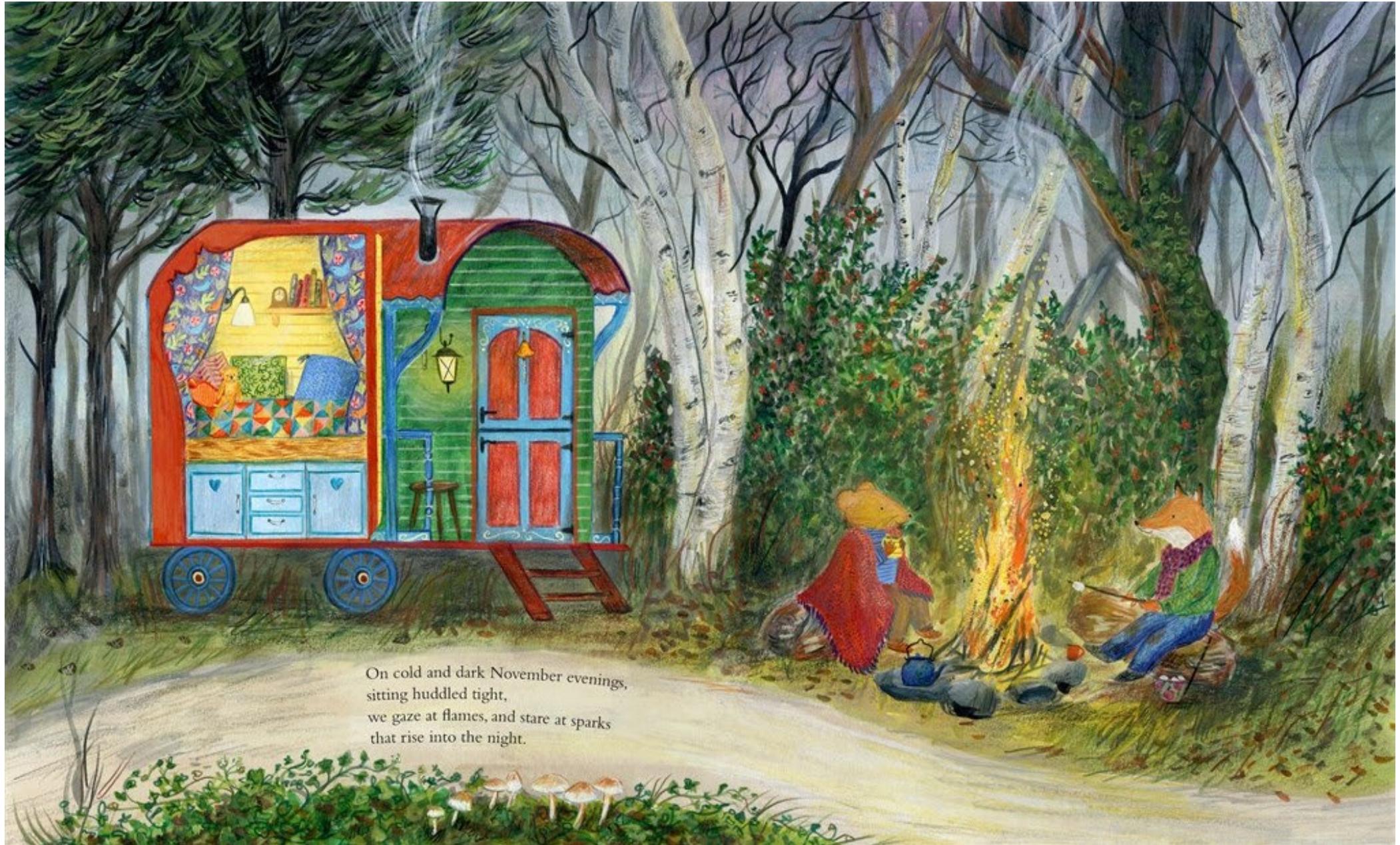
In March I help out Hedgehog
(newly woken by the spring).
The wind shakes sheets and tosses trees.
The finches flit and sing.



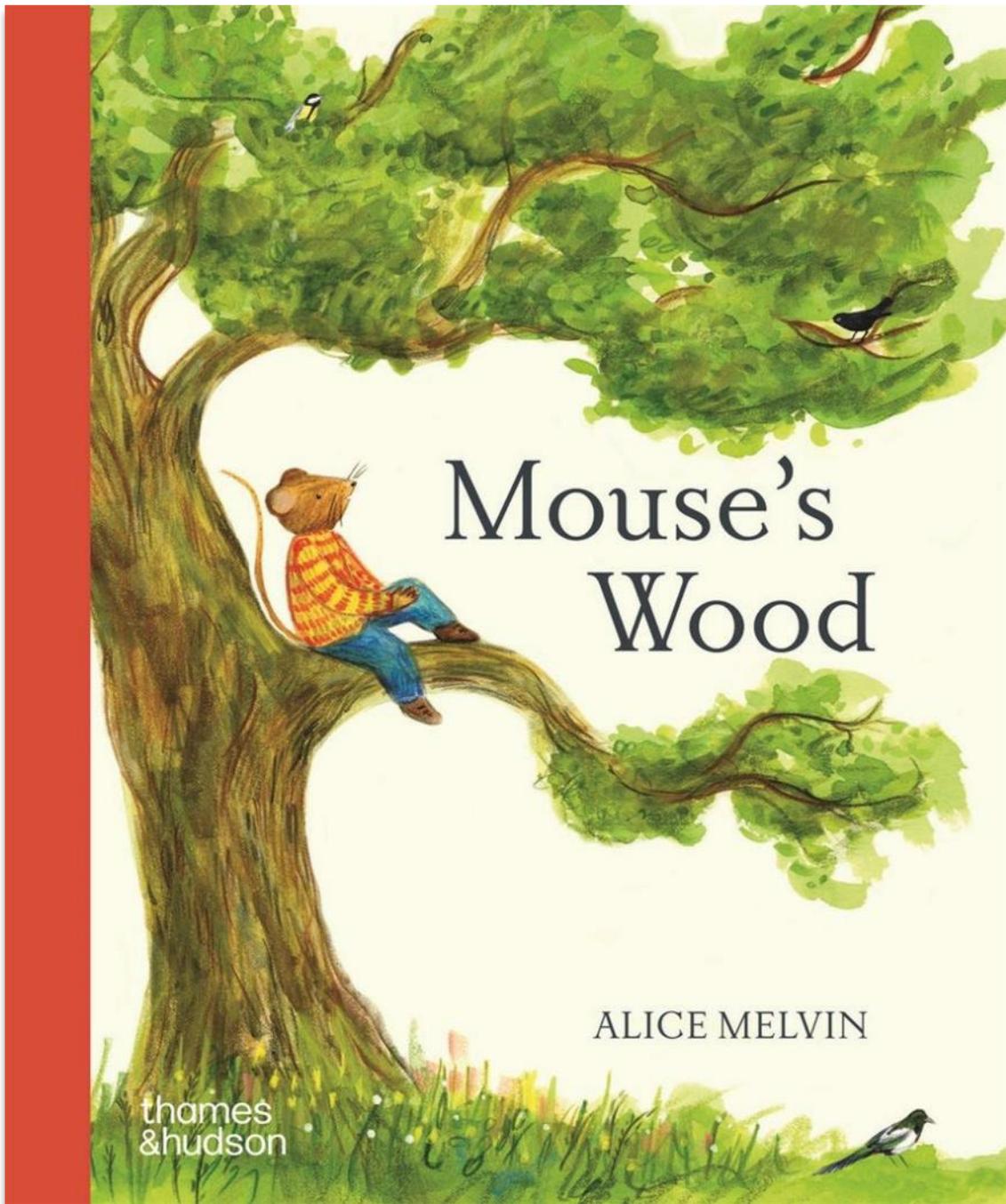
One wet day in early April,
caught out by the showers,
I sit up in a cherry tree
surrounded by the flowers.



October comes, and dusk descends.
The bluster strips the trees.
We chase and chatter, speed and scatter,
kicking up the leaves.



On cold and dark November evenings,
sitting huddled tight,
we gaze at flames, and stare at sparks
that rise into the night.



Mouse's Wood

Alice Melvin

A board edition of the book described by the *Daily Telegraph* as 'an utter gem'.

Written in a gentle rhyme that reflects the slow pace of Mouse's rambling journey, and illustrated in the inimitable style of Alice Melvin, *Mouse's Wood* is a heart-warming celebration of slow living in nature.

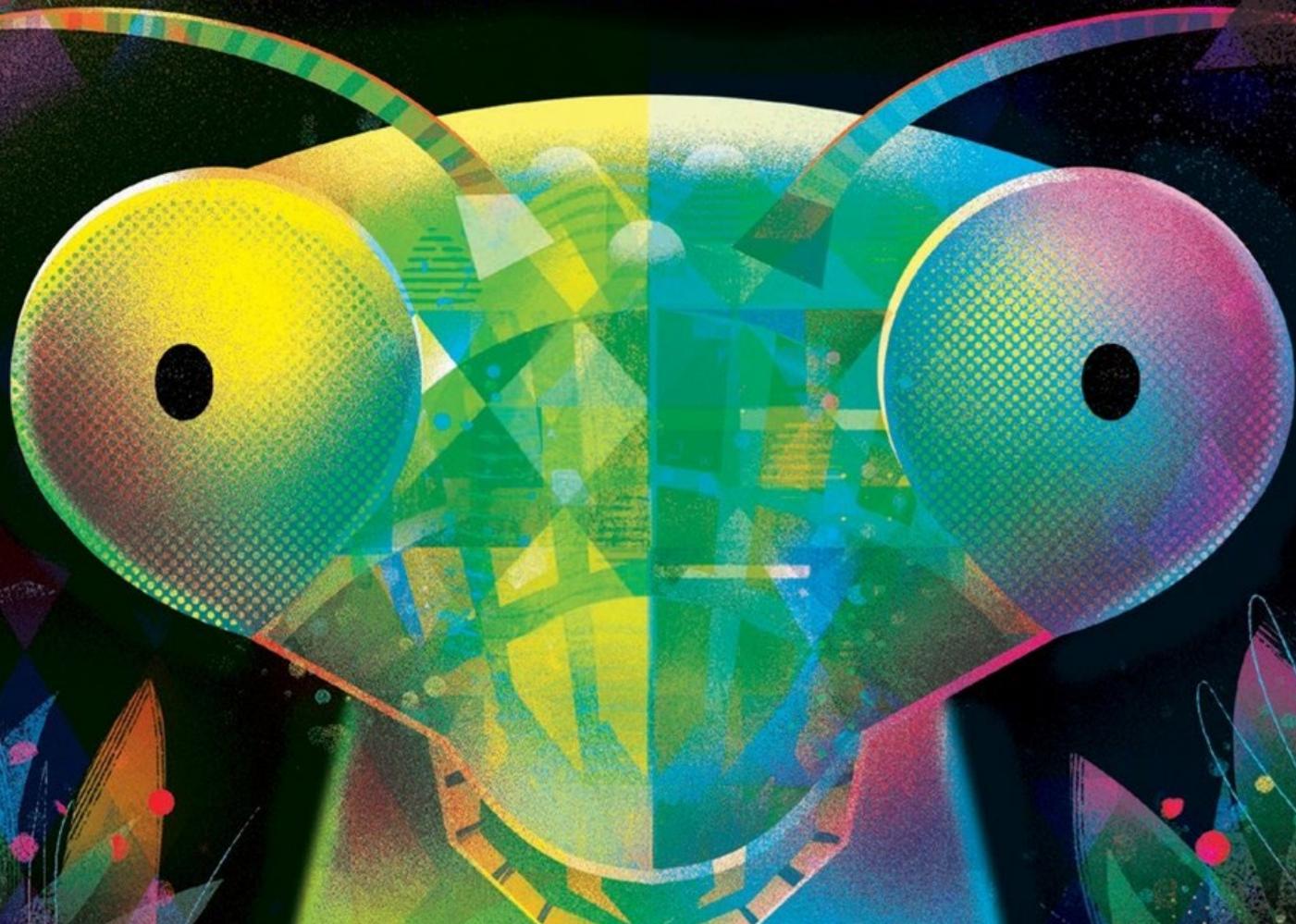
- The highly popular, incredibly charming *Mouse's Wood* is now in board book format for the youngest of readers!
- Celebrates living in connection with nature through the gentle tale of a mouse and his friends in the forest.
- Hand-drawn and painted illustrations combine with novelty die-cut flaps to give the reader the experience of exploring Mouse's environment and his many animal friends and neighbors for themselves. The lift-the-flap format is highly interactive and engaging, allowing young readers to peek inside animals' homes.
- A nature calendar completes the book, allowing children to discover the birds, insects, animals and plants living in harmony with the changing seasons.
- The mouse books, featuring the artwork of award-winning illustrator Alice Melvin, have become a beloved series with young readers.
- Brings this delightful story to younger readers.

Ages 3+

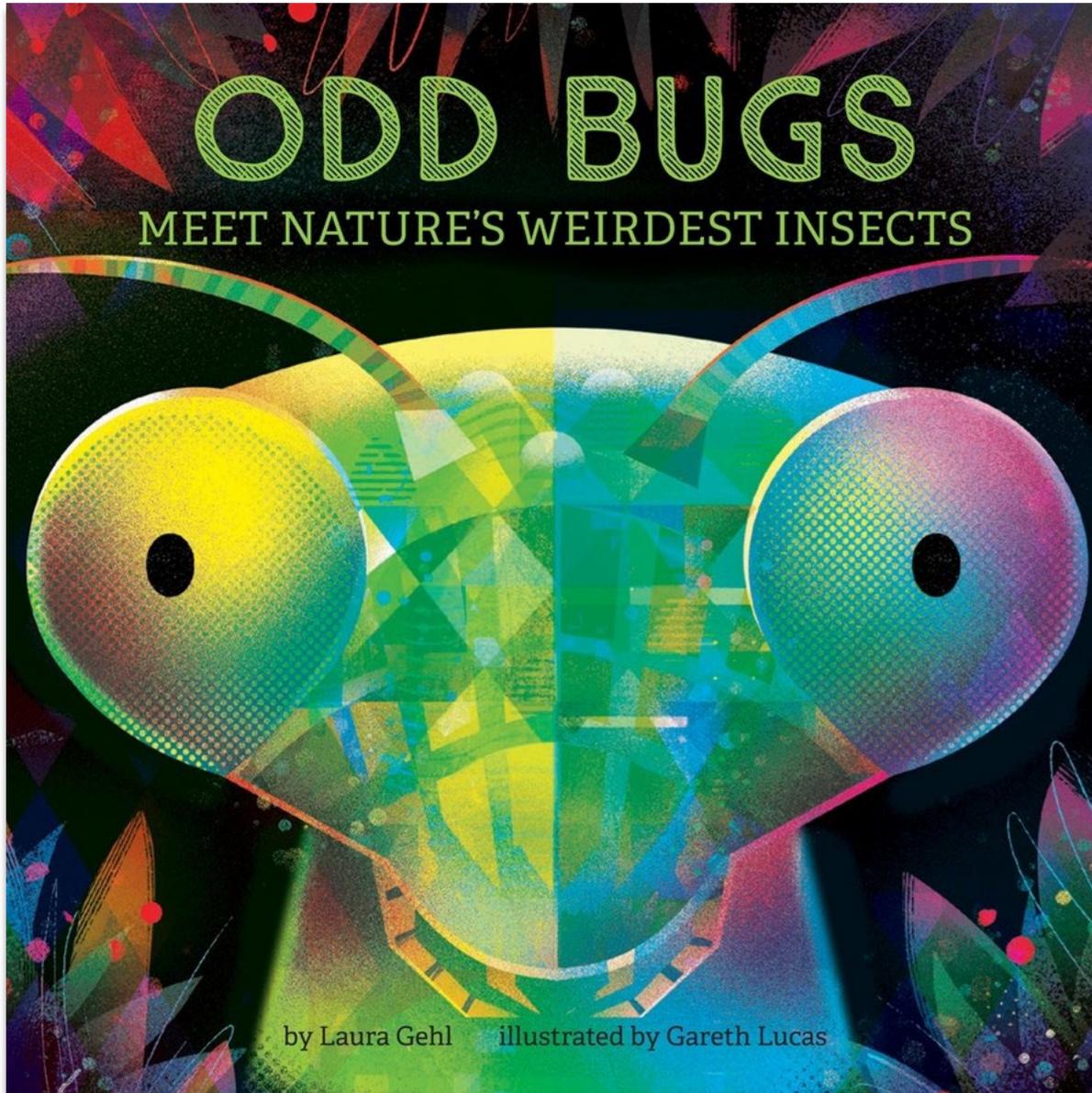
AU \$21.99 | NZ \$24.99
9780500653883
26 Pages
Board Book
211 mm x 173 mm
Thames and Hudson Ltd

ODD BUGS

MEET NATURE'S WEIRDEST INSECTS



by Laura Gehl illustrated by Gareth Lucas



Odd Bugs (A Curious Critters Board Book)

MEET NATURE'S WEIRDEST INSECTS

Laura Gehl

Meet nature's oddballs in author Laura Gehl and illustrator Gareth Lucas's engaging board book about some of the most unique insects in the world

- Get ready to buzz with excitement! Odd Bugs introduces babies and toddlers to highly unusual creepy-crawlies, including a beautiful glasswing butterfly and the treacherous robber fly!
- Lively rhyming verses provide the comforting repetition that little ones crave, even as their minds are opened to new and fascinating creatures from around the world. At the end of the book, readers will find photographs of each bug, along with more detailed factual information. The eight insects featured are the goliath beetle, Picasso moth, red-headed bush cricket, saddleback caterpillar, robber fly, glasswing butterfly, and the leaf insect.
- Age-appropriate facts accompany a stunning illustration of each weird bug, and back matter offers photographs of each critter as well as more detailed information.

AGES 1-4

AU \$14.99 | NZ \$19.99
9781419783050
22 Pages
Board Book
178 mm x 178 mm
Abrams Appleseed



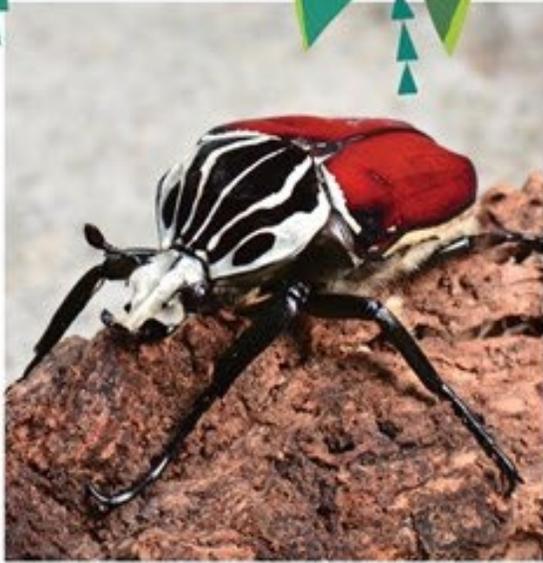
THIS BEETLE IS
ENORMOUS.

THIS HAIRY FLY'S A THIEF.



THESE WINGS LOOK
JUST LIKE GLASS.





GOLIATH BEETLE

HOW BIG CAN THIS BEETLE GET?

Goliath beetles are some of the biggest insects in the world. They can grow as big bigger than a human child's hand (up to 4 inches long). They are also very strong. A goliath beetle can lift 850 times its own weight, which would be like a person lifting 21 elephants! Goliath beetles live in tropical parts of Africa.

BAORISA MOTH

WHY IS THIS MOTH NICKNAMED THE "PICASSO MOTH"?

Many people think that moths are plain or ugly, while butterflies are colorful and beautiful. The baorisa moth proves that moths can be beautiful too. In fact, the baorisa moth is nicknamed the "Picasso moth" because its wings look like they are individually painted. This moth lives in India and Southeast Asia.



RED-HEADED BUSH CRICKET

HOW DOES THIS SMALL CRICKET SING SO LOUD?

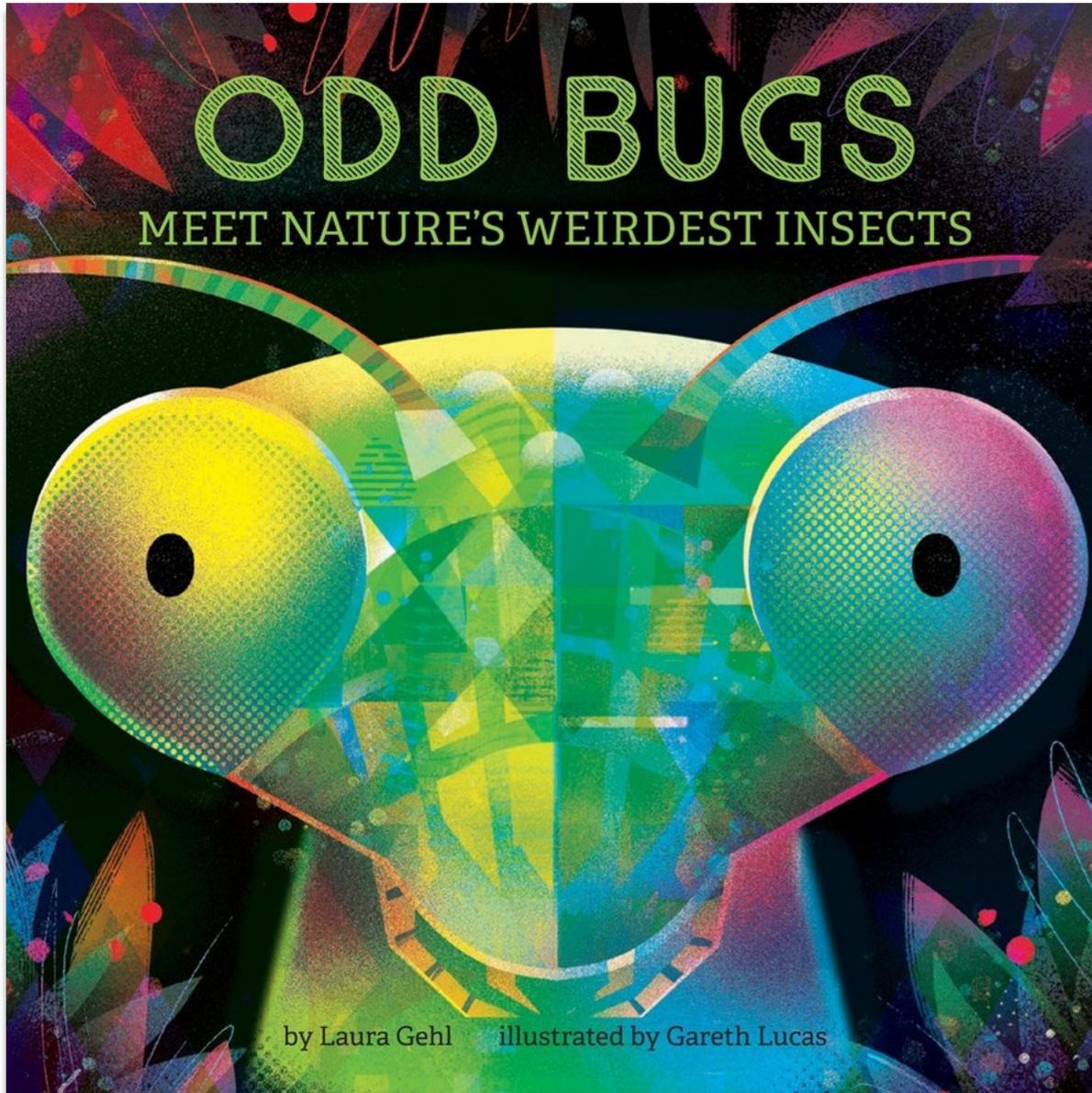
The red-headed bush cricket "sings" by rubbing its wings together. The cricket's high-pitched song is extremely loud for its small size. The male cricket uses folded leaves like a megaphone to project the song. This cricket lives in North America.

SADDLEBACK CATERPILLAR

HOW DOES THIS CATERPILLAR PROTECT ITSELF?

The saddleback caterpillar's spines have venom inside. If you brush against one, it causes a burning sting, like that of a jellyfish! Each caterpillar has a brown, saddle-shaped spot on its green back. After they spin silk cocoons, these critters re-emerge as fuzzy brown moths. This caterpillar lives in the Central United States and on the East Coast.





Odd Bugs (A Curious Crittters Board Book)

MEET NATURE'S WEIRDEST INSECTS

Laura Gehl

Meet nature's oddballs in author Laura Gehl and illustrator Gareth Lucas's engaging board book about some of the most unique insects in the world

- Get ready to buzz with excitement! Odd Bugs introduces babies and toddlers to highly unusual creepy-crawlies, including a beautiful glasswing butterfly and the treacherous robber fly!
- Lively rhyming verses provide the comforting repetition that little ones crave, even as their minds are opened to new and fascinating creatures from around the world. At the end of the book, readers will find photographs of each bug, along with more detailed factual information. The eight insects featured are the goliath beetle, Picasso moth, red-headed bush cricket, saddleback caterpillar, robber fly, glasswing butterfly, and the leaf insect.
- Age-appropriate facts accompany a stunning illustration of each weird bug, and back matter offers photographs of each critter as well as more detailed information.

AGES 1-4

AU \$14.99 | NZ \$19.99
9781419783050
22 Pages
Board Book
178 mm x 178 mm
Abrams Appleseed

BIG JOBS FOR LITTLE BABIES

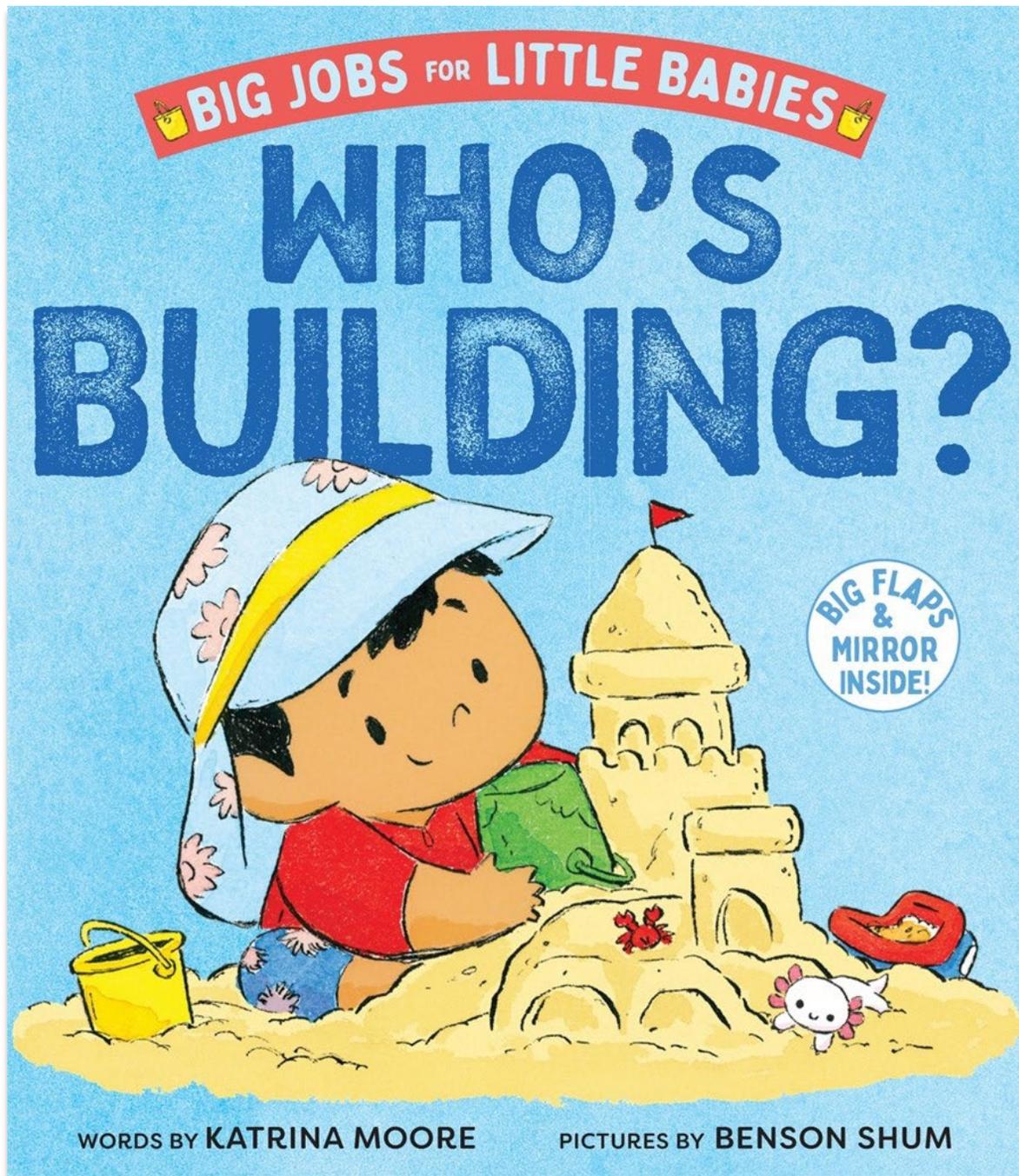
WHO'S BUILDING?



**BIG FLAPS
&
MIRROR
INSIDE!**

WORDS BY KATRINA MOORE

PICTURES BY BENSON SHUM



Who's Building? (Big Jobs for Little Babies)

A BOARD BOOK

Katrina Moore

The Big Jobs for Little Babies board book series explores dynamic careers based on baby's favorite activities—in this case, building!

- In *Who's Building?*, take a look into the many vocations that involve building—from a sculptor forming a bear out of colorful clay to a bridge-creating civil engineer! With a fun, simple rhyme, five dramatic gatefold reveals, and a high-quality mirror on the final page of this sturdy board book, *Who's Building?* will nurture the youngest explorer's curiosity about the world and their own bright futures.
- The *Nerdy Babies* board book series continues to have strong sales, and we hope to tap into the same market of explaining concepts in simple, concise ways.
- This sturdy board book has five gatefolds, perfect for curious little hands, revealing what baby is building, and a sturdy, high-quality mirror on the final page so readers can see themselves in the various roles explored in the book.

AGES 1-3

AU \$19.99 | NZ \$21.99
9781419774621
22 Pages
Board Book
191 mm x 165 mm
Abrams Appleseed

A **sculptor** is building.

He's molding and patting.
He shapes with great care.
What has he formed?
A colorful . . .



A **sculptor** is building.

BEAR!



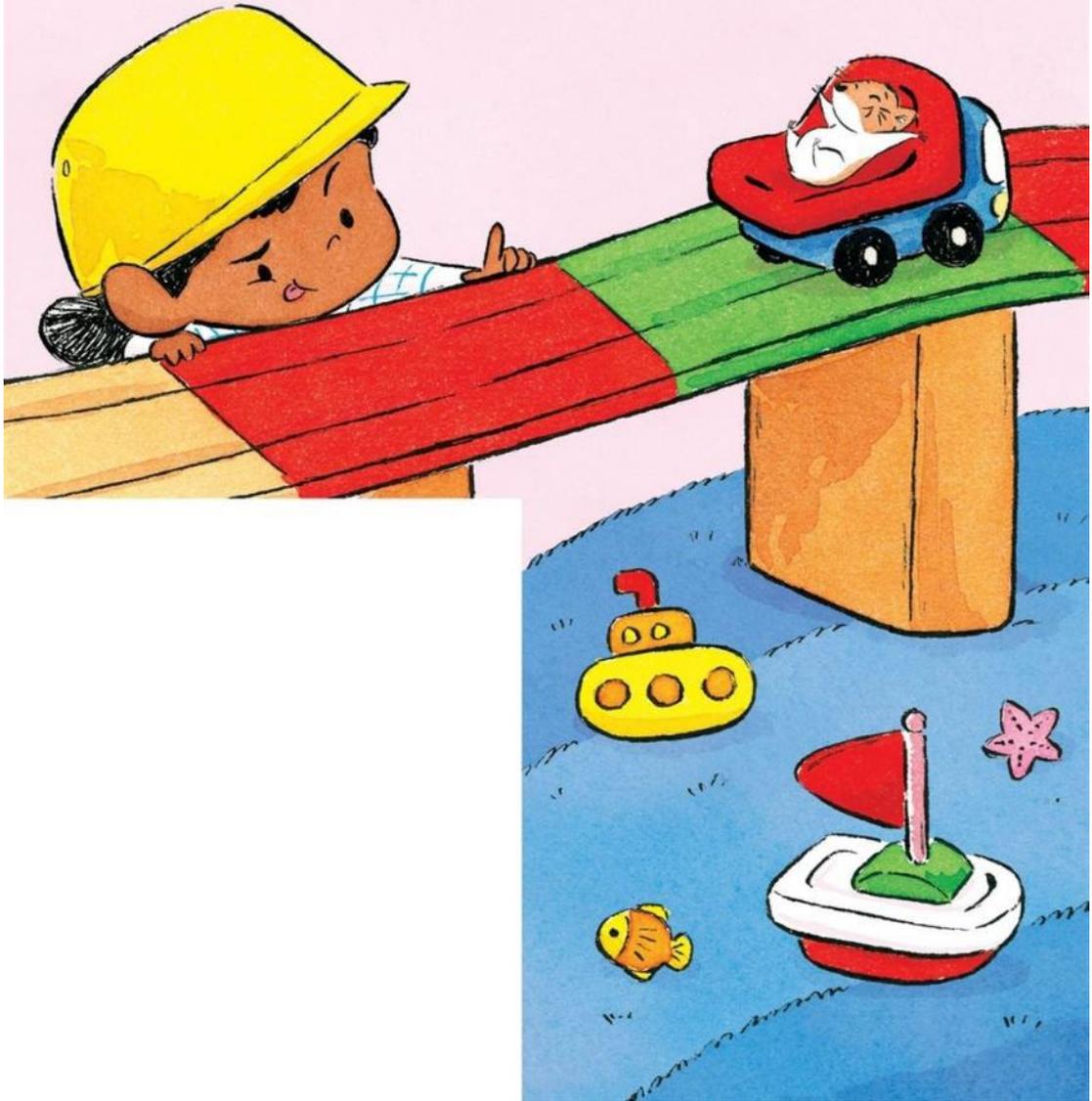
A **civil engineer** is building.

She's planning. She measures.
She lays down the bars.
What has she built?
A bridge for her . . .



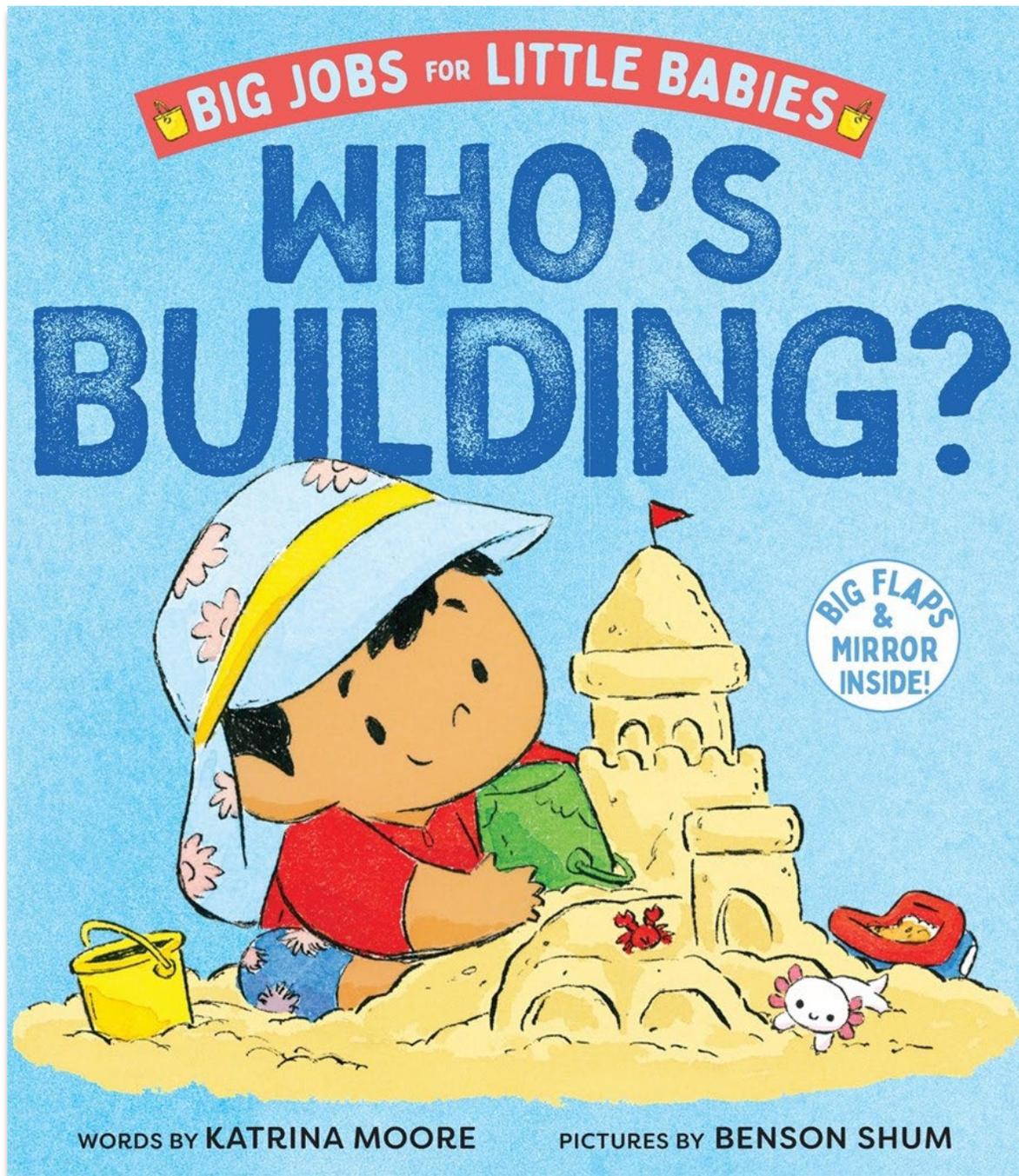
A civil engineer is building.

CARS!





Who is that building?
Who stretches so high?
It's **YOU**, little builder—
go reach for the sky!



Who's Building? (Big Jobs for Little Babies)

A BOARD BOOK

Katrina Moore

The Big Jobs for Little Babies board book series explores dynamic careers based on baby's favorite activities—in this case, building!

- In *Who's Building?*, take a look into the many vocations that involve building—from a sculptor forming a bear out of colorful clay to a bridge-creating civil engineer! With a fun, simple rhyme, five dramatic gatefold reveals, and a high-quality mirror on the final page of this sturdy board book, *Who's Building?* will nurture the youngest explorer's curiosity about the world and their own bright futures.
- The *Nerdy Babies* board book series continues to have strong sales, and we hope to tap into the same market of explaining concepts in simple, concise ways.
- This sturdy board book has five gatefolds, perfect for curious little hands, revealing what baby is building, and a sturdy, high-quality mirror on the final page so readers can see themselves in the various roles explored in the book.

AGES 1-3

AU \$19.99 | NZ \$21.99
9781419774621
22 Pages
Board Book
191 mm x 165 mm
Abrams Appleseed

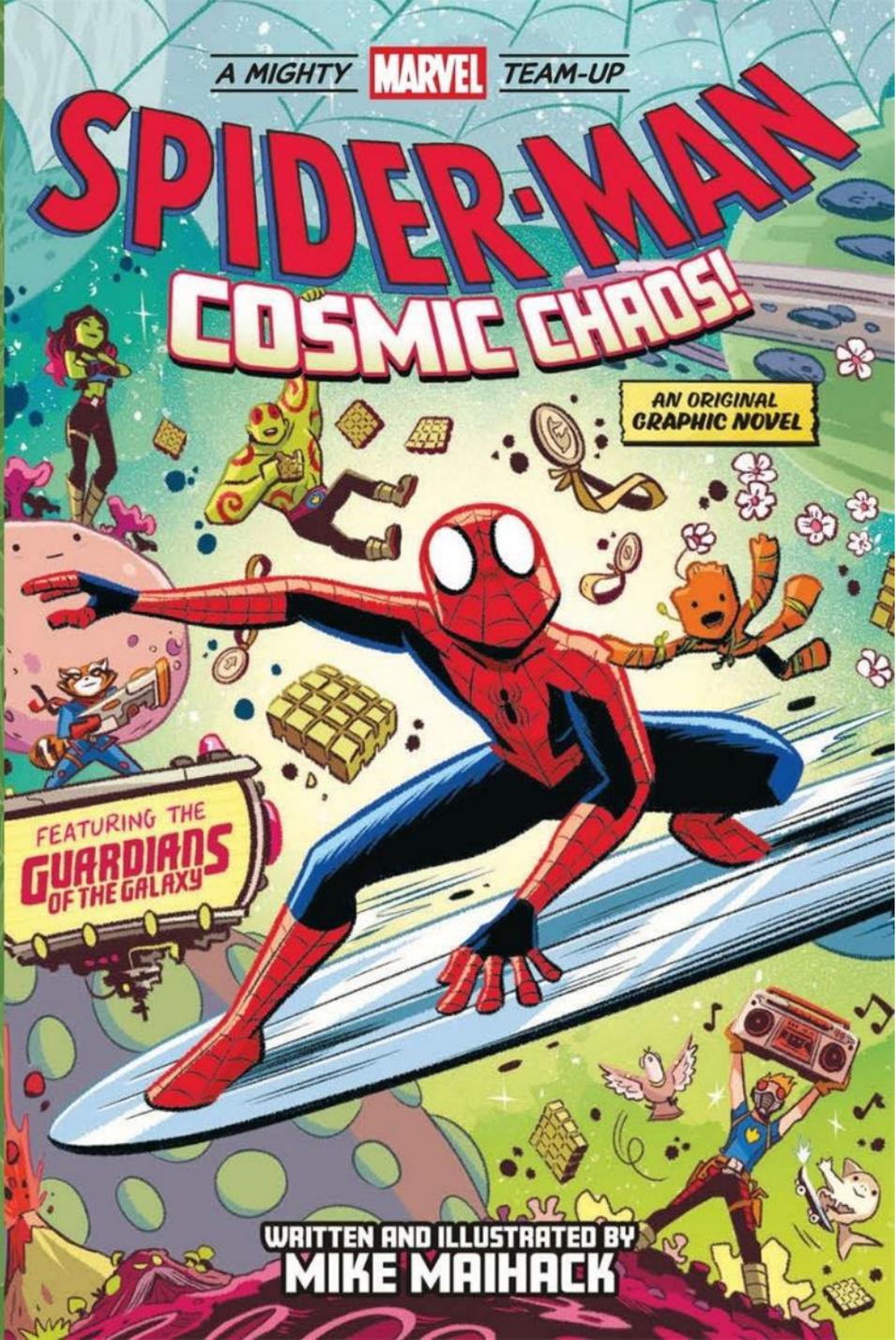
A MIGHTY **MARVEL** TEAM-UP

SPIDER-MAN COSMIC CHAOS!

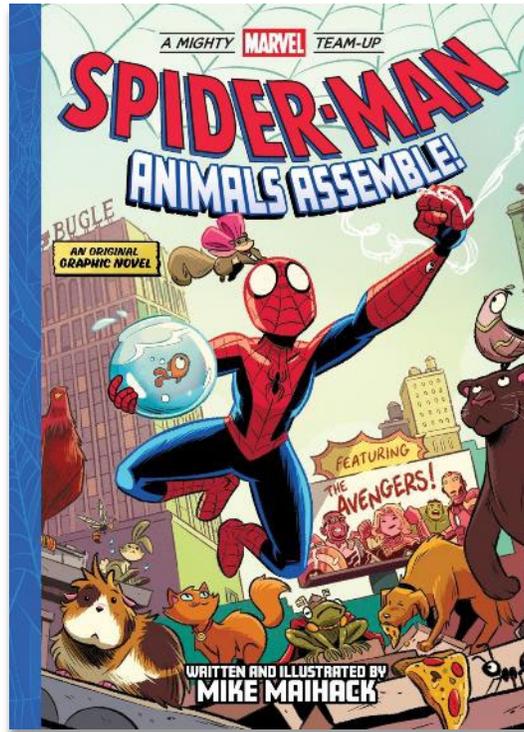
AN ORIGINAL
GRAPHIC NOVEL

FEATURING THE
**GUARDIANS
OF THE GALAXY**

WRITTEN AND ILLUSTRATED BY
MIKE MAIHACK



ALSO AVAILABLE



9781419764813



9781419770500



9781419778865



Spider-Man: Cosmic Chaos! (A Mighty Marvel Team-Up)

AN ORIGINAL GRAPHIC NOVEL

Mike Maihack

A third action-packed original story in the Mighty Marvel Team-Up graphic novel series by celebrated cartoonist Mike Maihack, featuring Spider-Man and the Guardians of the Galaxy!

- In this third book in the Mighty Marvel Team-Up series, author and artist Mike Maihack tells another action-packed and hilarious story, placing Spider-Man in the crosshairs of some of Marvel's most infamous cosmic characters!
- Marvel Comics continues to be one of the most recognizable and biggest brands worldwide, with Spider-Man being one of the most popular characters in their stable. With more Spider-Man films slated to release in the coming years, Spider-Man will continue to be in the cultural conversation.
- This is one of the only early-reader graphic novel series to come from Marvel, and fills an important gap in the market.
- Author/artist Mike Maihack is an incredible talent and has already had a successful young readers series with *Cleopatra in Space*. His art style and humorous storytelling will appeal to both younger audiences and older fans of the brand.

AGES 6-9

AU \$14.99 | NZ \$19.99

9781419770524

96 Pages

Paperback

216 mm x 152 mm

Abrams Fanfare

MY MIGHTY **MARVEL** FIRST BOOK

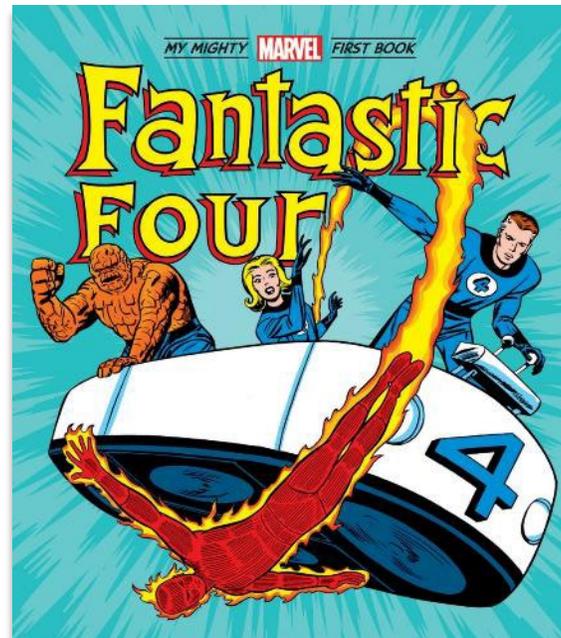
X-MEN



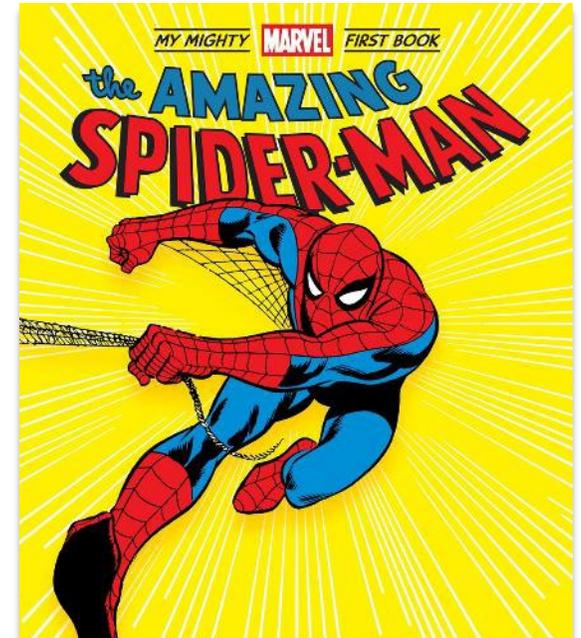
ALSO AVAILABLE



9781419754609



9781419774997



9781419746581



X-Men: My Mighty Marvel First Book

Marvel Entertainment

The next super installment in the My Mighty Marvel First Book series featuring the world's most extraordinary team—the X-Men—as drawn by one of the world's most extraordinary creators!

- Leap into action with the most astonishing group of heroes: the X-Men! Learn about Professor X, Cyclops, Jean Grey, Storm, Wolverine, and the other extraordinary mutants from Professor Xavier's School for Gifted Youngsters. This bright and bold board book, with art from Dave Cockrum, teaches the youngest collector all about the X-Men's super-powers, backstories, and enemies!
- Featuring vivid colors and three special gatefolds that help the X-Men pop off the page, and a larger trim size fit for a Super Hero team, this fun-filled board book is perfect for new and longtime Marvel fans alike.
- Retro hook: featuring classic art by marvel legend, Dave Cockrum, makes this a must-have for die-hard fans and collectors.
- Unique format: with a larger, "team-sized" trim size, three gatefolds, and a bold design, this deluxe board book is perfect for comic-book fans to share with their little ones.

AGES 0-5

AU \$21.99 | NZ \$24.99
9781419788215
24 Pages
Board Book
216 mm x 191 mm
Abrams Appleseed

ALONE & TOGETHER



Emilie Chazerand
Amandine Piv



ALONE & TOGETHER



Emilie Chazerand
Amandine Piu



Alone & Together (A Die-Cut Peek-Through Picture Book)

Émilie Chazerand and Amandine Piu

Celebrate what makes being together special in this lively, touching ode to community and friendship featuring clever die-cuts to peek through.

- The spare but powerful text in this joyful picture book explores why we need each other—our friends, families, neighbors, and communities—while also gently reassuring little ones that being alone is powerful, too. Charming art and clever peek-through die-cuts reveal surprising transformations with each page turn. *Alone & Together* teaches young readers that individual contributions combined with community cooperation make anything possible!
- Appealing art: with its charming watercolor style, this art will appeal to fans of *In My Heart* by Jo Witek and Christine Roussey.
- Evergreen subject: forming friendships and relationships is an important milestone in every child's development. This book highlights how we are better and stronger as a group without diminishing the importance of alone time.
- Novelty format: featuring a clever and surprising die-cut on every spread, this is a unique way to showcase the value of being by oneself as well as the importance of being with friends.

AGES 3-5

AU \$29.99 | NZ \$34.99
9781419783043
52 Pages
Hardcover
270 mm x 257 mm
Abrams Appleseed

Together, we build.



ALONE & TOGETHER



Emilie Chazerand
Amandine Piu



Alone & Together (A Die-Cut Peek-Through Picture Book)

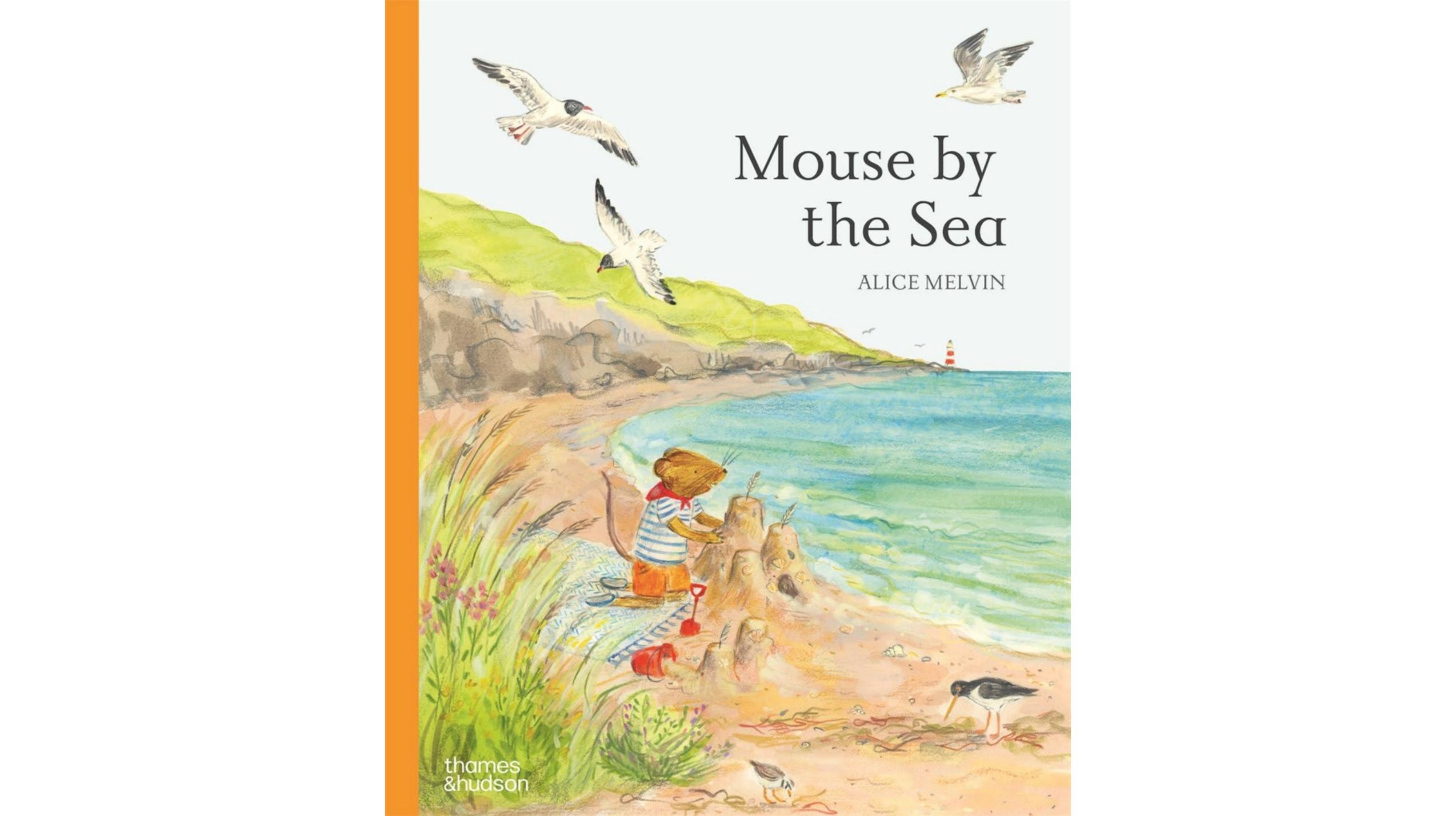
Émilie Chazerand and Amandine Piu

Celebrate what makes being together special in this lively, touching ode to community and friendship featuring clever die-cuts to peek through.

- The spare but powerful text in this joyful picture book explores why we need each other—our friends, families, neighbors, and communities—while also gently reassuring little ones that being alone is powerful, too. Charming art and clever peek-through die-cuts reveal surprising transformations with each page turn. *Alone & Together* teaches young readers that individual contributions combined with community cooperation make anything possible!
- Appealing art: with its charming watercolor style, this art will appeal to fans of *In My Heart* by Jo Witek and Christine Roussey.
- Evergreen subject: forming friendships and relationships is an important milestone in every child's development. This book highlights how we are better and stronger as a group without diminishing the importance of alone time.
- Novelty format: featuring a clever and surprising die-cut on every spread, this is a unique way to showcase the value of being by oneself as well as the importance of being with friends.

AGES 3-5

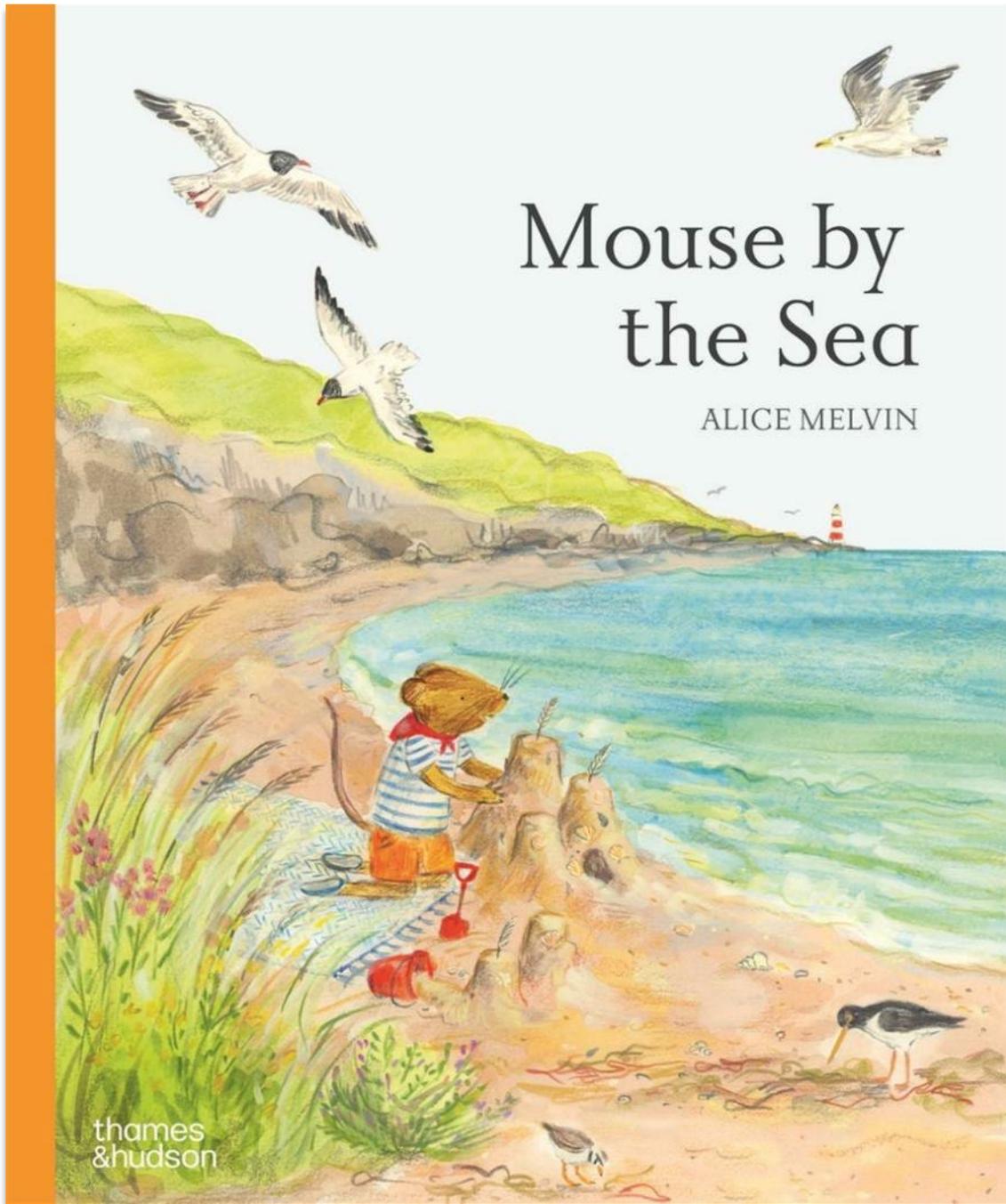
AU \$29.99 | NZ \$34.99
9781419783043
52 Pages
Hardcover
270 mm x 257 mm
Abrams Appleseed



Mouse by the Sea

ALICE MELVIN

thames
& hudson



Mouse by the Sea

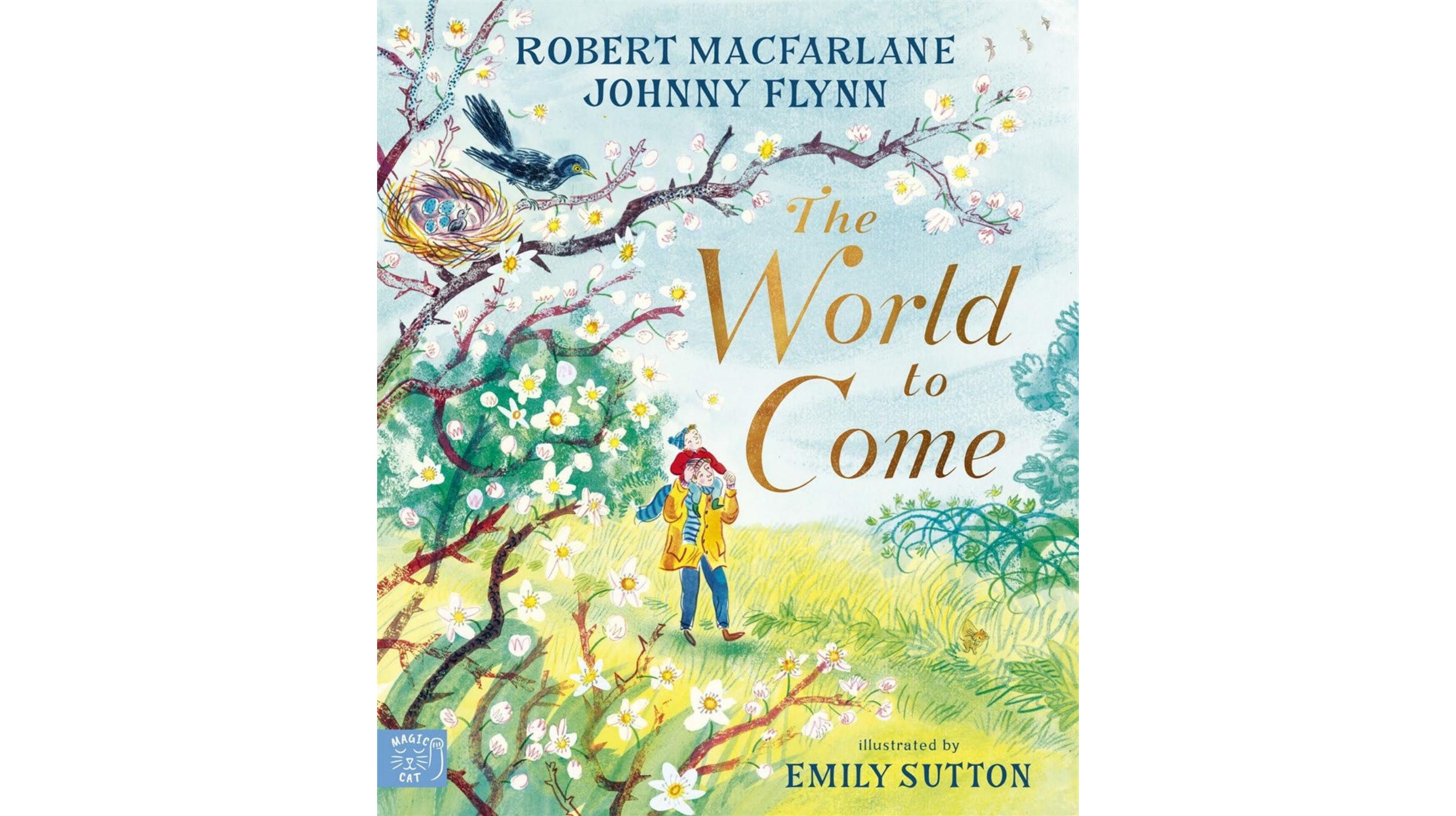
Alice Melvin

Alice Melvin's award-winning Mouse is back for another mindful adventure in nature.

- Join Mouse on his summer holiday by the seaside. Each day brings new excitement, from sandcastles on the beach to ice creams on the promenade, sunbathing on the sand dunes to looking for treasures amongst the rock pools!
- Beautifully detailed illustrations feature many plants and animals to identify, and the atmospheric rhyming text sets the scene for this perfect summer holiday.
- The book also features a nature guide with fascinating facts about the different habitats and wildlife that Mouse has come across.

AGES 4-8

AU \$19.99 | NZ \$21.99
9780500660379
32 Pages
Paperback
295 mm x 245 mm
Thames and Hudson Ltd



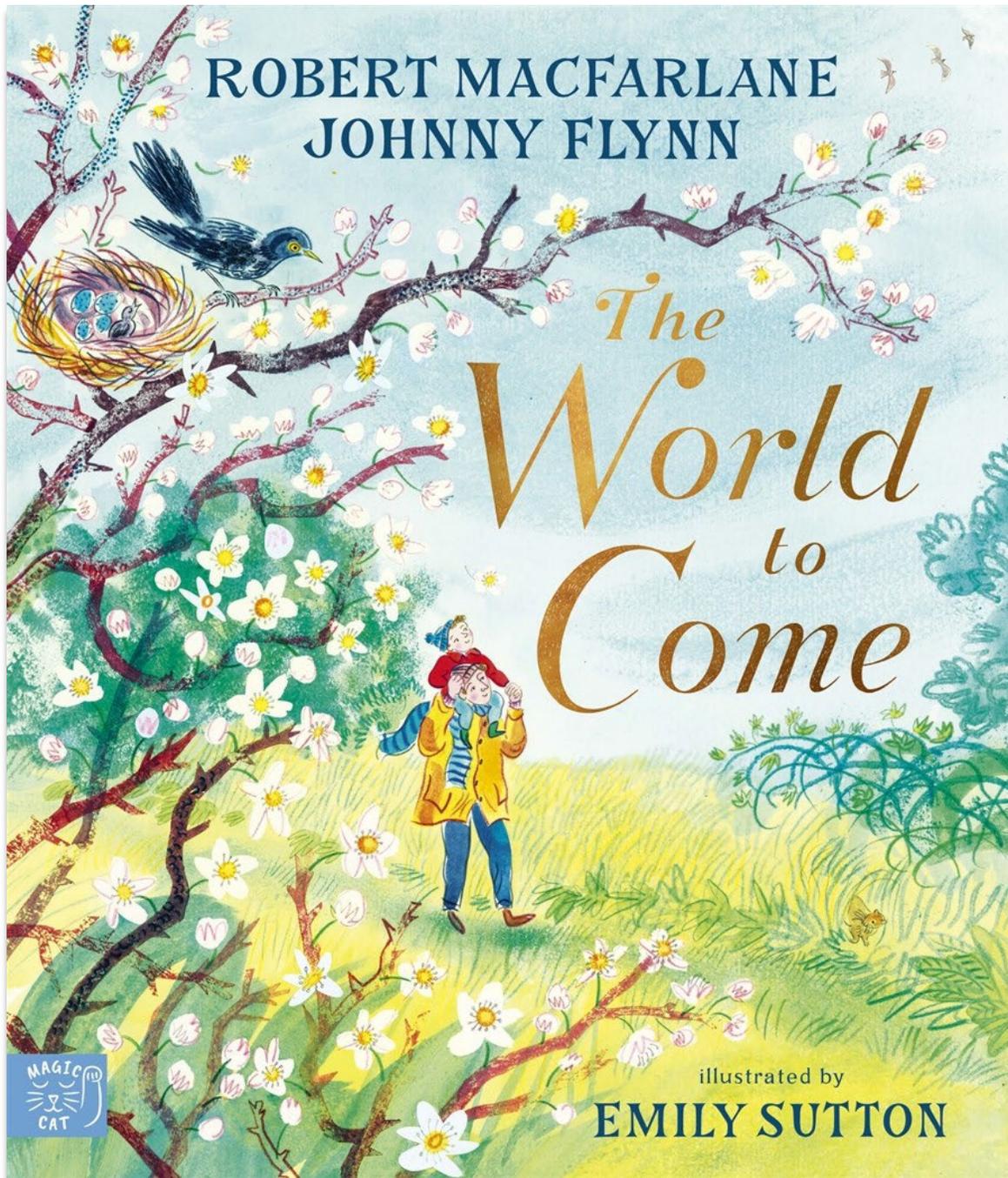
ROBERT MACFARLANE
JOHNNY FLYNN

The
World
to
Come

illustrated by

EMILY SUTTON





The World to Come – A Times Book of the Year 2024

Robert Macfarlane

A stunning picture book collaboration from bestselling author Robert Macfarlane, actor Johnny Flynn and illustrator Emily Sutton

- The Guardian Best Children's Books of 2024, The Times Best Children's Books of 2024, Waterstones Best Children's Books of 2024, Shortlisted for Foyles Book of the Year 2024, Shortlisted for Nibbies Illustrated Book of the Year 2025
- Stunning picture book collaboration from bestselling author Robert Macfarlane, actor Johnny Flynn and illustrator Emily Sutton
- On my way through the wood wound a thread through the dream...Take a lyrical journey with a father and son who walk together through an ever-changing landscape and discover a world to come that's filled with hope.
- This beautiful book sings with a love of words and rhythm, and vividly conjures the magic of nature.
- Astonishing artwork makes this picture book an instant classic. An all-star collaboration created by actor-musician Johnny Flynn, bestselling author Robert Macfarlane and award-winning illustrator Emily Sutton

AGES 4-8 | NOW IN PAPERBACK

AU \$19.99 | NZ \$21.99
9781917044554
32 Pages
Paperback
280 mm x 240 mm
Magic Cat Publishing

We are sat in the wish and the wave of our willow

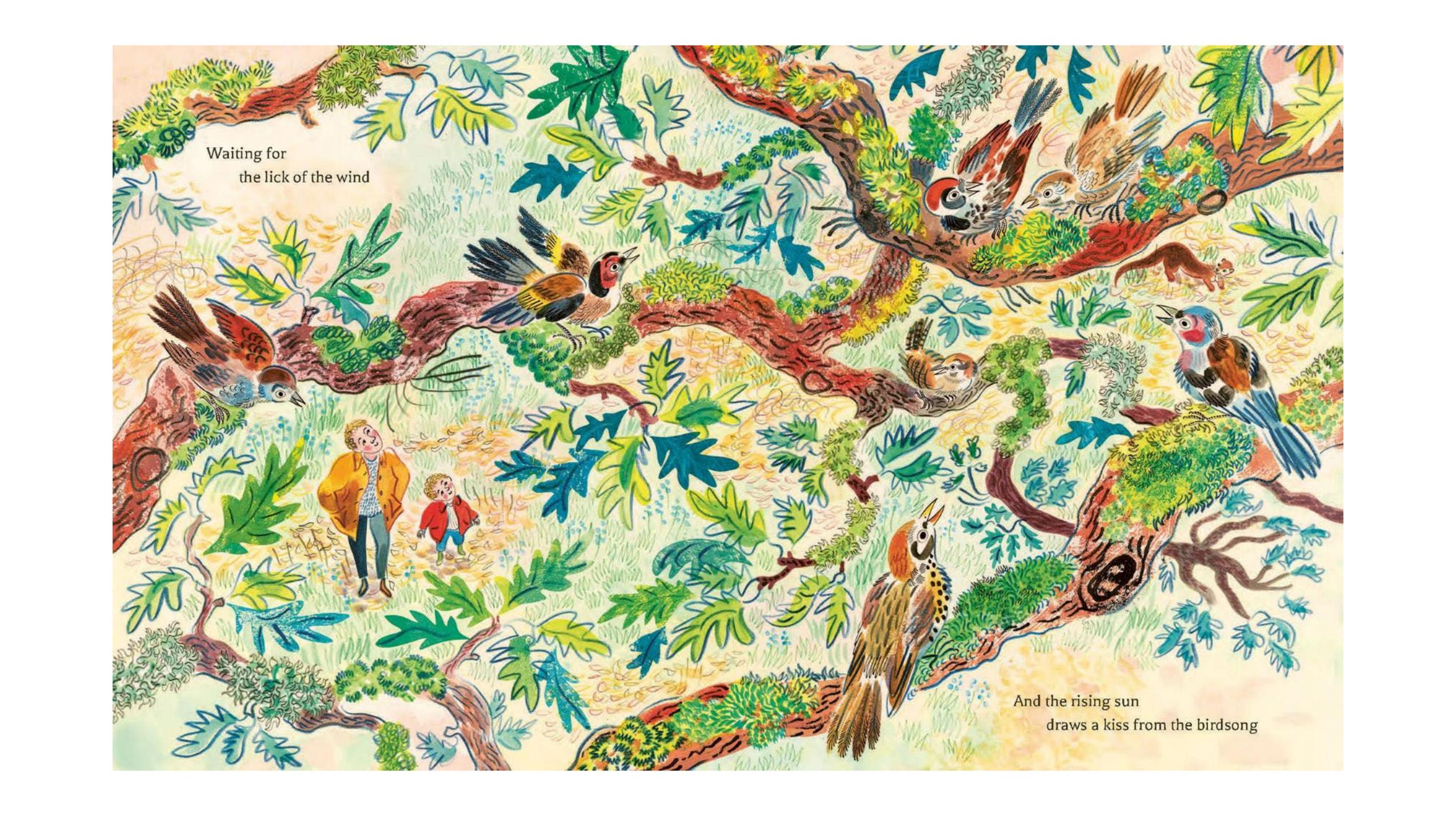


Wondering, wondering

Ran away from this swish and the shade of our pillows



Conjuring, conjuring

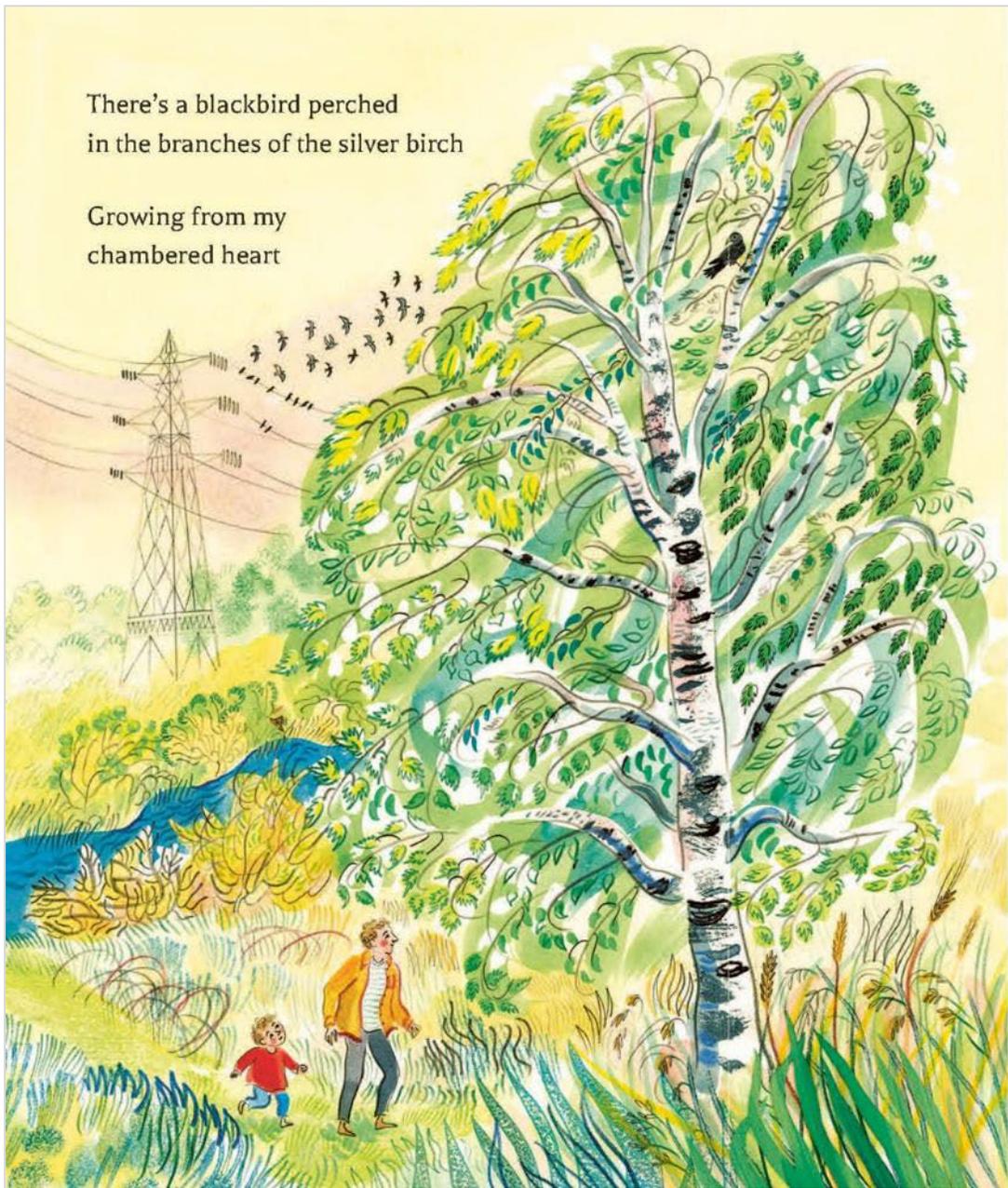


Waiting for
the lick of the wind

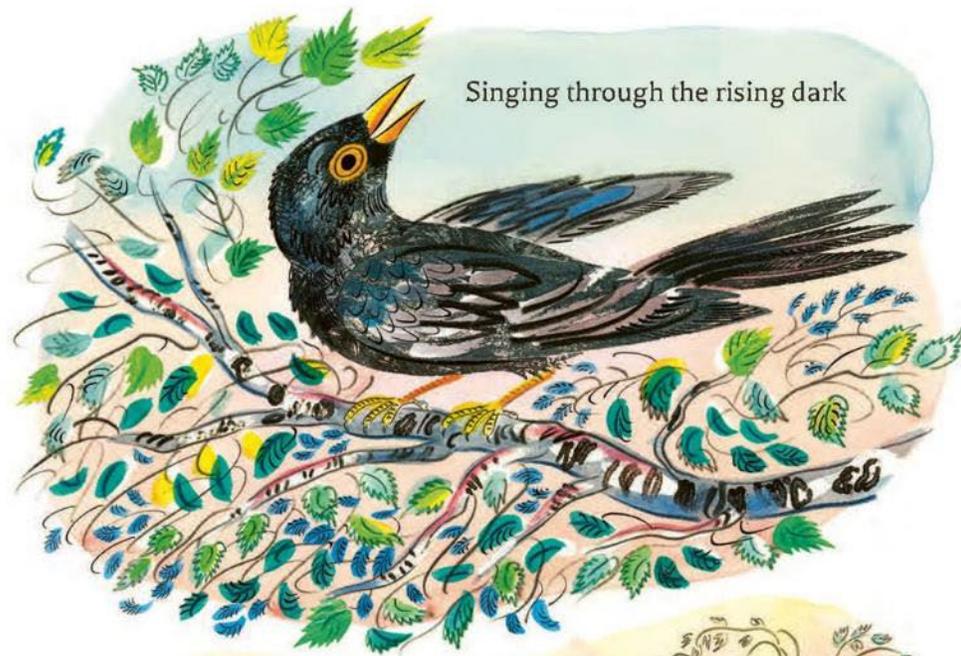
And the rising sun
draws a kiss from the birdsong

There's a blackbird perched
in the branches of the silver birch

Growing from my
chambered heart



Singing through the rising dark



Singing of
the world to come

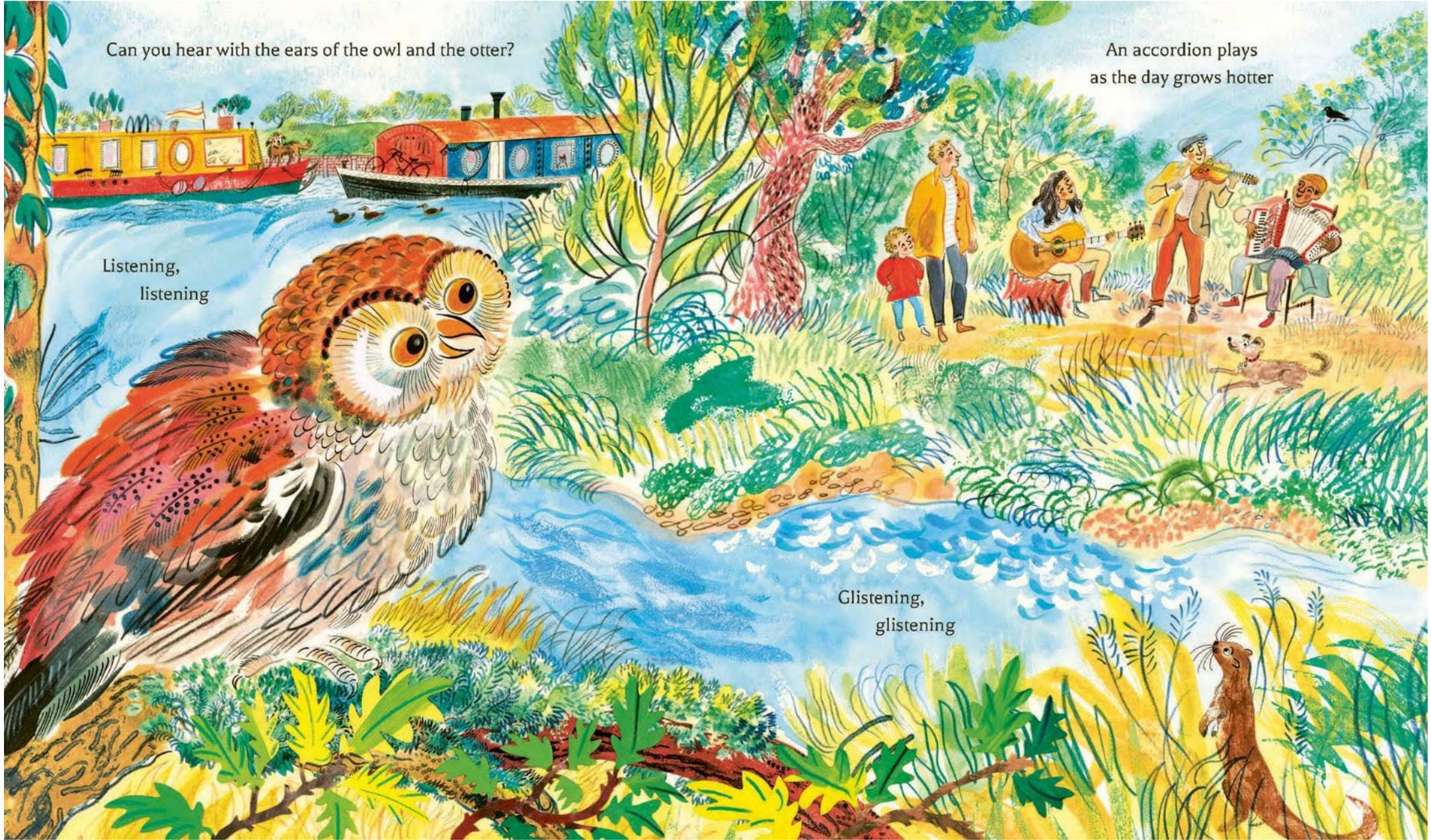


Can you hear with the ears of the owl and the otter?

An accordion plays
as the day grows hotter

Listening,
listening

Glistening,
glistening



There's a wildwood,
starting its march

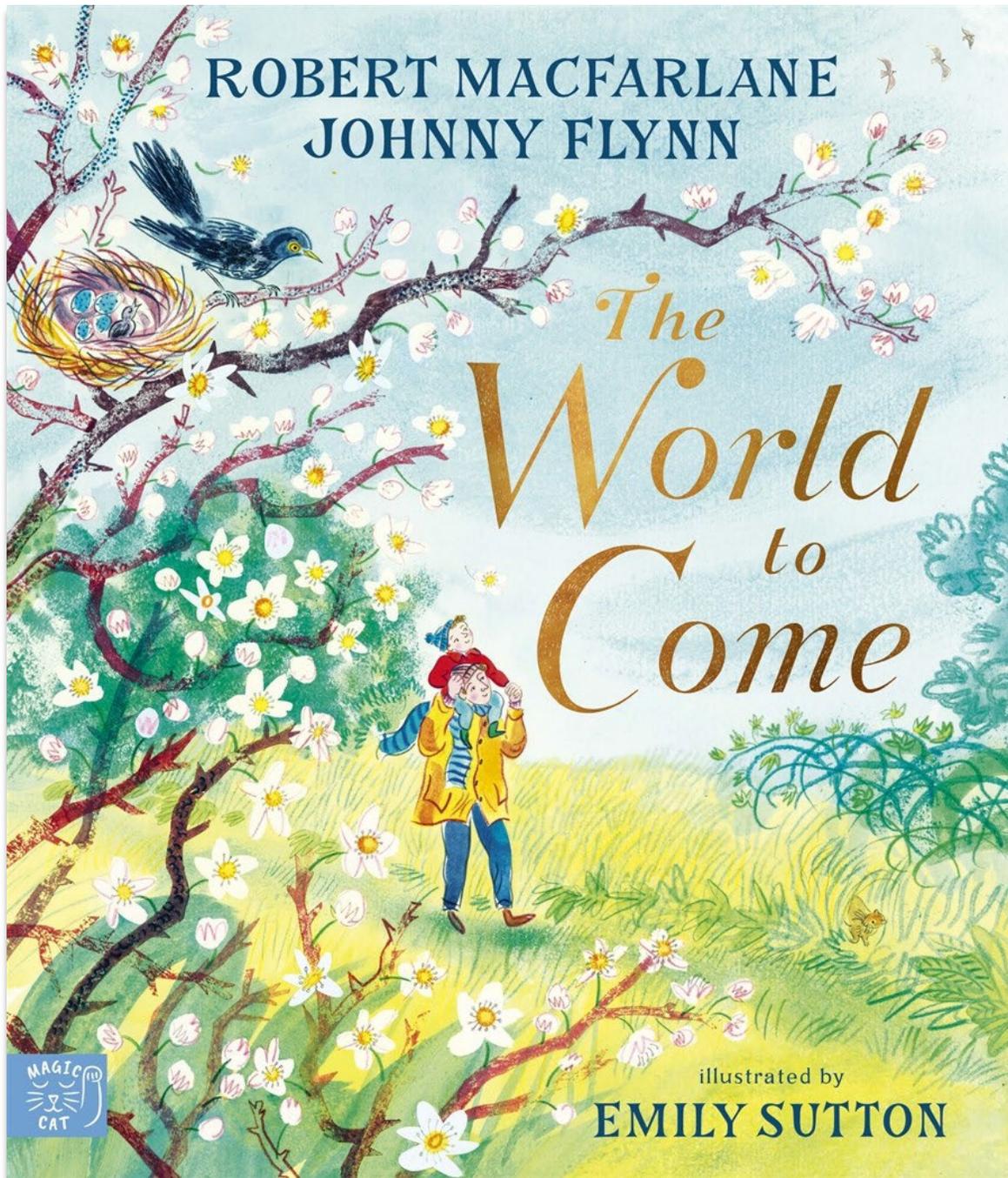


As a kingfisher flashes over the marsh

Far out to sea there's a strange kind of silence

Gull cry, still sky





The World to Come – A Times Book of the Year 2024

Robert Macfarlane

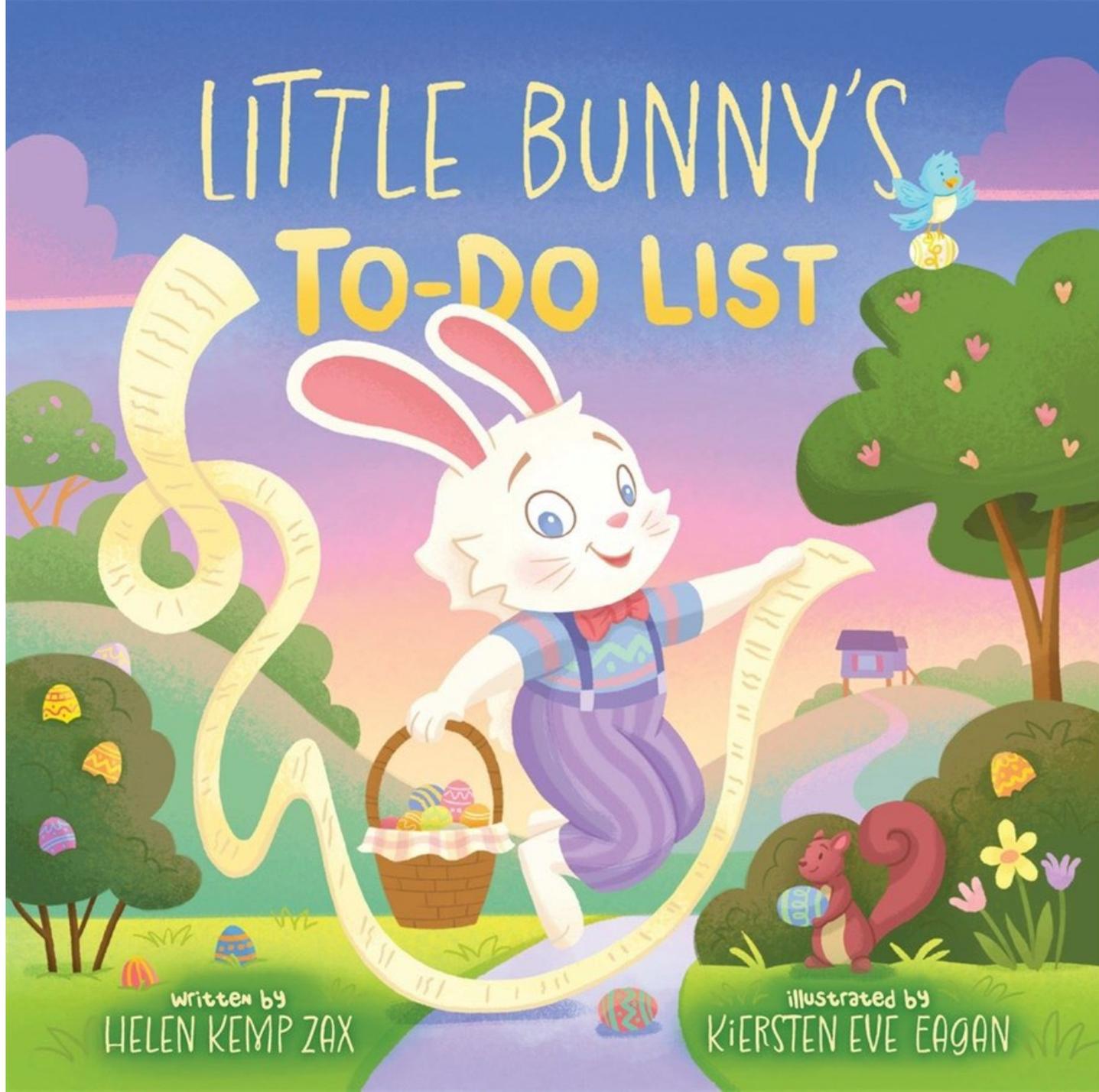
A stunning picture book collaboration from bestselling author Robert Macfarlane, actor Johnny Flynn and illustrator Emily Sutton

- The Guardian Best Children's Books of 2024, The Times Best Children's Books of 2024, Waterstones Best Children's Books of 2024, Shortlisted for Foyles Book of the Year 2024, Shortlisted for Nibbies Illustrated Book of the Year 2025
- Stunning picture book collaboration from bestselling author Robert Macfarlane, actor Johnny Flynn and illustrator Emily Sutton
- On my way through the wood wound a thread through the dream...Take a lyrical journey with a father and son who walk together through an ever-changing landscape and discover a world to come that's filled with hope.
- This beautiful book sings with a love of words and rhythm, and vividly conjures the magic of nature.
- Astonishing artwork makes this picture book an instant classic. An all-star collaboration created by actor-musician Johnny Flynn, bestselling author Robert Macfarlane and award-winning illustrator Emily Sutton

AGES 4-8 | NOW IN PAPERBACK

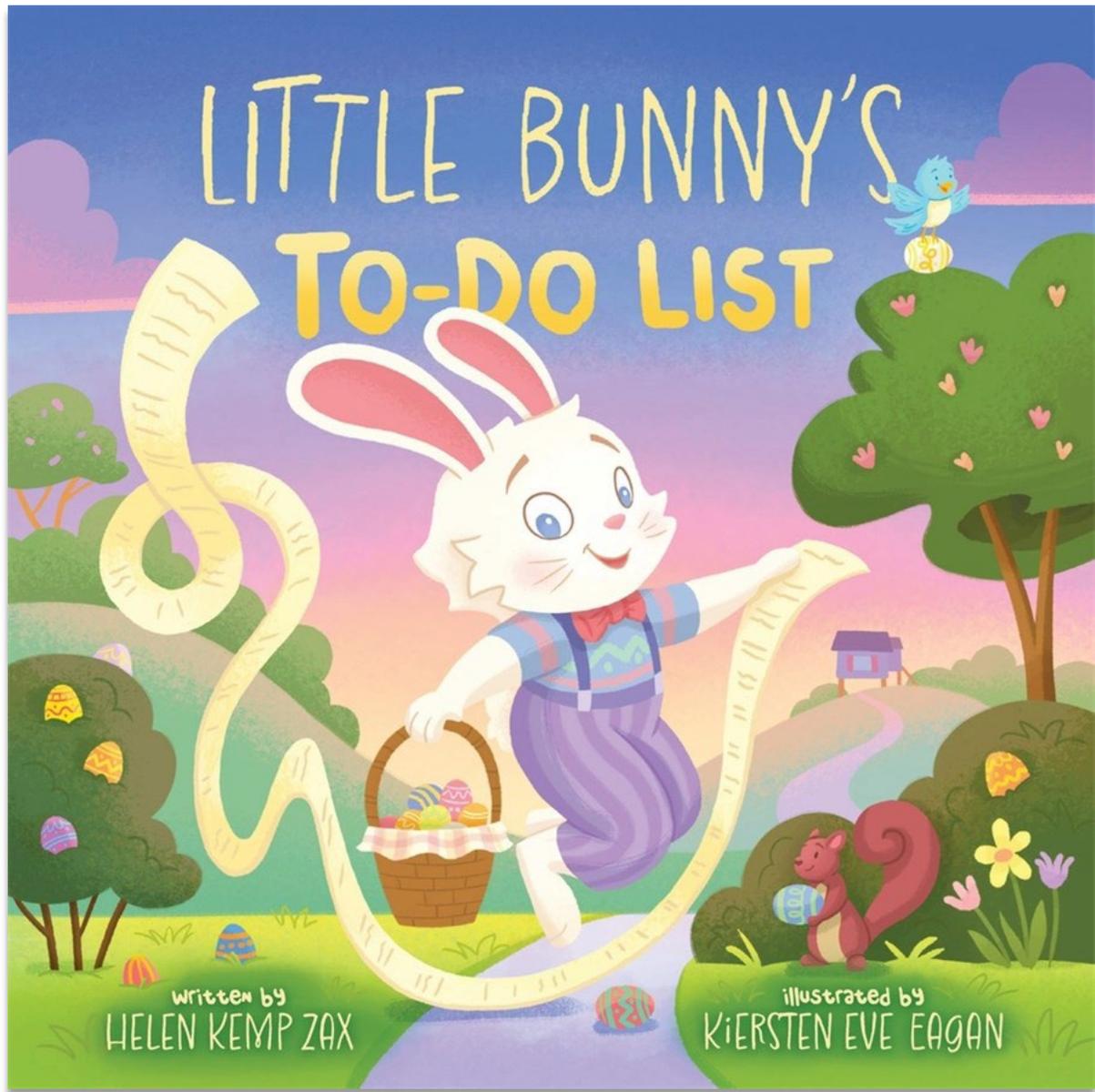
AU \$19.99 | NZ \$21.99
9781917044554
32 Pages
Paperback
280 mm x 240 mm
Magic Cat Publishing

LITTLE BUNNY'S TO-DO LIST



written by
HELEN KEMP ZAX

illustrated by
KIERSTEN EVE EAGAN



Little Bunny's To-Do List (A Magical List Book)

A PICTURE BOOK

Helen Kemp Zax

From harvesting jellybeans to practicing mega-hops, the Easter Bunny will get through his daily to-do list one item at a time in this funny picture book that gently teaches time management.

- Little Bunny is very busy from morning to night—good thing he has a to-do list! From stirring pots of pastel colors to dye eggs to knitting lambswool sweaters for tiny chicks, he has many tasks to complete before bedtime.
- But it'll all get done; one thing at a time. And when all his tasks are finally completed, Little Bunny is rewarded with a fantastically finished list and a warm cup of parsley tea.
- The textured glitter-stamped cover is so inviting that young readers will be eager to accompany Little Bunny during his very busy day, and they will be in for another sparkly surprise when they unfold a secret flap at the end of the book to see all the items in Little Bunny's to-do list checked off in glittery ink!
- Perfect for Easter or everyday read-alouds, Little Bunny's To-Do List offers a gentle lesson on the importance of organisation.
- The cover shines with glitter UV, and a gatefold at the end of the book flips down to reveal a completed to-do list, with each item checked off in sparkly glitter.

AU \$21.99 | NZ \$24.99

9781419779480

40 Pages

Hardcover

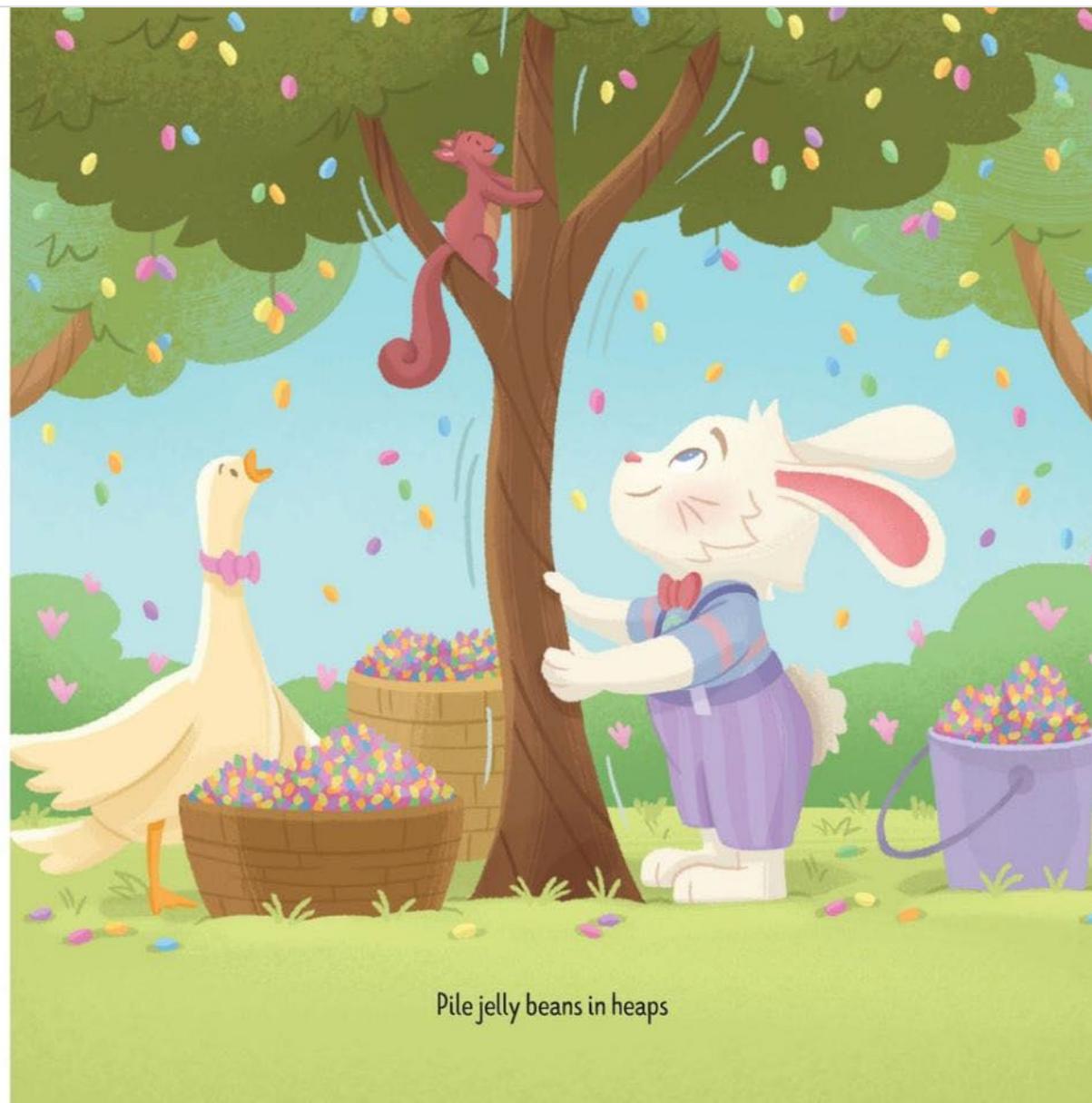
223 mm x 223 mm

Abrams Appleseed

AGES 3-5



Collect eggs with my helpers



Pile jelly beans in heaps



Knit loads of lambswool sweaters



Hang out with all my peeps



Crate up eggs with care



Deliver treats by moonlight

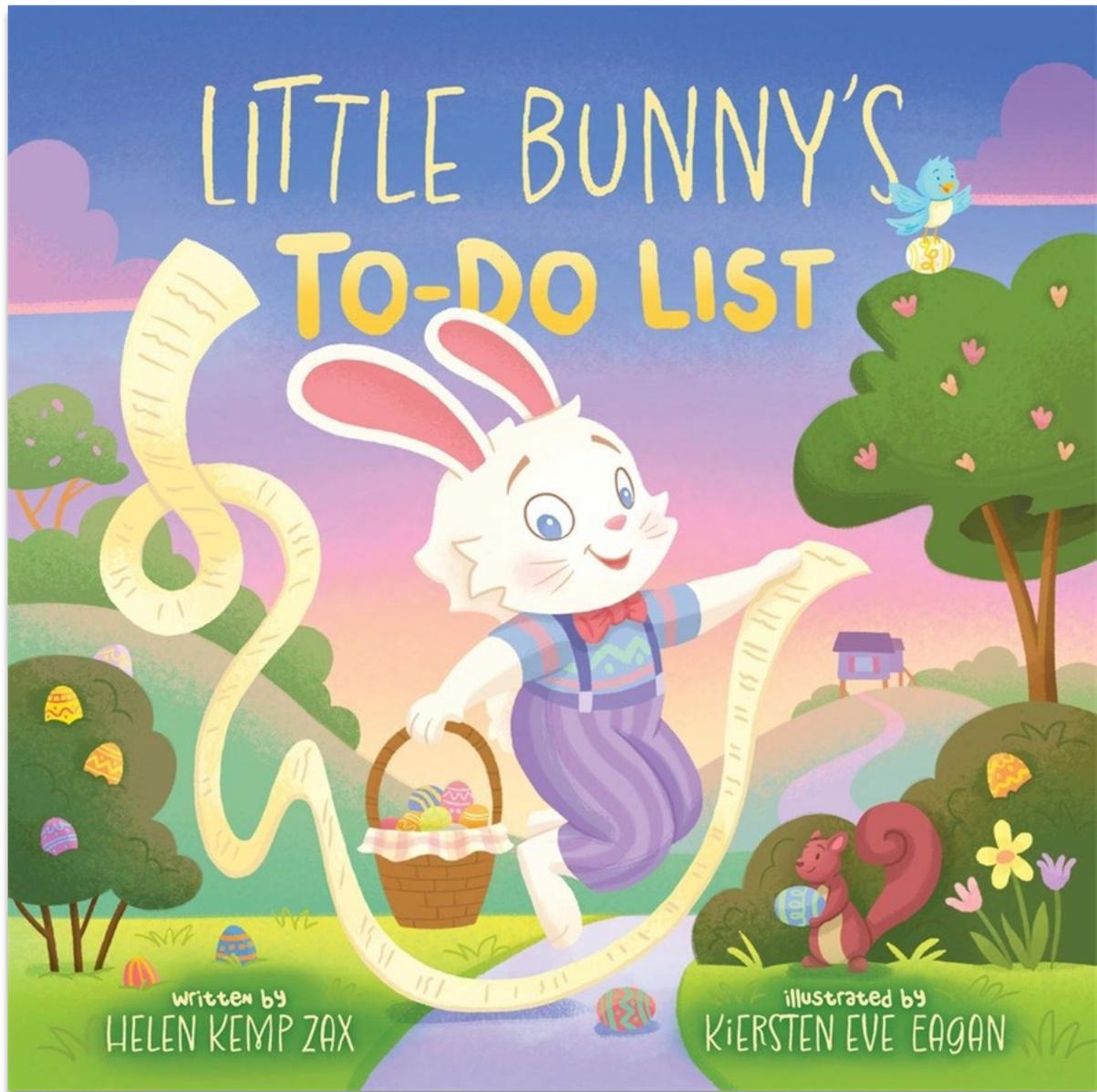




My Magical To-Do List

- Sniff springtime
- Eat magic carrot
- Dress up
- Brush teeth
- Check coop
- Gather jelly beans
- Knit sweaters
- Quality peeps time
- Prepare paint pots
- Boil a LOT of eggs
- Decorating party (YAY!)
- Shrink giant egg basket
- Conjure chocolate bunnies
- Practice mega-hopping
- Pack up eggs
- Worldwide treat delivery
- Dance the bunny hop
- Fill ALL the Easter baskets
- Hide eggs everywhere
- Hop home
- Sip magic tea
- Pack away Easter outfit
- Cuddle with my fluffie





Little Bunny's To-Do List (A Magical List Book)

A PICTURE BOOK

Helen Kemp Zax

From harvesting jellybeans to practicing mega-hops, the Easter Bunny will get through his daily to-do list one item at a time in this funny picture book that gently teaches time management.

- Little Bunny is very busy from morning to night—good thing he has a to-do list! From stirring pots of pastel colors to dye eggs to knitting lambswool sweaters for tiny chicks, he has many tasks to complete before bedtime.
- But it'll all get done; one thing at a time. And when all his tasks are finally completed, Little Bunny is rewarded with a fantastically finished list and a warm cup of parsley tea.
- The textured glitter-stamped cover is so inviting that young readers will be eager to accompany Little Bunny during his very busy day, and they will be in for another sparkly surprise when they unfold a secret flap at the end of the book to see all the items in Little Bunny's to-do list checked off in glittery ink!
- Perfect for Easter or everyday read-alouds, Little Bunny's To-Do List offers a gentle lesson on the importance of organisation.
- The cover shines with glitter UV, and a gatefold at the end of the book flips down to reveal a completed to-do list, with each item checked off in sparkly glitter.

AU \$21.99 | NZ \$24.99

9781419779480

40 Pages

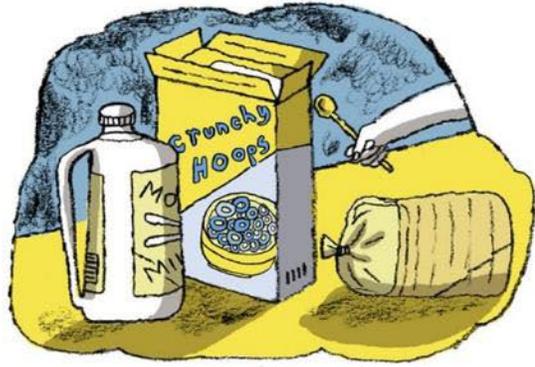
Hardcover

223 mm x 223 mm

Abrams Appleseed

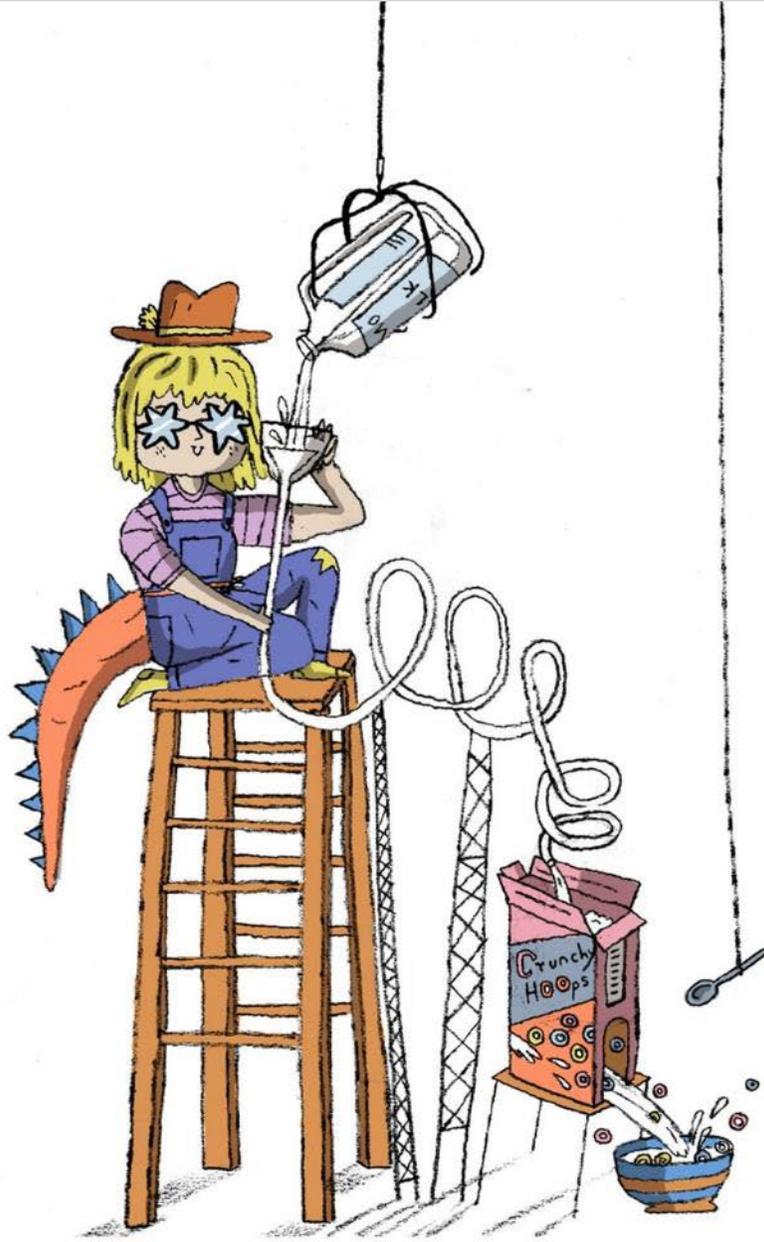
AGES 3-5

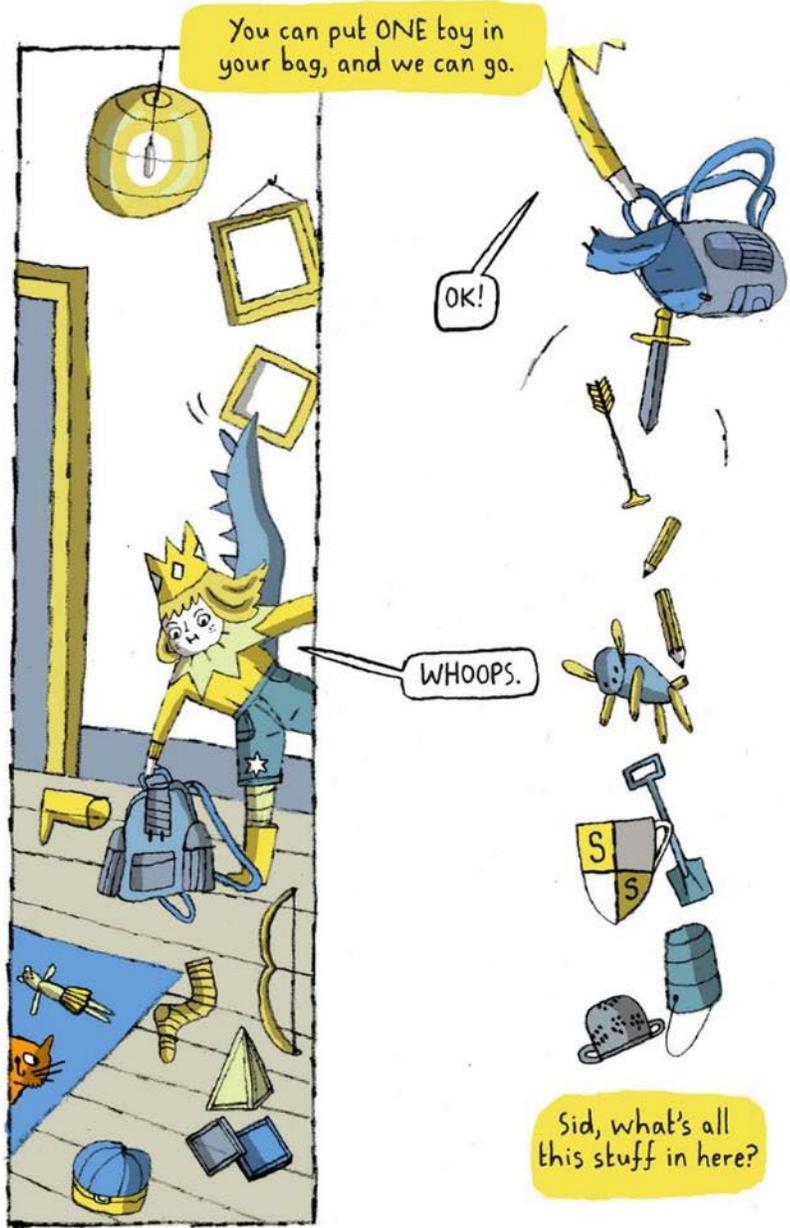
What do you want for breakfast?



Cereal? Toast? Porridge?

Cereal! But I want to pour.



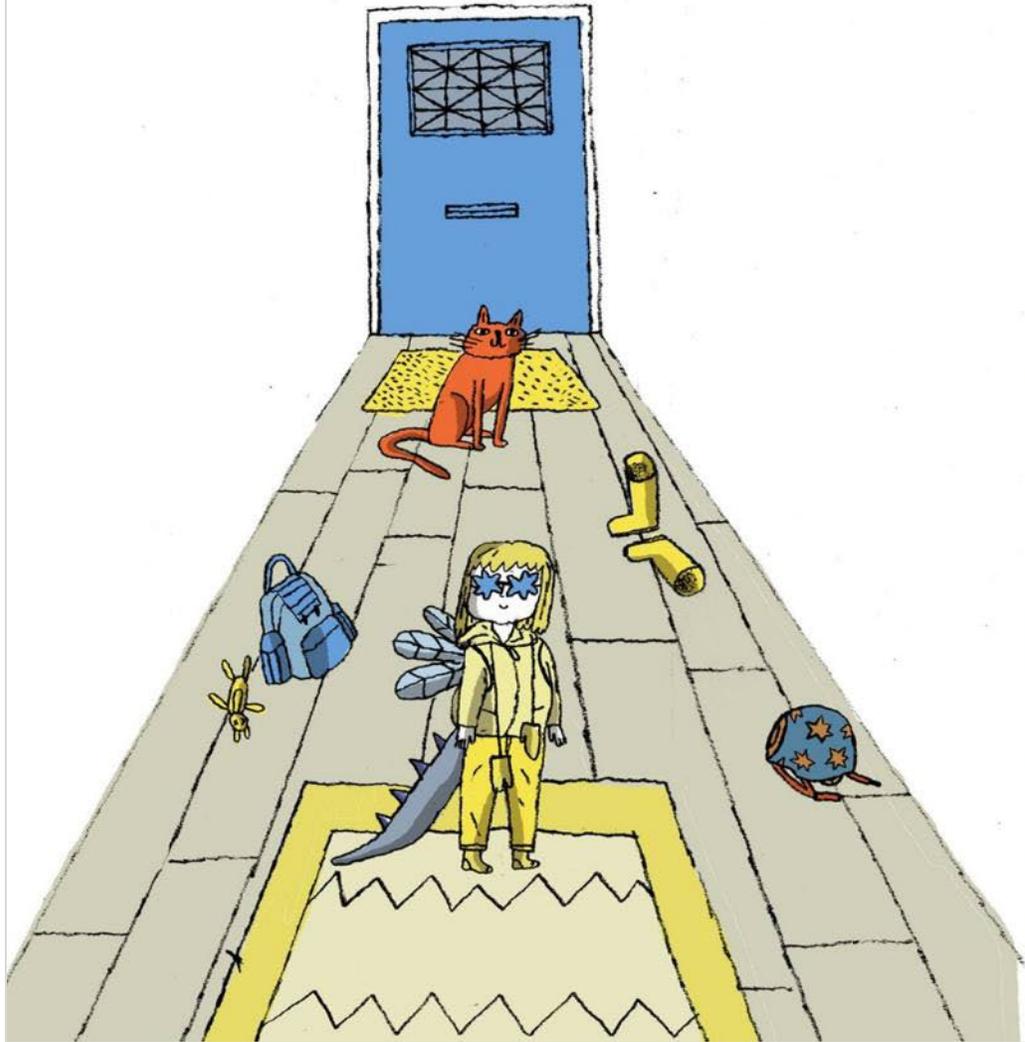


Sid, what's all this stuff in here?

Important stuff.



HURRAH! We're ready. Almost at the door.
Nothing can stop us now, Sid!

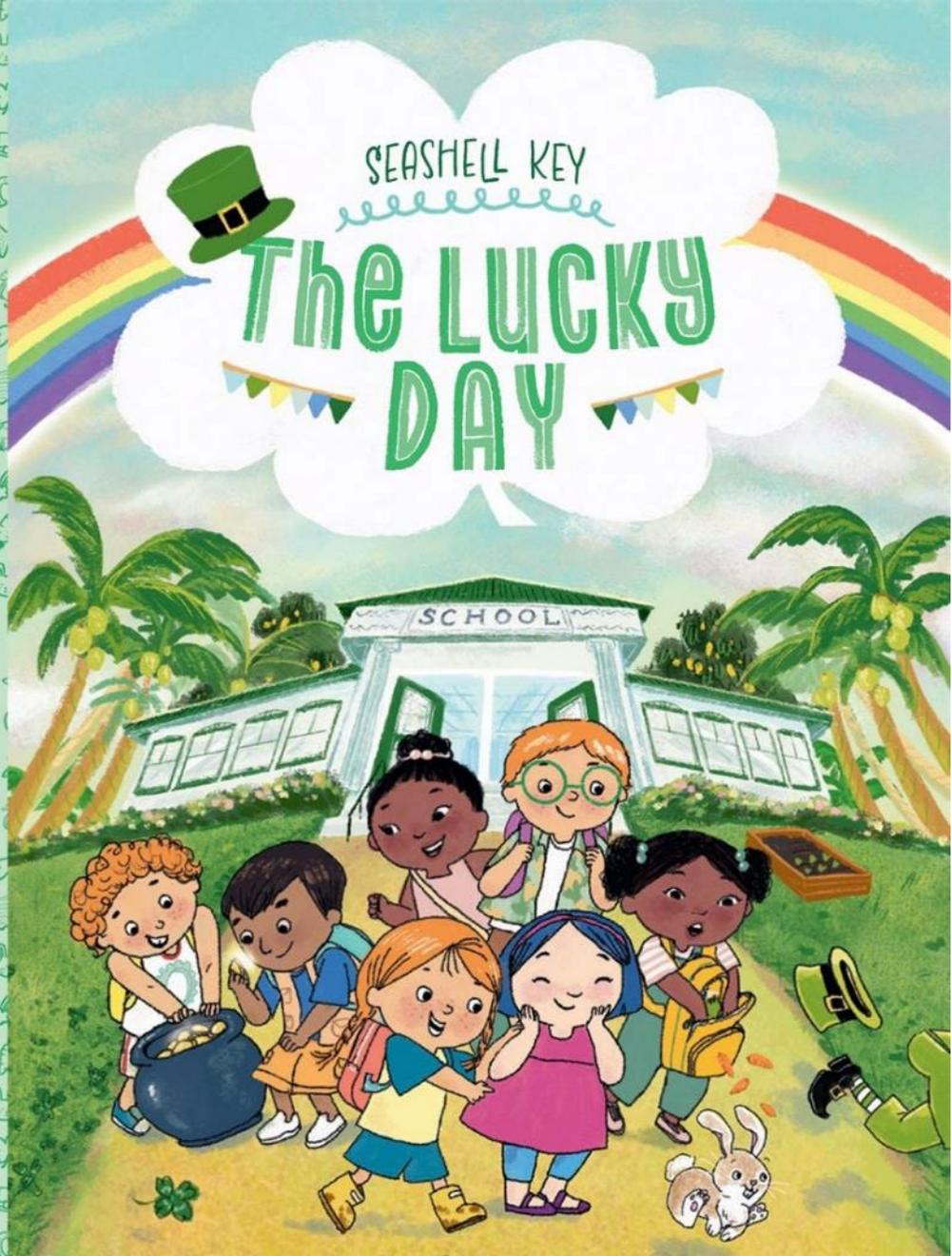


Well, actually...

Sid ... do you want to go to the park ...

... or not?

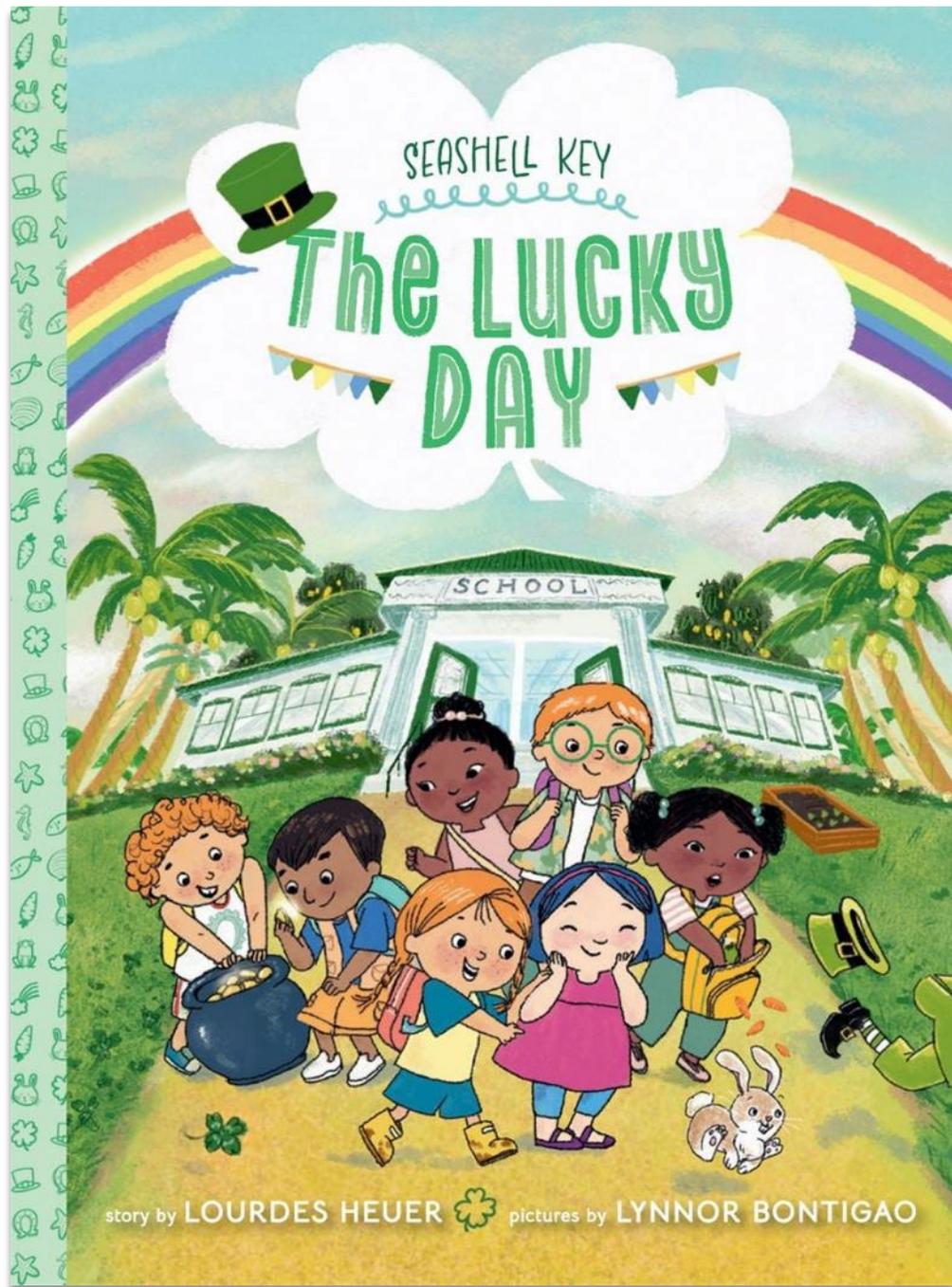




SEASHELL KEY

The LUCKY DAY

story by LOURDES HEUER  pictures by LYNNOR BONTIGAO



The Lucky Day (Seashell Key #3)

A CHAPTER BOOK

Lourdes Heuer

The Lucky Day is the third book from author Lourdes Heuer and award-winning illustrator Lynnor Bontigao's young chapter-book series—perfect for fans of Princess in Black and Mercy Watson—about a diverse community of kids living in a beautiful seaside town.

- It's the last day of school before spring break, but there's still so much to do! Mateo is on a mission to catch a leprechaun, and Sasha and Sophia can't wait to work on their school garden. Elena just wants to read about dinosaurs, but when she finds a secret map in her textbook, she'll need all her friends to help her find the treasure of Seashell Key—and make a treasure map of their own!
- Filled with a vibrant cast and lots of spring fun, this is a great addition to an utterly charming chapter-book series.
- Building series: Book 1 was named a Best Book of the Year by the Chicago Public Library, and Book 2 was called "a great first chapter book for kids just moving on from early readers" by *School Library Journal*.
- Popular category: Young, full-color chapter books are popular with emerging readers, and this is a masterfully written and charming addition to the category.
- Literacy builder: Short sentences, repetition, reader questions, and more make this series "ideal for sensitive beginning readers" (*Kirkus*).

AGES 5-8

AU \$14.99 | NZ \$19.99

9781419767531

80 Pages

Paperback

210 mm x 152 mm

Amulet Paperbacks



CHAPTER 2

Mateo knows only one thing about catching a leprechaun.

To catch a leprechaun, Mateo needs a trap.

Mr. Leo asks if anyone has questions.

Mateo raises his hand.

But Mateo does not ask a question about math.

Mateo asks how to make a leprechaun trap.

Mr. Leo smiles because making a leprechaun trap is a kind of math problem with shapes.



CHAPTER 3

All the paper pieces together make a hat.

The hat is a leprechaun trap!

All the pipe cleaners together make an arch.

The arch is a rainbow!

Mr. Leo tells the kids to decorate their hats.

Everyone decorates in their own special way.

Mateo adds cotton balls to his hat.

The cotton balls look like clouds.

He adds yellow cardboard circles to his hat.

The circles look like coins.

Mateo adds a sign to his hat.

The sign reads: "Free gold."



Ezra sits next to Sasha in class.

He peeks at Sasha's drawing.

He thinks it is a good drawing, but it would look better if she added some garden robots.

Sophia peeks at Sasha's drawing.

She thinks it is a very good drawing.



She also thinks something is missing from her sister's drawing.

But it's not garden robots.

What does Sophia think is missing?



Sophia is collecting leaves.
She is collecting sticks.
She is collecting twigs.
She is making tiny houses out of leaves, sticks, and twigs.

“Who are the houses for?” Sasha asks her sister.

“For the fairies,” Sophia says.

“There’s no such thing as fairies,” Sasha says.

But then Sasha hears a little rattle.

She sees something move in Sophia’s backpack.



Sasha unzips her sister’s backpack all the way.

Hop!

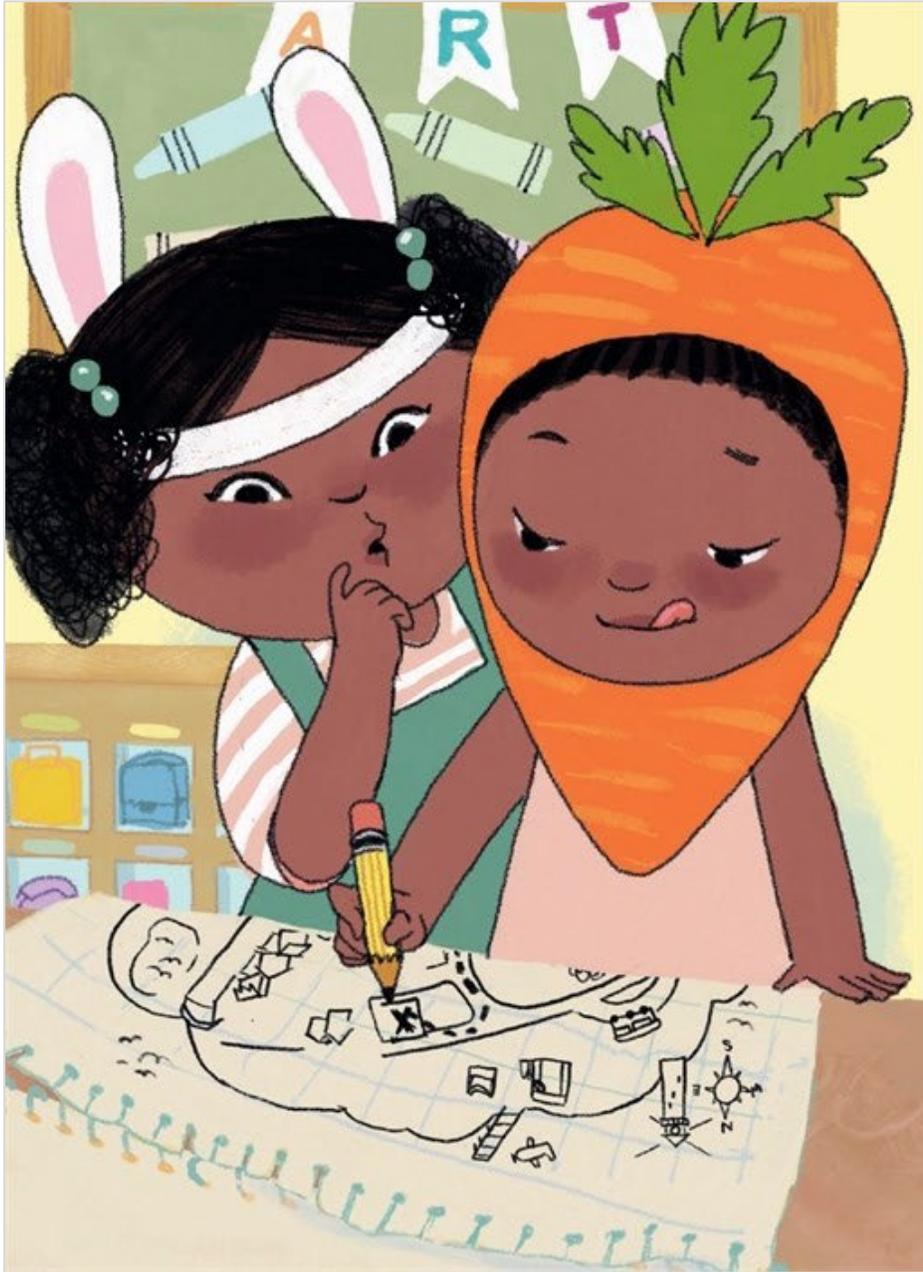
Grasshopper jumps out of Sophia’s backpack.

He jumps into the school garden.

Sophia let the bunny out of the classroom, because bunnies are a lot like kids.

On bright spring days, they would rather be outside than inside.





CHAPTER 2

Sasha tears a page out of her art journal.

She pulls out her pencil case.

She begins to draw.

She draws the beach.

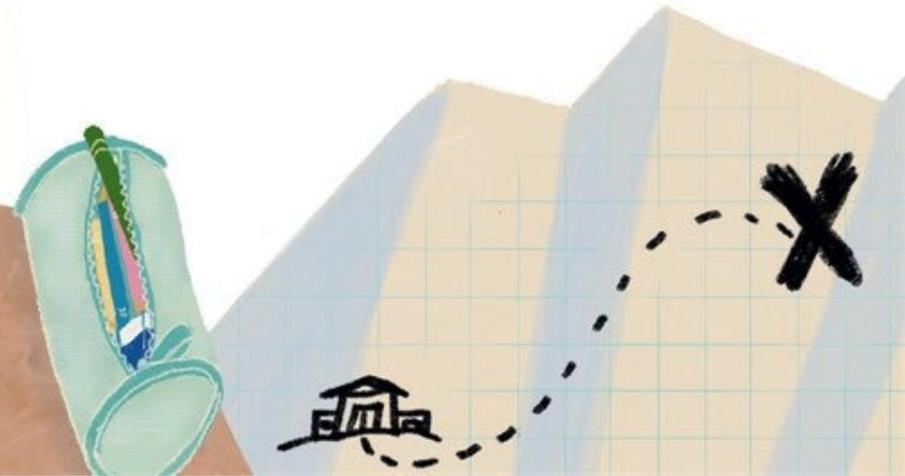
She draws the shore.

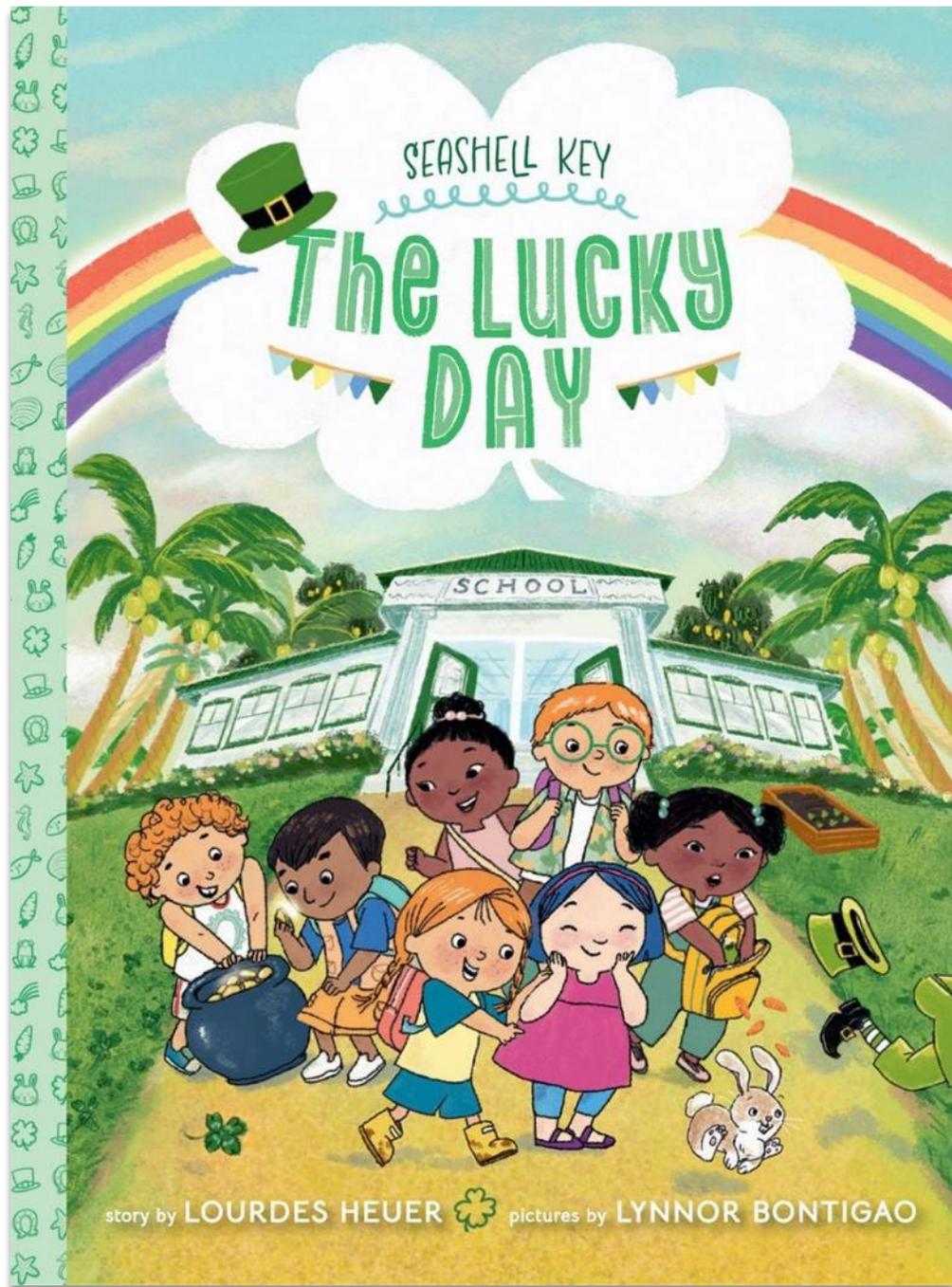
She draws the boardwalk.

She writes out a set of directions.

“There: all done,” Sasha says.

“No,” Sophia says. “It’s missing something.”





The Lucky Day (Seashell Key #3)

A CHAPTER BOOK

Lourdes Heuer

The Lucky Day is the third book from author Lourdes Heuer and award-winning illustrator Lynnor Bontigao's young chapter-book series—perfect for fans of Princess in Black and Mercy Watson—about a diverse community of kids living in a beautiful seaside town.

- It's the last day of school before spring break, but there's still so much to do! Mateo is on a mission to catch a leprechaun, and Sasha and Sophia can't wait to work on their school garden. Elena just wants to read about dinosaurs, but when she finds a secret map in her textbook, she'll need all her friends to help her find the treasure of Seashell Key—and make a treasure map of their own!
- Filled with a vibrant cast and lots of spring fun, this is a great addition to an utterly charming chapter-book series.
- Building series: Book 1 was named a Best Book of the Year by the Chicago Public Library, and Book 2 was called "a great first chapter book for kids just moving on from early readers" by *School Library Journal*.
- Popular category: Young, full-color chapter books are popular with emerging readers, and this is a masterfully written and charming addition to the category.
- Literacy builder: Short sentences, repetition, reader questions, and more make this series "ideal for sensitive beginning readers" (*Kirkus*).

AGES 5-8

AU \$14.99 | NZ \$19.99

9781419767531

80 Pages

Paperback

210 mm x 152 mm

Amulet Paperbacks

DINO POET

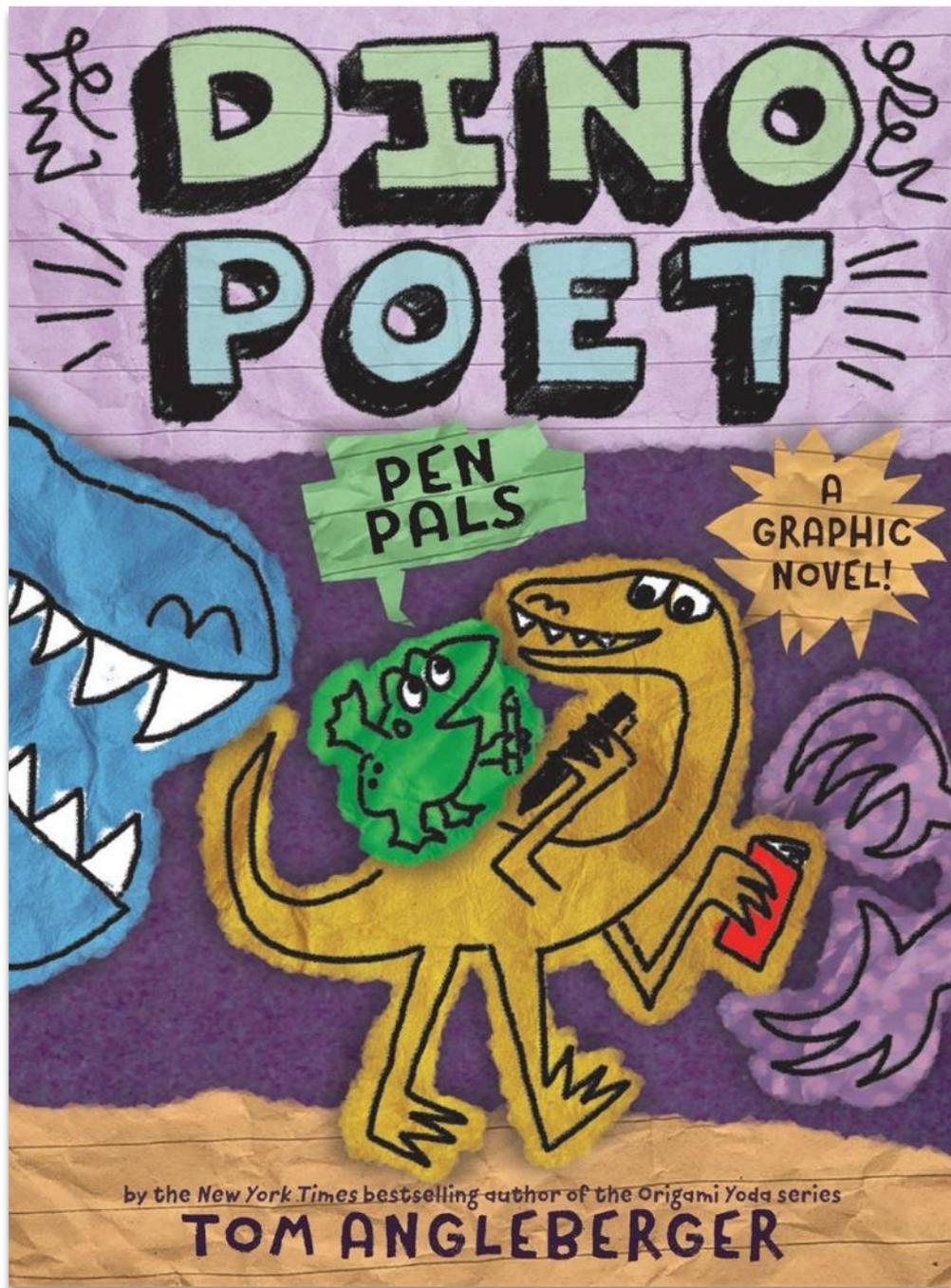
PEN
PALS

A
GRAPHIC
NOVEL!



by the *New York Times* bestselling author of the Origami Yoda series

TOM ANGLEBERGER



Pen Pals (Dino Poet #2)

A GRAPHIC NOVEL!

Tom Angleberger

From New York Times bestselling author Tom Angleberger, creator of the Origami Yoda series, comes a hilarious young graphic novel adventure through the land of the dinosaurs.

- Dino Poet wants to help Frog write his first poem, but there's a problem—Frog doesn't think he's a writer! What if his poems are bad? What if he can't come up with ideas?
- From the incomparable mind of New York Times bestselling author Tom Angleberger, this hilarious graphic novel series is a rollicking romp through the land of the dinosaurs and a celebration of the poets that live in all of us.
- Superstar author: Tom Angleberger is the author of the bestselling *Origami Yoda* series, the *Qwikipick Papers* series, and the *Flytrap Files* series, among many other beloved books for young readers. He's a dynamic promoter, and kids love him.
- Poetry primer: This silly story serves as an accessible introduction to poetry for young readers, encouraging them to overcome fears of writing "bad" poems.
- Growing format: Early graphic novels are on the rise with the success of *Fox & Rabbit* (over 32,000 gross sales across formats), *Batcat* (over 35,000 copies sold across all formats), and *Astrid and Stella* (over 40,000 copies sold across formats), with no signs of slowing down.

AGES 5-8

AU \$24.99 | NZ \$29.99

9781419772825

96 Pages

Hardcover

210 mm x 152 mm

Abrams Fanfare

Yeeeeeeeeehaw!!!!



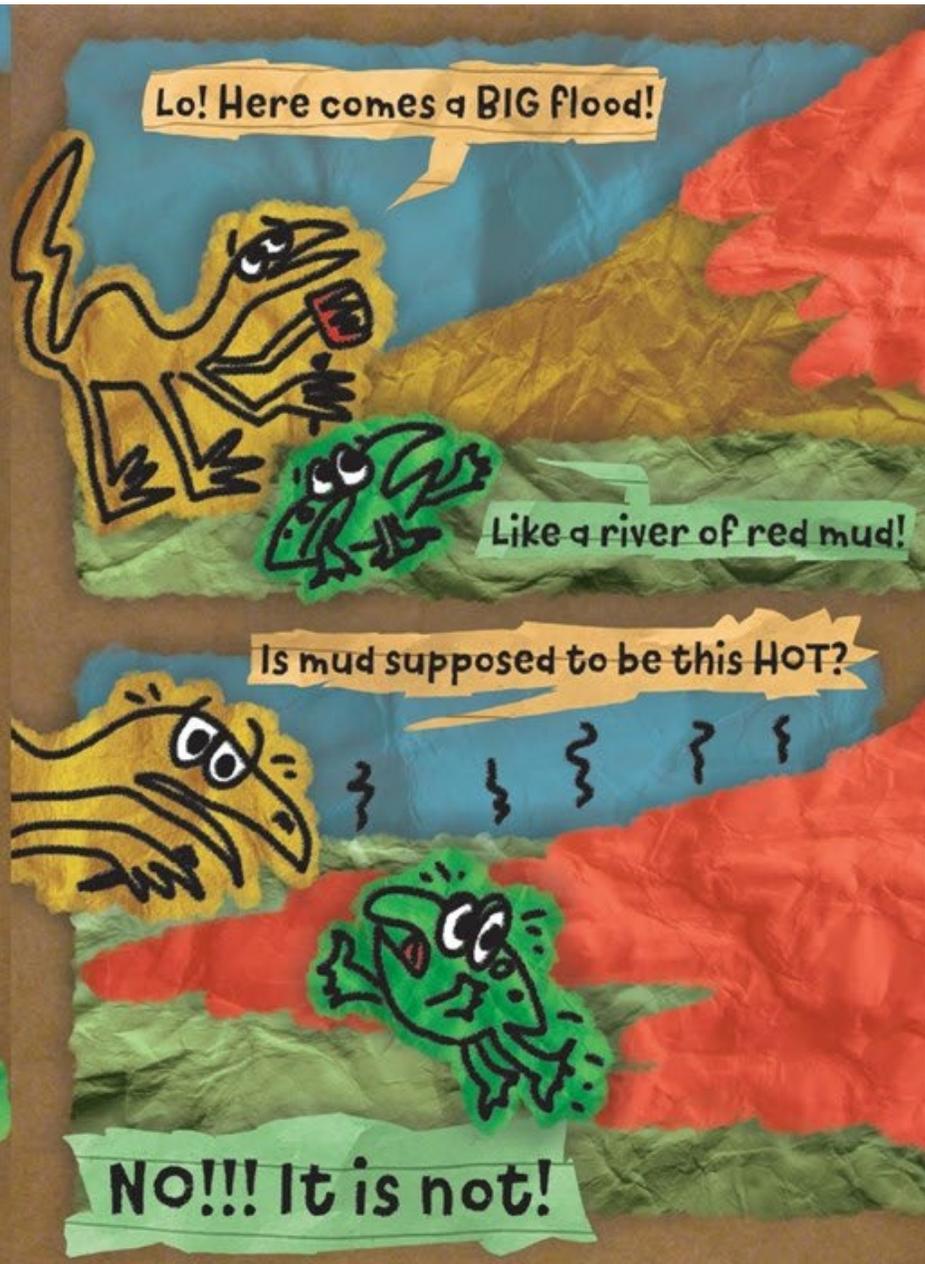
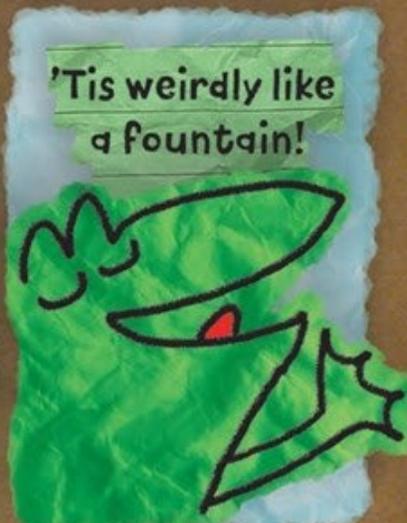
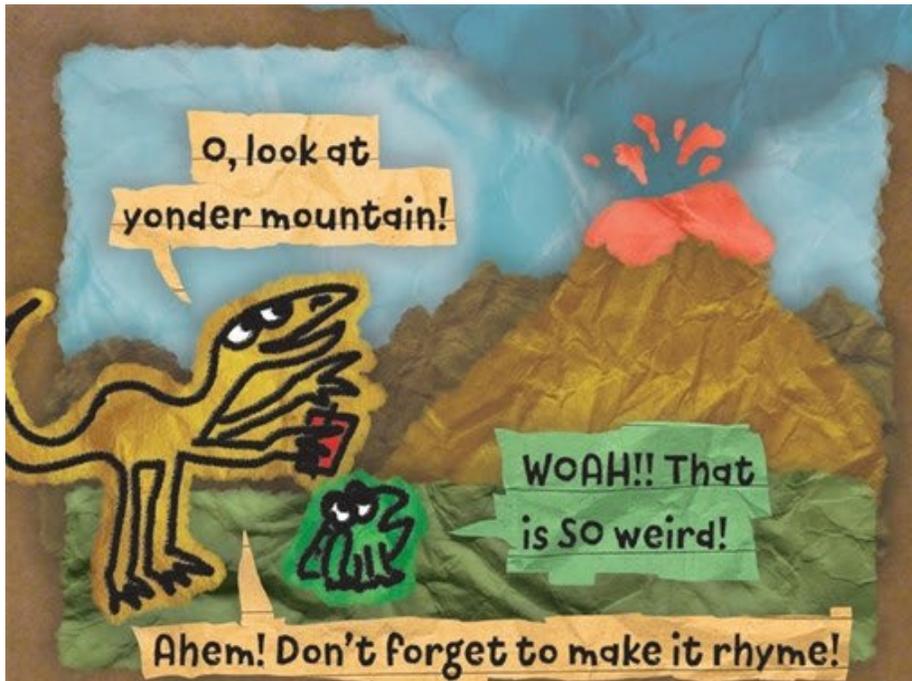
WE ARE OUTTA HERE!

LET'S GO!

We are off to see the
WIDE, WILD WORLD!



HOORAY!





I'm working on it.

What a beautiful name! There are so many things to HOPE for!



You must be an archaeopteryx!



I HOPE to see the whole Wide, Wild World!



And I HOPE to write poems about it all!

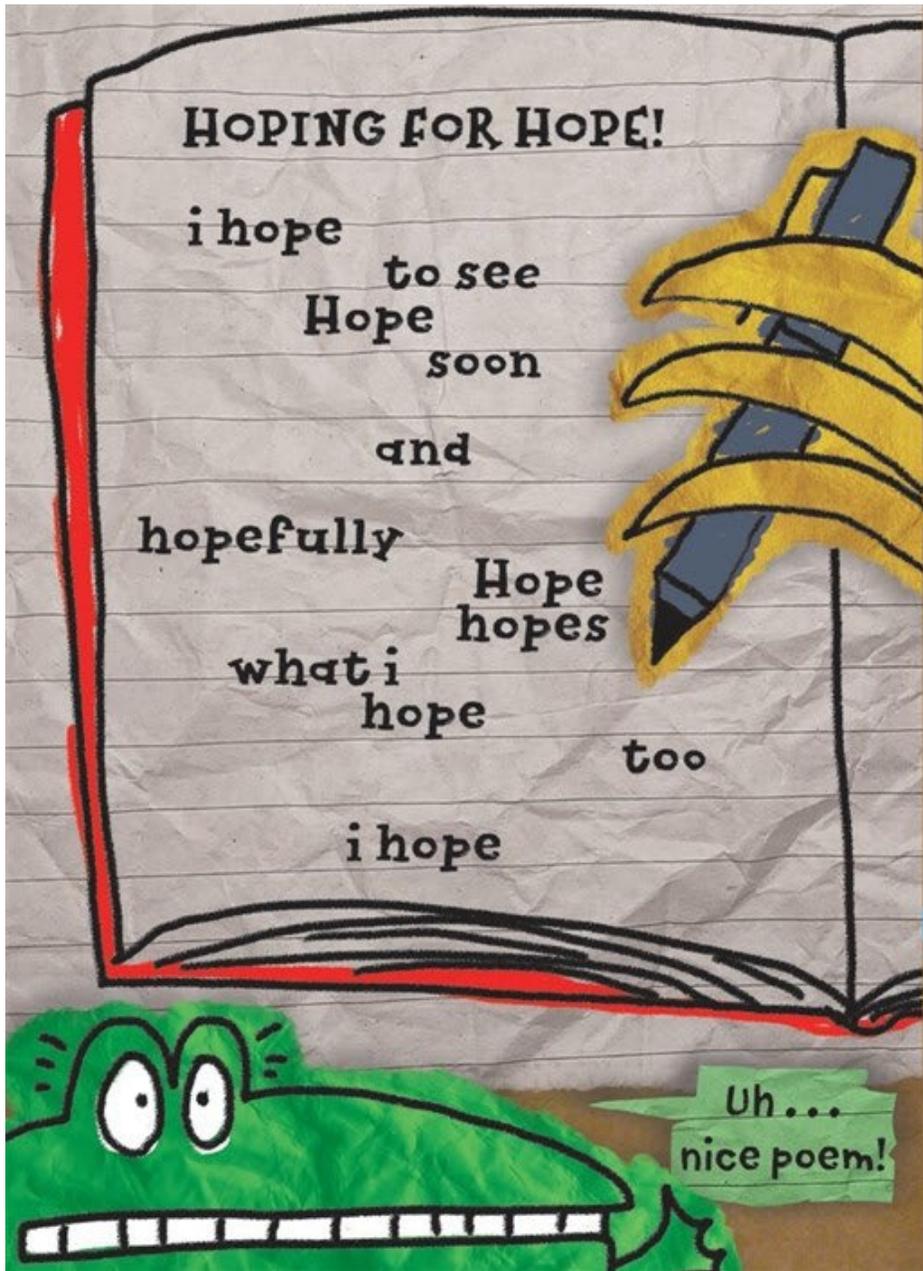


I have a cousin named that, but my name is... Hope!

And I HOPE to...







T-REX RACE!



HOOT!

LOSER IS LUNCH!



HONK!

TEENY-TINY ARMS



HA!

BUT THE TEETH GO CRUNCH!



HONNN-
NNNNK!!!



That was
great!!!
Can I try?

LET'S
GO!

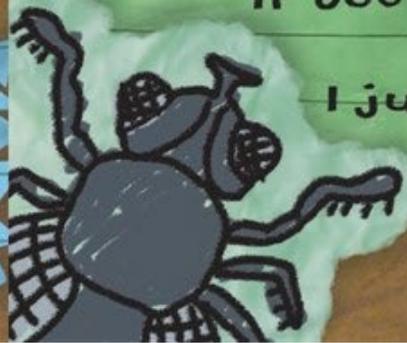


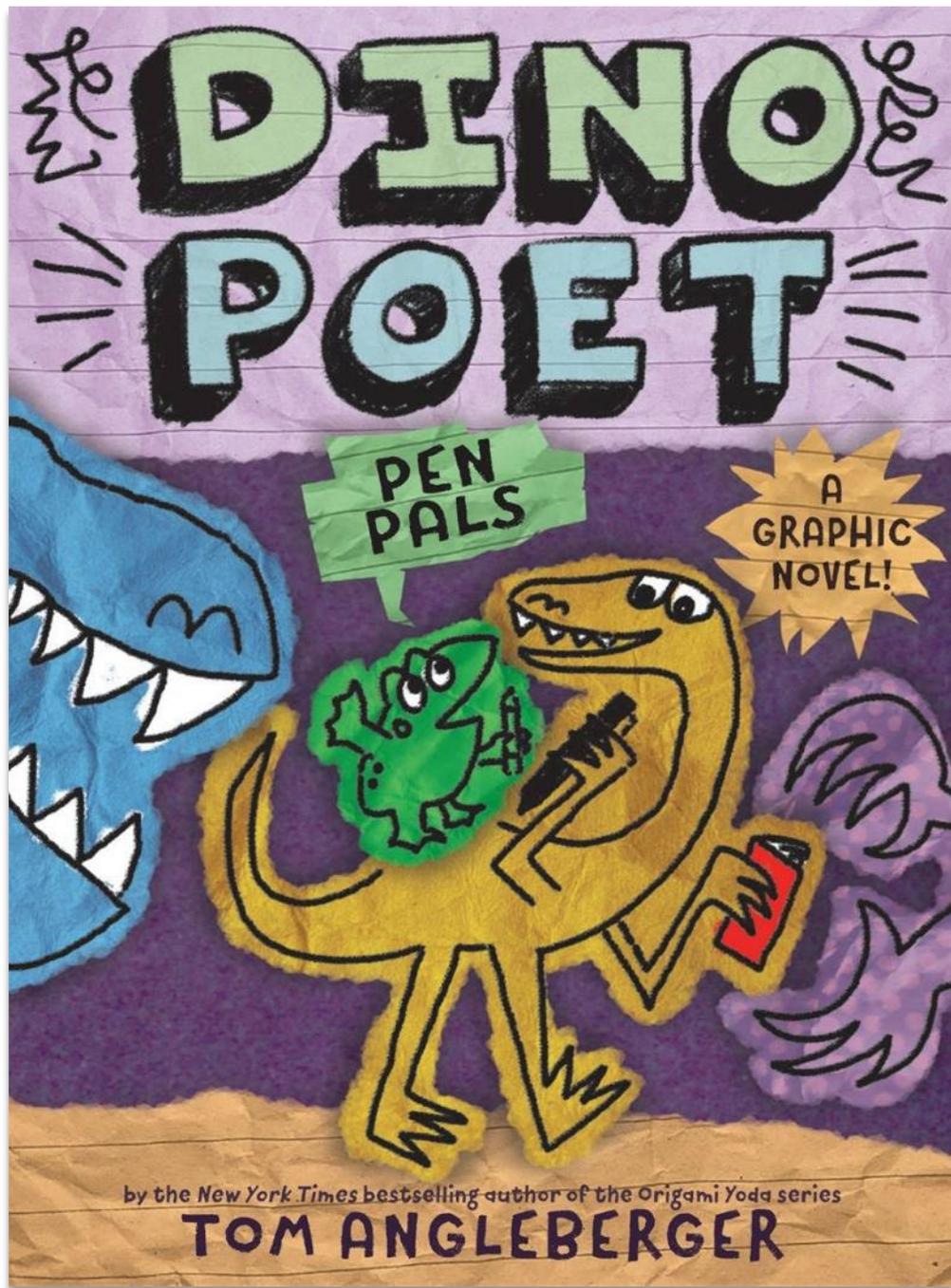
I like flies
based on their size
if too big,

hoot

hoot

I just don't dig.





Pen Pals (Dino Poet #2)

A GRAPHIC NOVEL!

Tom Angleberger

From New York Times bestselling author Tom Angleberger, creator of the Origami Yoda series, comes a hilarious young graphic novel adventure through the land of the dinosaurs.

- Dino Poet wants to help Frog write his first poem, but there's a problem—Frog doesn't think he's a writer! What if his poems are bad? What if he can't come up with ideas?
- From the incomparable mind of New York Times bestselling author Tom Angleberger, this hilarious graphic novel series is a rollicking romp through the land of the dinosaurs and a celebration of the poets that live in all of us.
- Superstar author: Tom Angleberger is the author of the bestselling *Origami Yoda* series, the *Qwickpick Papers* series, and the *Flytrap Files* series, among many other beloved books for young readers. He's a dynamic promoter, and kids love him.
- Poetry primer: This silly story serves as an accessible introduction to poetry for young readers, encouraging them to overcome fears of writing "bad" poems.
- Growing format: Early graphic novels are on the rise with the success of *Fox & Rabbit* (over 32,000 gross sales across formats), *Batcat* (over 35,000 copies sold across all formats), and *Astrid and Stella* (over 40,000 copies sold across formats), with no signs of slowing down.

AGES 5-8

AU \$24.99 | NZ \$29.99

9781419772825

96 Pages

Hardcover

210 mm x 152 mm

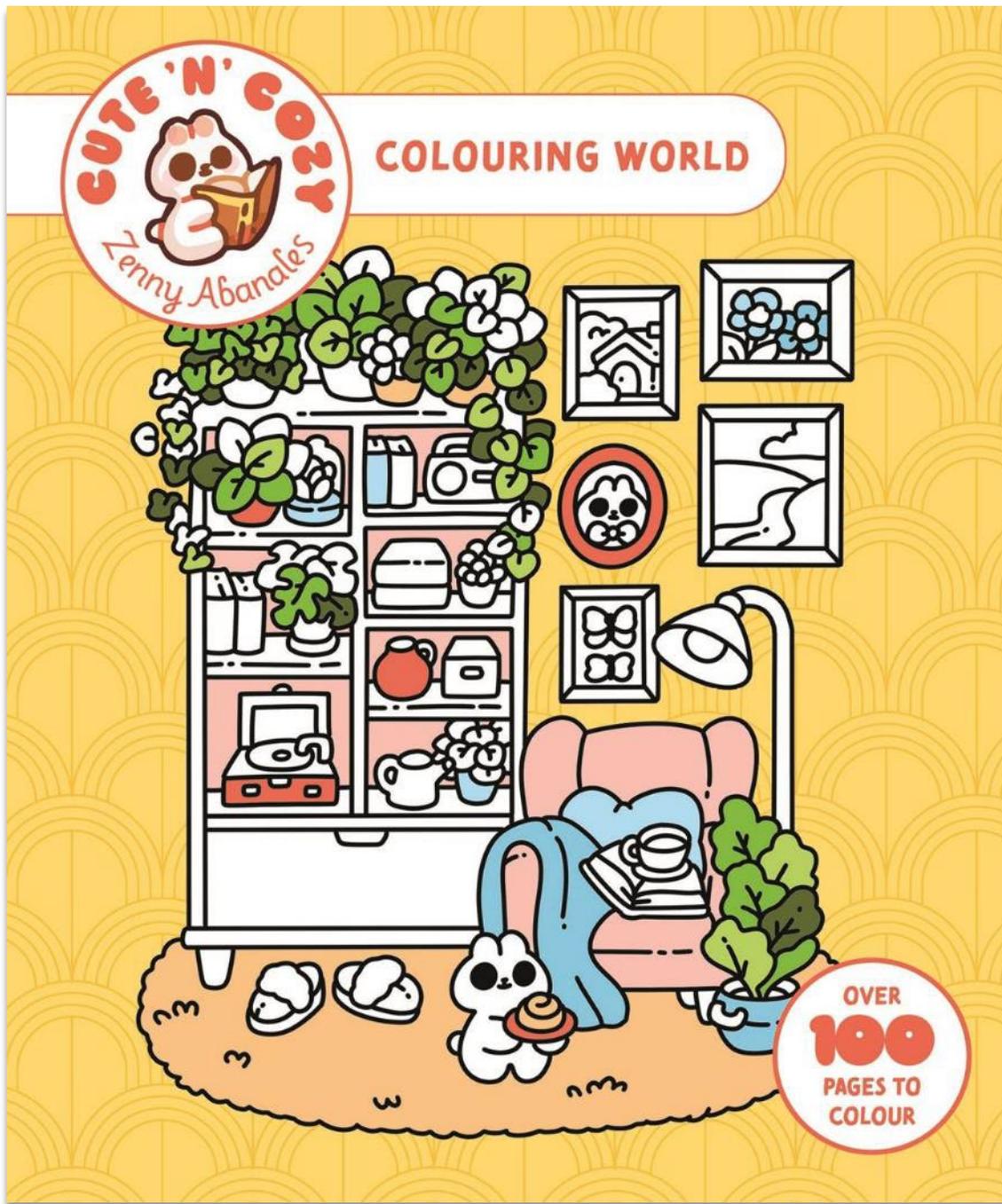
Abrams Fanfare



COLOURING WORLD



OVER
100
PAGES TO
COLOUR



Cute 'n' Cozy Colouring World

Zenny Abanales

This chunky little colouring book is a package of cuteness. Make a little time for yourself, and lose yourself in its pages!

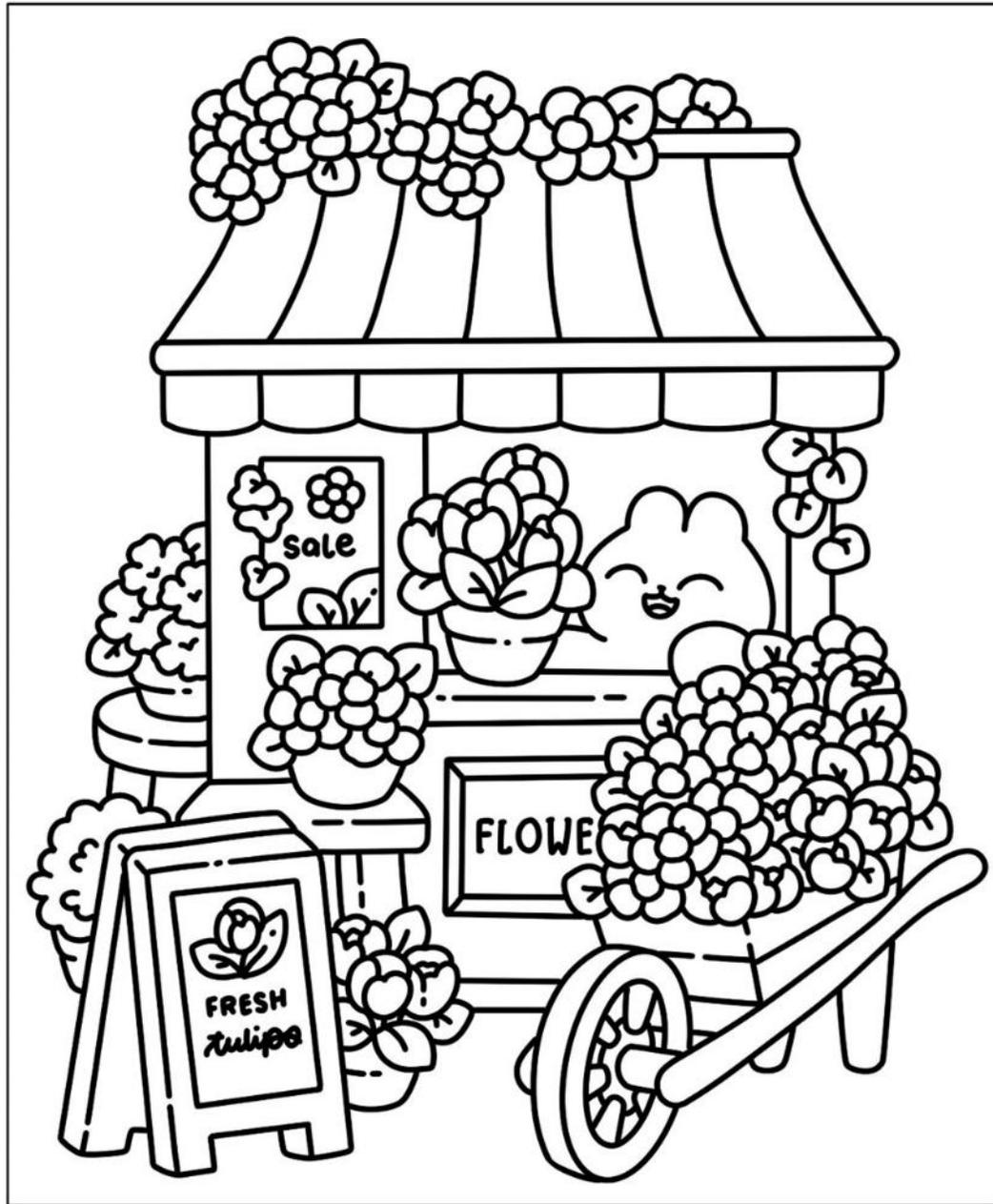
- This chunky little colouring book is a package of cuteness. Make a little time for yourself, and lose yourself in its pages!
- Looking for a calming escape from stress? Welcome to a cozy world of absolute cuteness! IN these pages, you'll discover bunnies reading books, bunnies doing the gardening and bunnies lying in hammocks surrounded by flowers.
- Zenny's designs are small, simple and quick to complete, making this a perfect for a young adult audience looking for a break from their phone. With over 100 inviting illustrations, it's a world of relaxing fun!
- Hits the trend: escapist cosy colouring strikes a chord with Gen Z.
- Quick to complete: simple designs meet the need for easy 20-minute creative activities.
- Chunky format is perfect for this topic: this adorable package will appeal to the audience.
- Shares branding with *Sticker Therapy*: Zenny's art works equally well in sticker or colouring form.

AU \$21.99 | NZ \$24.99
9781837761135
224 Pages
Paperback
165 mm x 135 mm
Skittledog

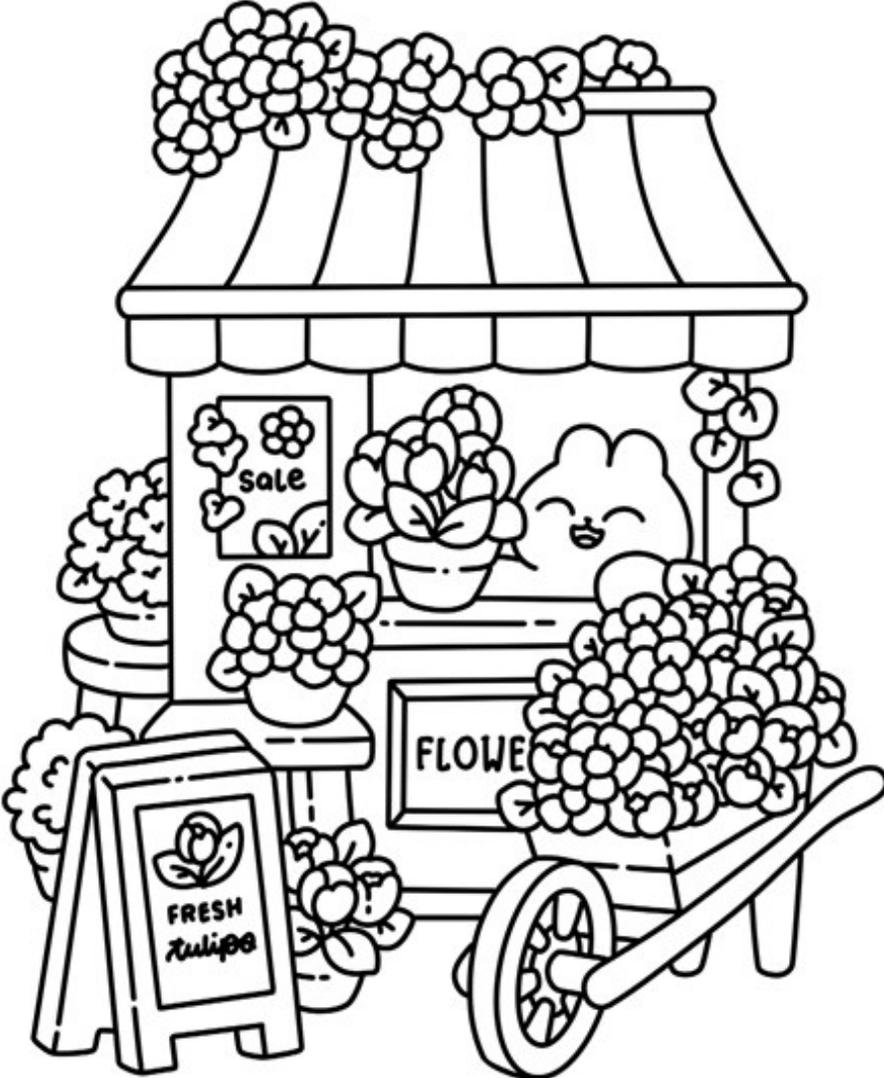
ALSO AVAILABLE



9781837760985

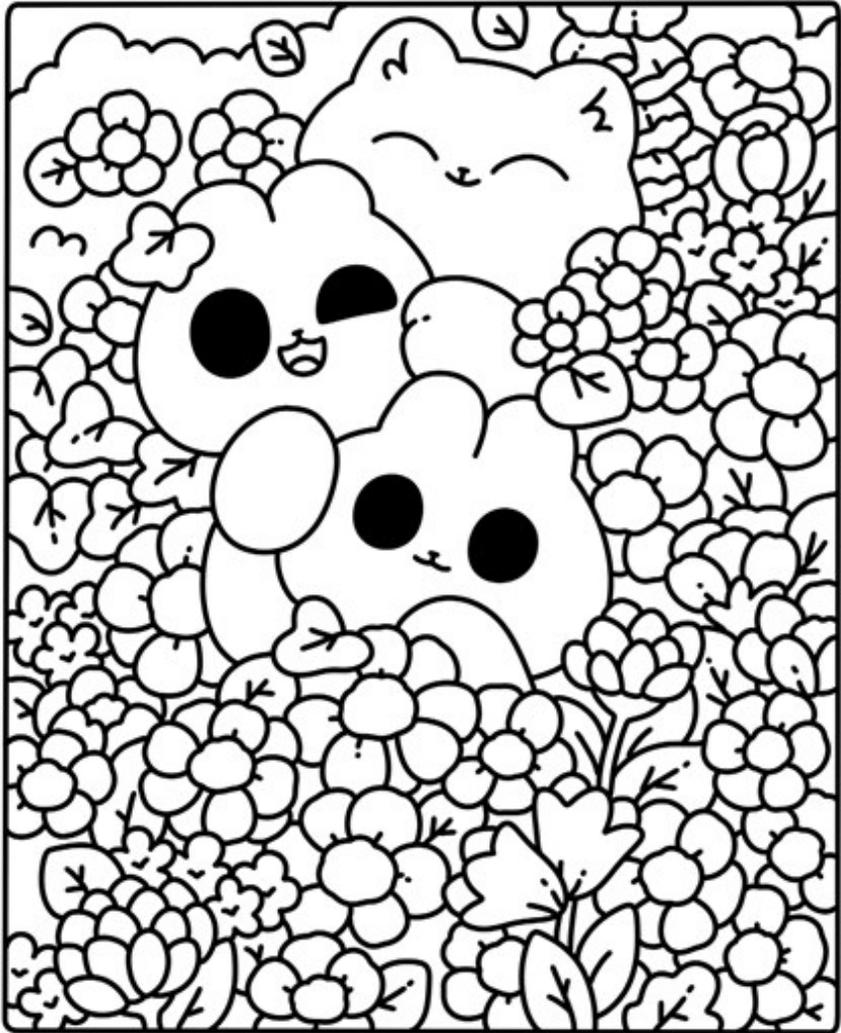


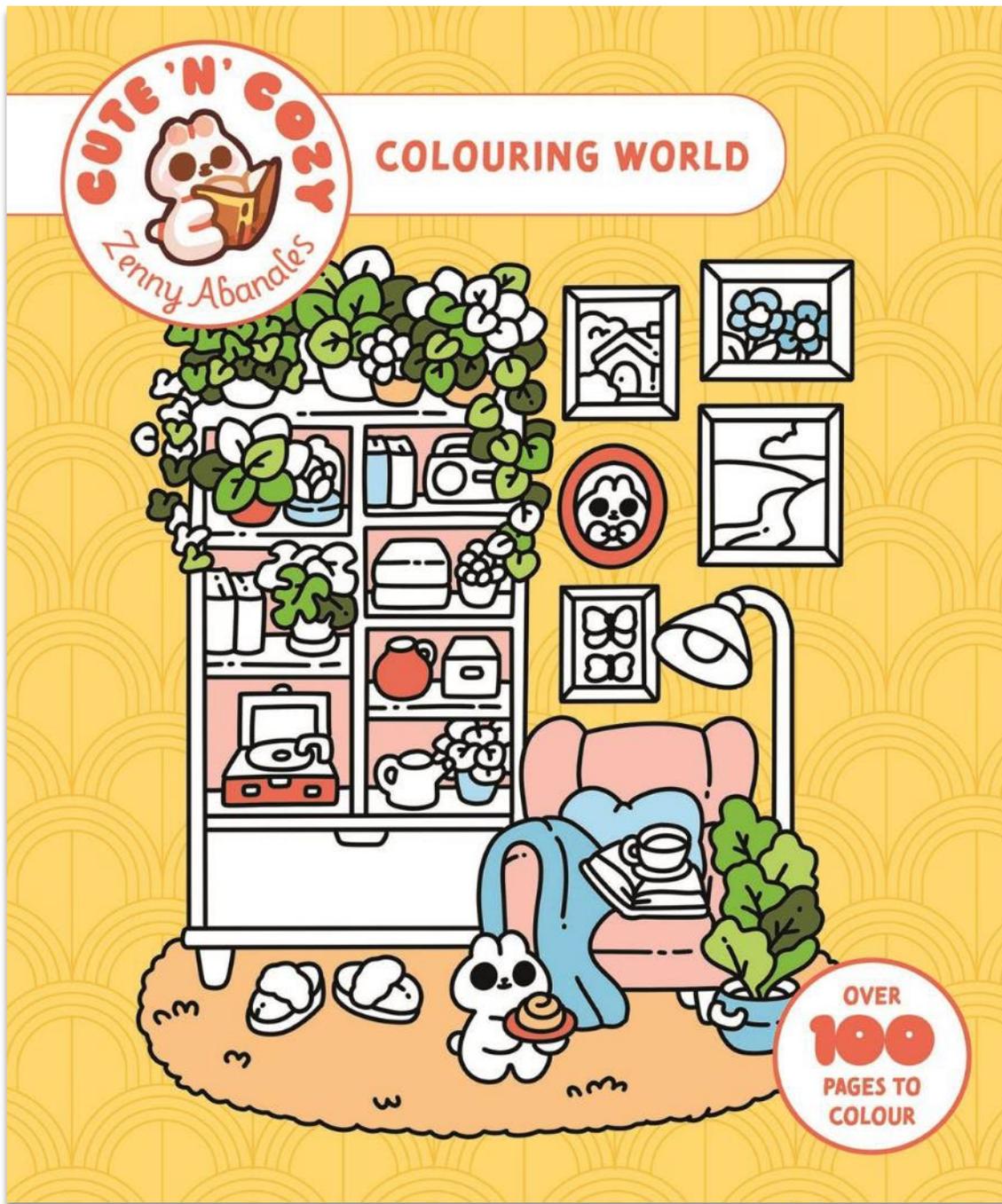












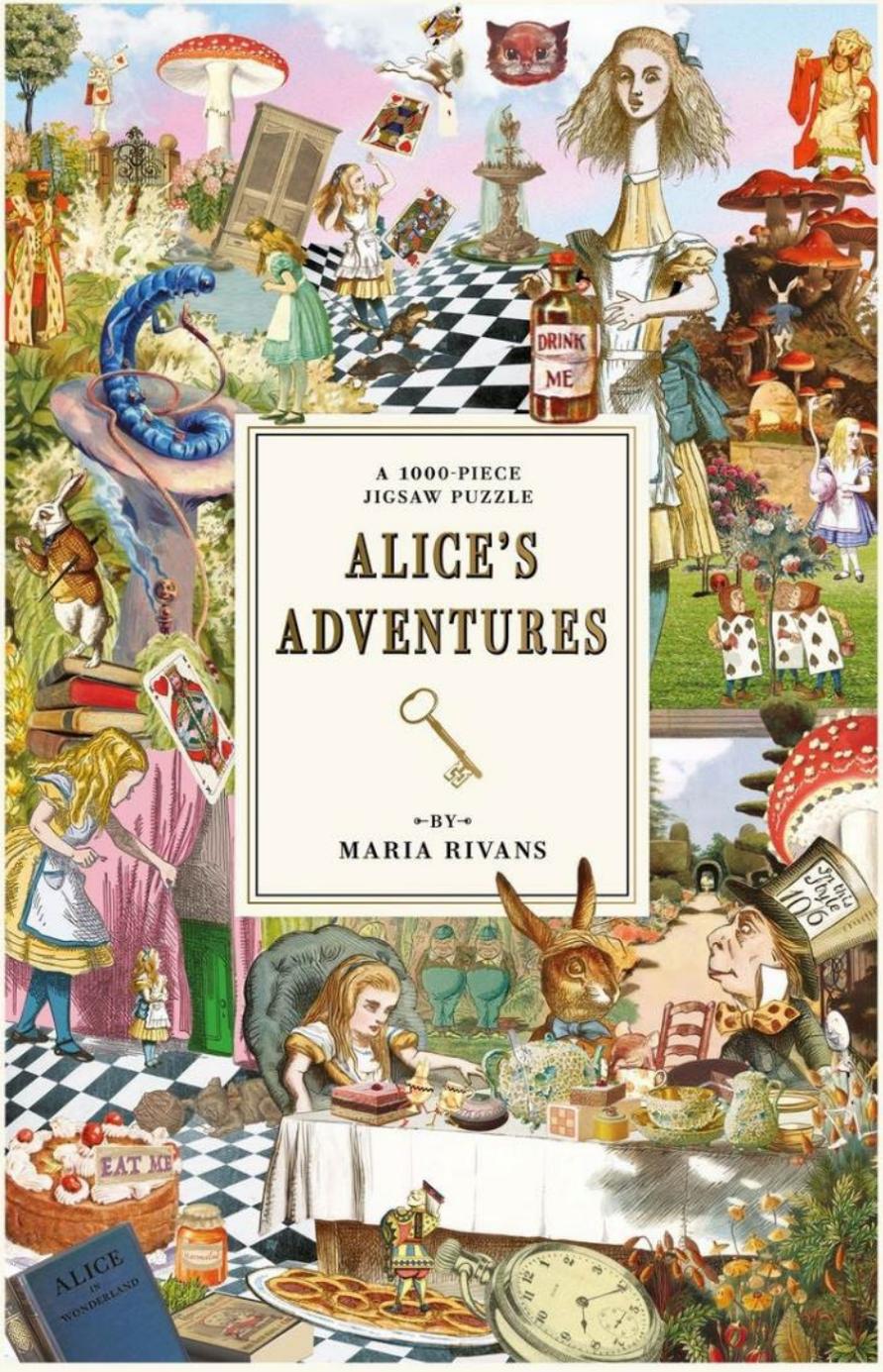
Cute 'n' Cozy Colouring World

Zenny Abanales

This chunky little colouring book is a package of cuteness. Make a little time for yourself, and lose yourself in its pages!

- This chunky little colouring book is a package of cuteness. Make a little time for yourself, and lose yourself in its pages!
- Looking for a calming escape from stress? Welcome to a cozy world of absolute cuteness! IN these pages, you'll discover bunnies reading books, bunnies doing the gardening and bunnies lying in hammocks surrounded by flowers.
- Zenny's designs are small, simple and quick to complete, making this a perfect for a young adult audience looking for a break from their phone. With over 100 inviting illustrations, it's a world of relaxing fun!
- Hits the trend: escapist cosy colouring strikes a chord with Gen Z.
- Quick to complete: simple designs meet the need for easy 20-minute creative activities.
- Chunky format is perfect for this topic: this adorable package will appeal to the audience.
- Shares branding with *Sticker Therapy*: Zenny's art works equally well in sticker or colouring form.

AU \$21.99 | NZ \$24.99
9781837761135
224 Pages
Paperback
165 mm x 135 mm
Skittledog



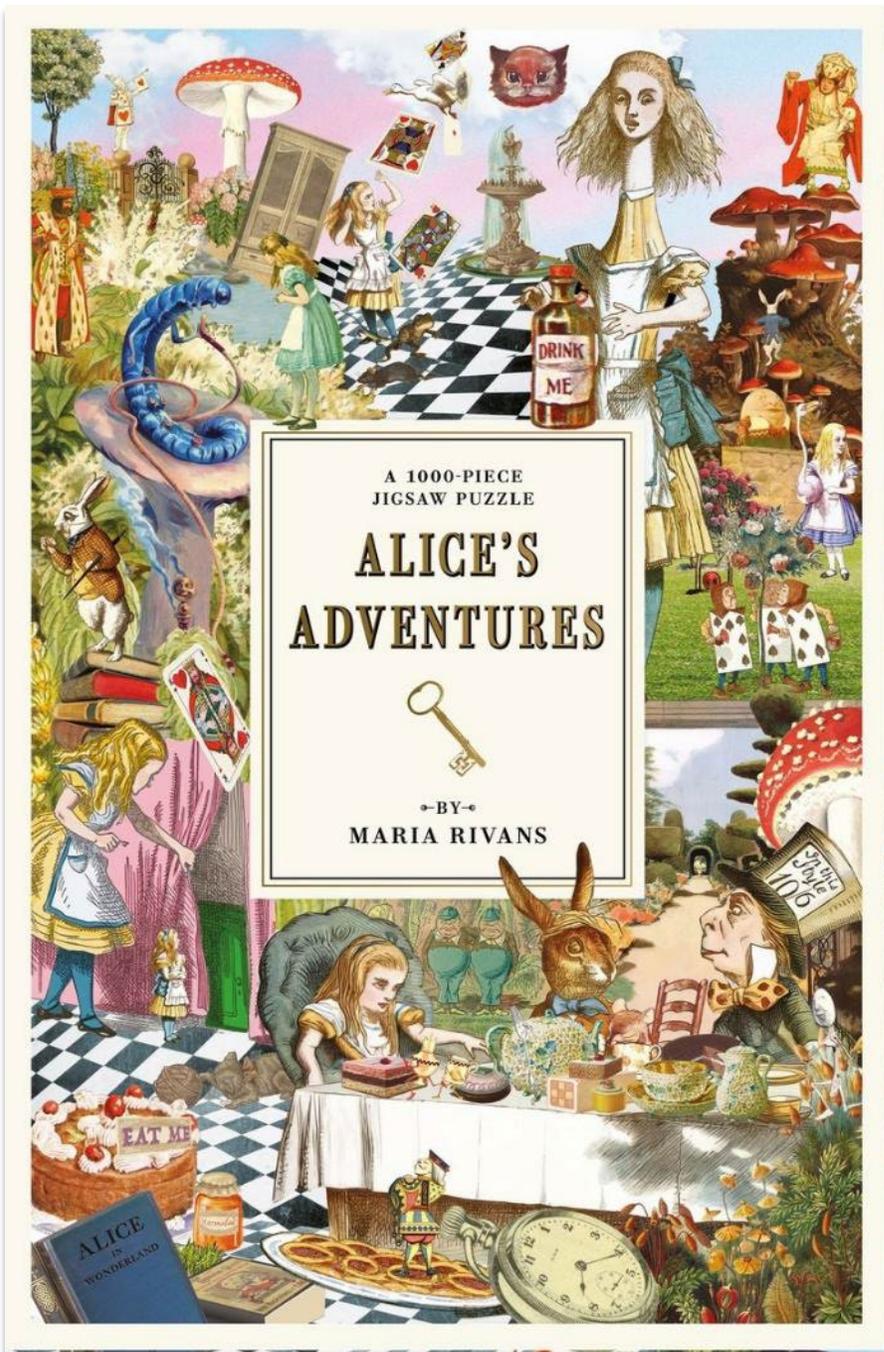
A 1000-PIECE
JIGSAW PUZZLE

ALICE'S ADVENTURES



•BY•
MARIA RIVANS

ALICE
IN
WONDERLAND



Alice's Adventures

A 1000-PIECE JIGSAW PUZZLE INSPIRED BY LEWIS CARROLL'S CLASSIC STORIES

Maria Rivans

Tumble down the rabbit-hole into a fantastical puzzling adventure, featuring all of Lewis Carroll's best-loved characters!

- Toadstools, teapots, playing cards and chess pieces all spring gloriously to life in this surreal take on Lewis Carroll's beloved classic. Maria Rivans takes her cue from the 92 illustrations, which John Tenniel produced in close collaboration with Carroll himself, and sets them in her own idiosyncratic version of wonderland.
- Perfect puzzle art: Anarchic, joyful, surreal, and colorful, Maria Rivans's jigsaws provide a challenging yet satisfying puzzle experience.
- Perennially popular inspiration: Lewis Carroll's classic books and Sir John Tenniel's illustrations are instantly recognizable and well-loved to this day.
- Plastic-free packaging: FSC paper and card.
- Includes an informative booklet: A guide to Lewis Carroll's world.

AU \$36.99 | NZ \$39.99

9781837761005

4 Pages

Jigsaw Puzzle

490 mm x 685 mm

Skittledog



ALICE'S
ADVENTURES



A 1000-PIECE JIGSAW PUZZLE

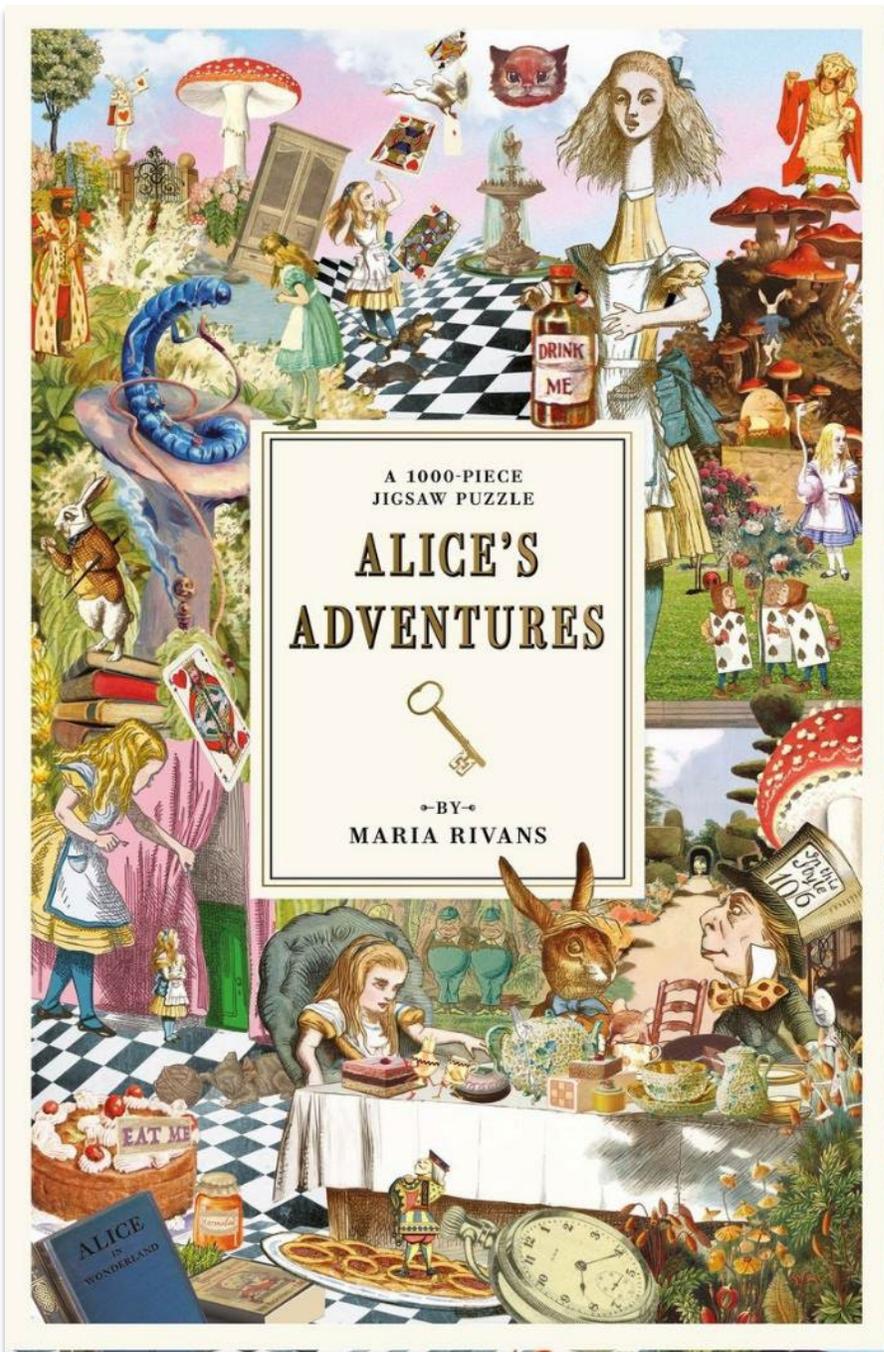
•BY•

MARIA RIVANS



As the story of a girl who leaves her friends and family behind, boldly drinks down powerful potions and converses with a variety of strange characters ranging from the ridiculous to the furious or under the influence of drugs, *Alice's Adventures in Wonderland* shouldn't really have become one of the world's most beloved children's books. Nor should *Through the Looking-Glass*, in which Alice once again enters a dreamland and confronts another set of illogical authority figures. The novels did, however, cause something of a stir on publication. In the 1860s, children's books were expected to take a moral stance and encourage the reader to lead an obedient and respectful life. The free-spirited Alice on the other hand, does nothing except delight the reader with her daring and wit, and has proved a lasting influence on children's literature ever since.

Alice's Adventures in Wonderland originated from a summer's afternoon boat trip in 1862, during which Charles Dodgson, a mathematics lecturer at the University of Oxford, entertained his companions by improvising a nonsensical story. The group consisted of Dodgson, his friend Robinson Duckworth and the three daughters of their friend Henry Liddell: Lorina, Edith and Alice. Evidently their reaction was enthusiastic, for the next day Dodgson picked up his pen and started writing a version of the story that would become the first draft of the novel. After sharing it with the original audience, there was a second boat trip to refine the details. He also showed the manuscript to the fantasy author George MacDonald, whose children's delighted reaction convinced him that it deserved to be published.



Alice's Adventures

A 1000-PIECE JIGSAW PUZZLE INSPIRED BY LEWIS CARROLL'S CLASSIC STORIES

Maria Rivans

Tumble down the rabbit-hole into a fantastical puzzling adventure, featuring all of Lewis Carroll's best-loved characters!

- Toadstools, teapots, playing cards and chess pieces all spring gloriously to life in this surreal take on Lewis Carroll's beloved classic. Maria Rivans takes her cue from the 92 illustrations, which John Tenniel produced in close collaboration with Carroll himself, and sets them in her own idiosyncratic version of wonderland.
- Perfect puzzle art: Anarchic, joyful, surreal, and colorful, Maria Rivans's jigsaws provide a challenging yet satisfying puzzle experience.
- Perennially popular inspiration: Lewis Carroll's classic books and Sir John Tenniel's illustrations are instantly recognizable and well-loved to this day.
- Plastic-free packaging: FSC paper and card.
- Includes an informative booklet: A guide to Lewis Carroll's world.

AU \$36.99 | NZ \$39.99

9781837761005

4 Pages

Jigsaw Puzzle

490 mm x 685 mm

Skittledog

JAPANESE SPRINGTIME

COLOUR
•BY•
NUMBERS





Japanese Springtime

COLOUR BY NUMBERS

Brindha Kumar

Colour-by-numbers presented in a stylish and elegant new package.

- Brindha Kumar supplies both an intriguing sequence of images and evocative contemporary colour schemes, perfectly appropriate for the Japanese theme.
- Her striking combinations of colour and rich patterns make these pages irresistible for colourists looking for a new and modern take on this old-school idea. Simply follow the numbered colour chart to create your own gorgeous artwork.
- Brindha Kumar is a Malaysian illustrator, currently based in London. Her Malaysian heritage has influenced the way she uses colours and emotions and she loves to show a tongue-in-cheek representation of modern and traditional society in her work. Brindha's varied client list includes Apple TV, Selfridges, *Rolling Stone*, Adobe, Adidas, *Harper's Bazaar* and *Tatler*.

AU \$32.99 | NZ \$36.99

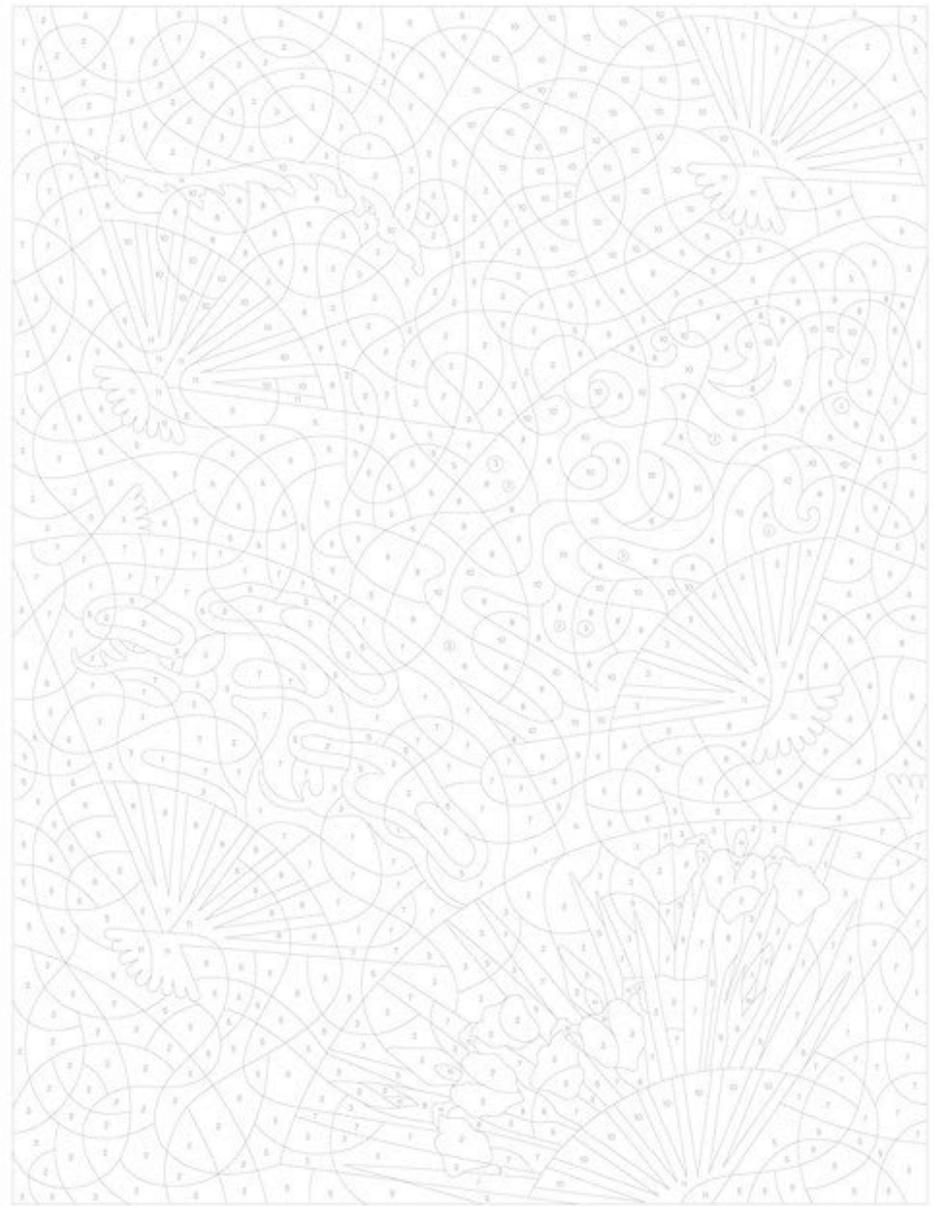
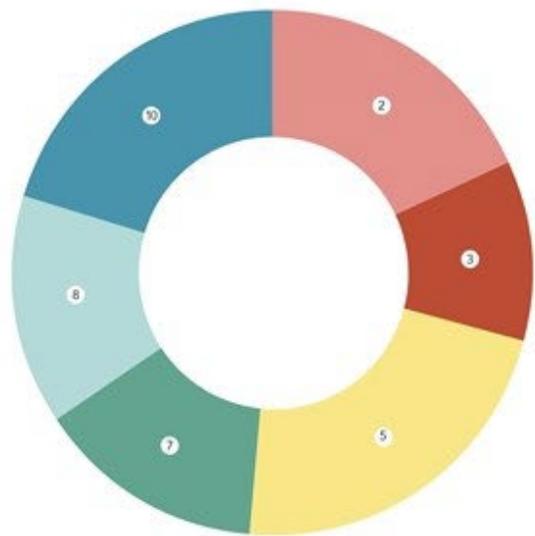
9781837760961

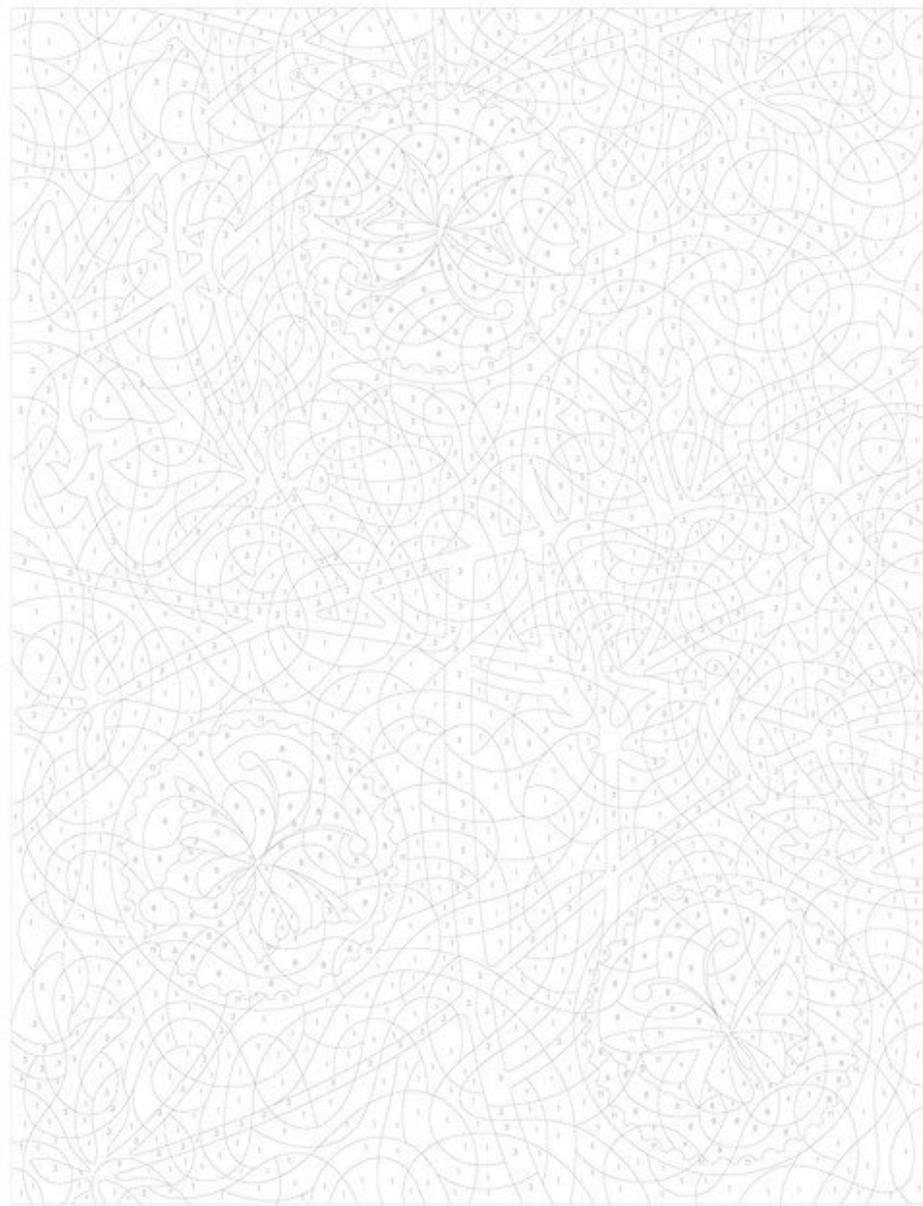
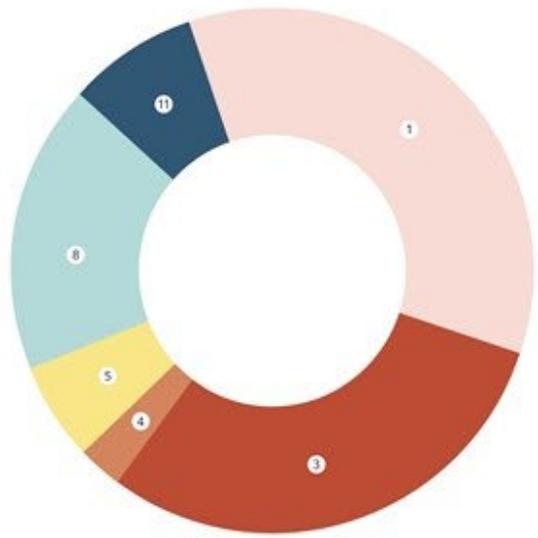
48 Pages

Paperback

285 mm x 223 mm

Skittledog





THE FINISHED DESIGNS



PAGE 5



PAGE 7



PAGE 9



PAGE 11



PAGE 13



PAGE 15



PAGE 17



PAGE 19



PAGE 21



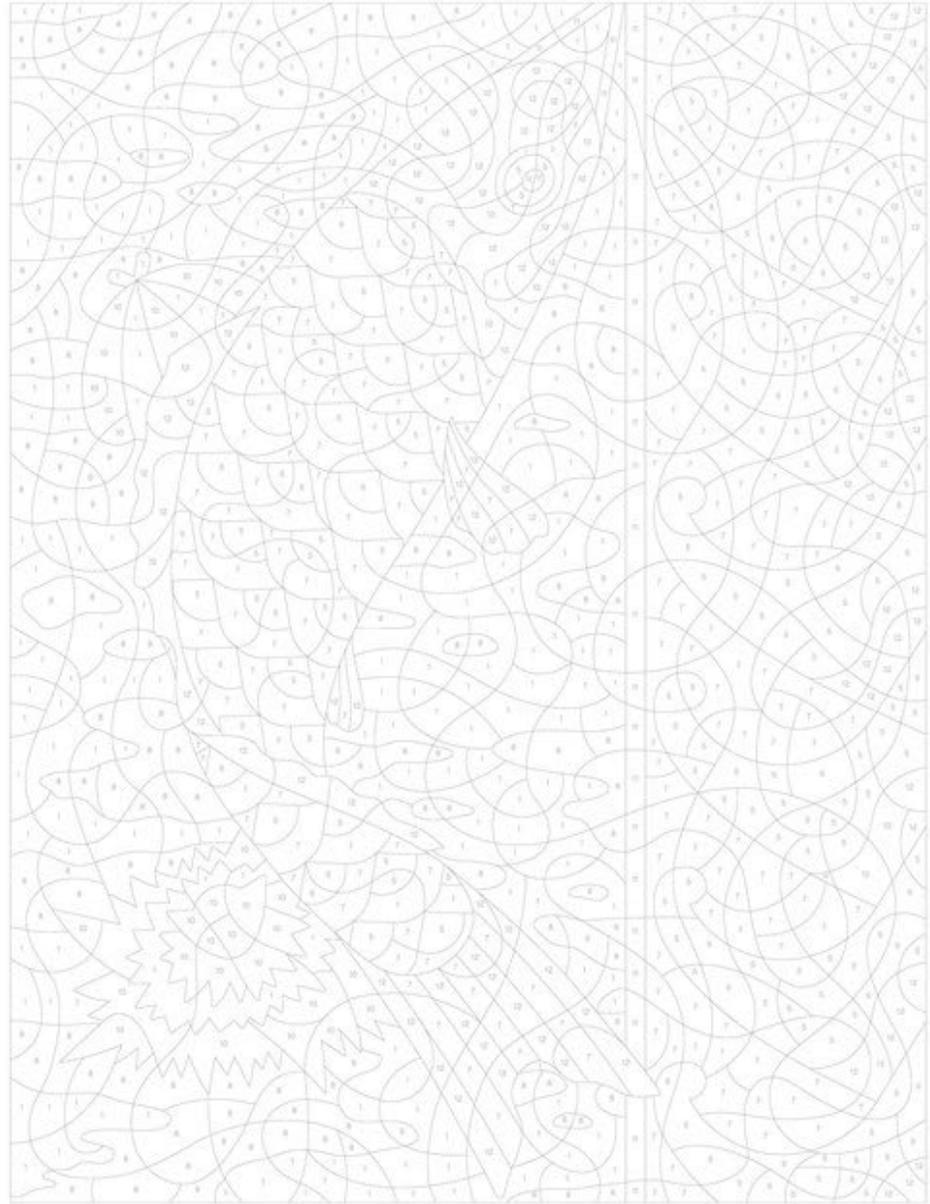
PAGE 23

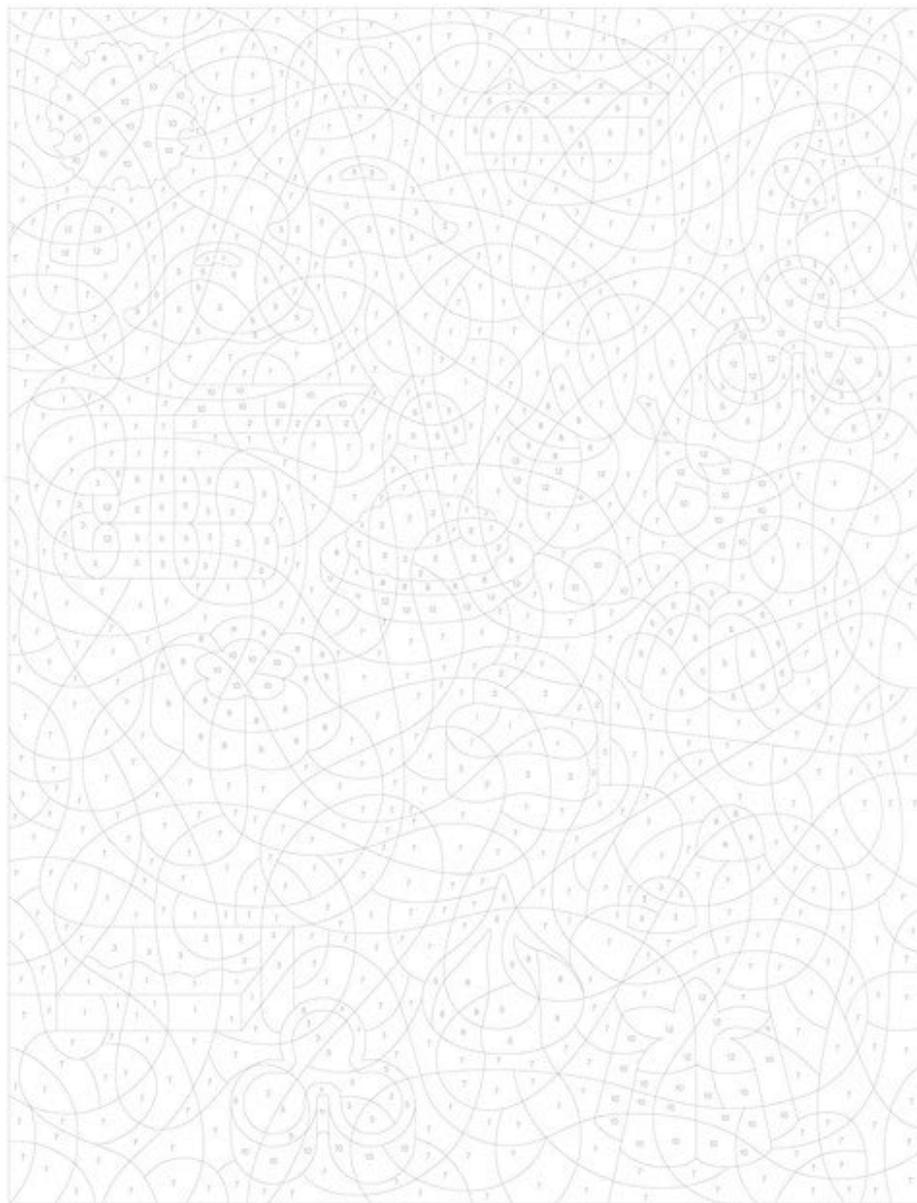
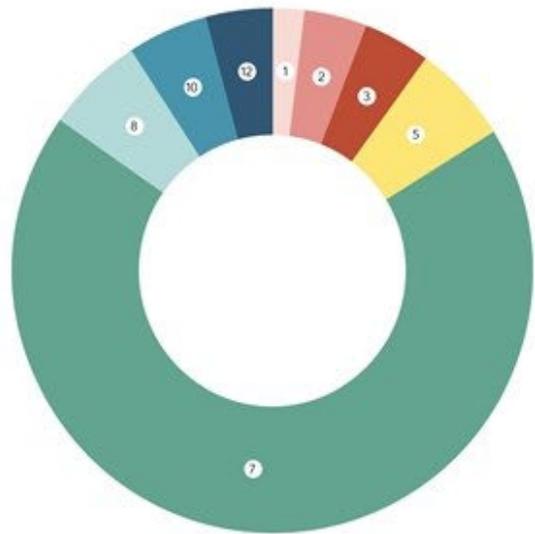


PAGE 25



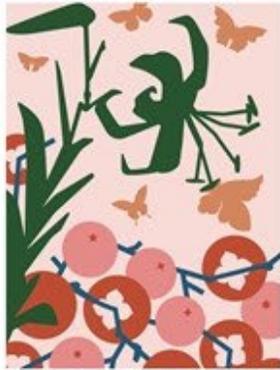
PAGE 27







PAGE 29



PAGE 31



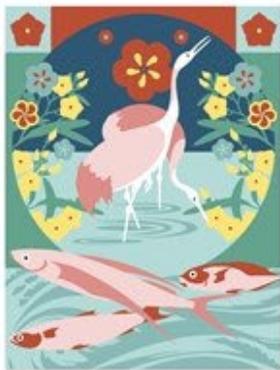
PAGE 33



PAGE 35



PAGE 37



PAGE 39



PAGE 41



PAGE 43



Japanese Springtime

COLOUR BY NUMBERS

Brindha Kumar

Colour-by-numbers presented in a stylish and elegant new package.

- Brindha Kumar supplies both an intriguing sequence of images and evocative contemporary colour schemes, perfectly appropriate for the Japanese theme.
- Her striking combinations of colour and rich patterns make these pages irresistible for colourists looking for a new and modern take on this old-school idea. Simply follow the numbered colour chart to create your own gorgeous artwork.
- Brindha Kumar is a Malaysian illustrator, currently based in London. Her Malaysian heritage has influenced the way she uses colours and emotions and she loves to show a tongue-in-cheek representation of modern and traditional society in her work. Brindha's varied client list includes Apple TV, Selfridges, *Rolling Stone*, Adobe, Adidas, *Harper's Bazaar* and *Tatler*.

AU \$32.99 | NZ \$36.99

9781837760961

48 Pages

Paperback

285 mm x 223 mm

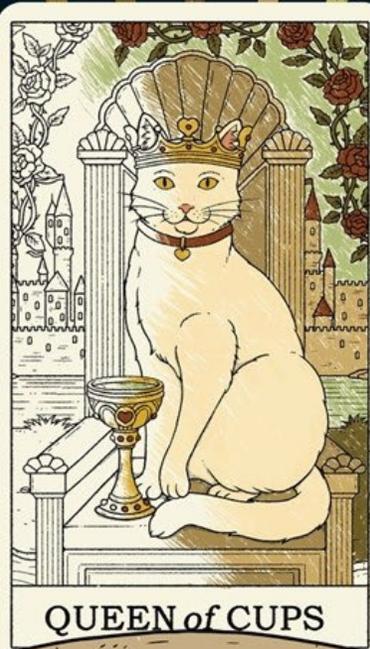
Skittledog

CATS RULE THE EARTH

TAROT COLORING BOOK



KNIGHT of PENTAC



QUEEN of CUPS



ACE of WANDS

BEAUTIFUL TAROT DESIGNS
FOR THE FELINE-OBSSESSED

Illustrated by
THIAGO CORRÊA



Cats Rule the Earth Tarot Coloring Book

BEAUTIFUL TAROT DESIGNS FOR THE FELINE-OBSESSED

Catherine Davidson

This 78-card tarot coloring book is cat themed, combining ancient mysticism with feline illustrations.

- This coloring book features irresistibly quirky cat illustrations that will delight cat lovers and tarot fans alike. An introduction explains how tarot works, and key meanings of each card are summarized on the reverse of the pages. All Major Arcana and Minor Arcana cards are included (78 cards total). Coloring pages are perforated for easy removal.
- Bestselling companion: *Cat's Rule the Earth Tarot Coloring book* is a gorgeous new product based on the best-selling *Cats Rule the Earth Tarot* deck which has sold over 120,000 copies sold worldwide.
- Big market: Adult coloring is really having a huge moment! In April 2025 *Publishers Weekly* reported that five adult coloring books were among the top ten bestsellers in that category.
- Tarot obsessed: This coloring book with this exciting and accessible format will target the growing groups of tarot enthusiasts— Gen-Z and millennials—who are reclaiming tarot cards as tools of self-care, growth, and identity.

AU \$24.99 | NZ \$29.99

9781419792137

112 Pages

Paperback

241 mm x 216 mm

Abrams Books

X



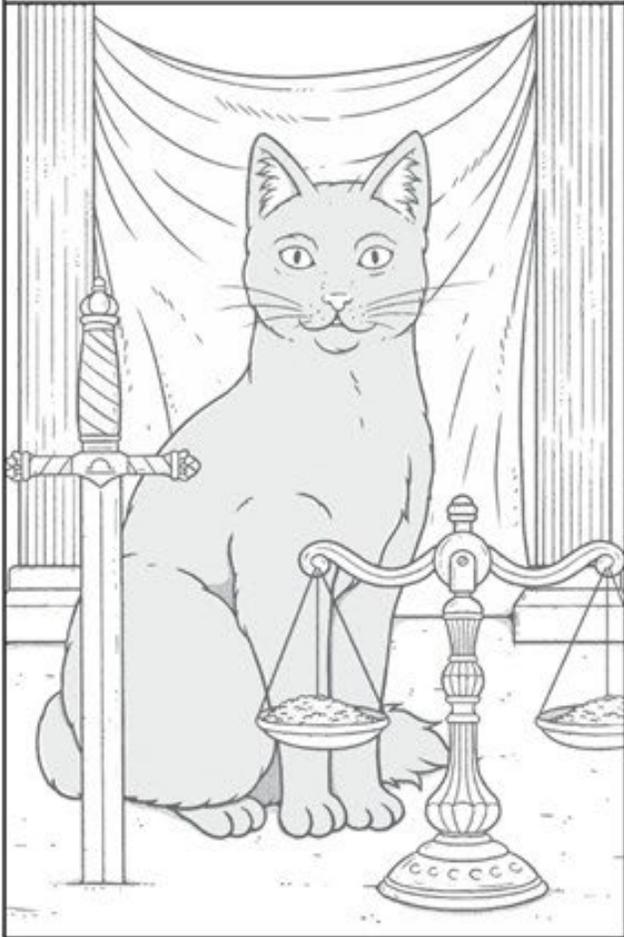
WHEEL OF FORTUNE



CHANGES AND TURNABOUTS

TRANSITION
SUDDEN CHANGE
CAUSE AND EFFECT
UPS AND DOWNS
UNPREDICTABILITY

XI



JUSTICE



A FAIR OUTCOME OR INTEGRITY

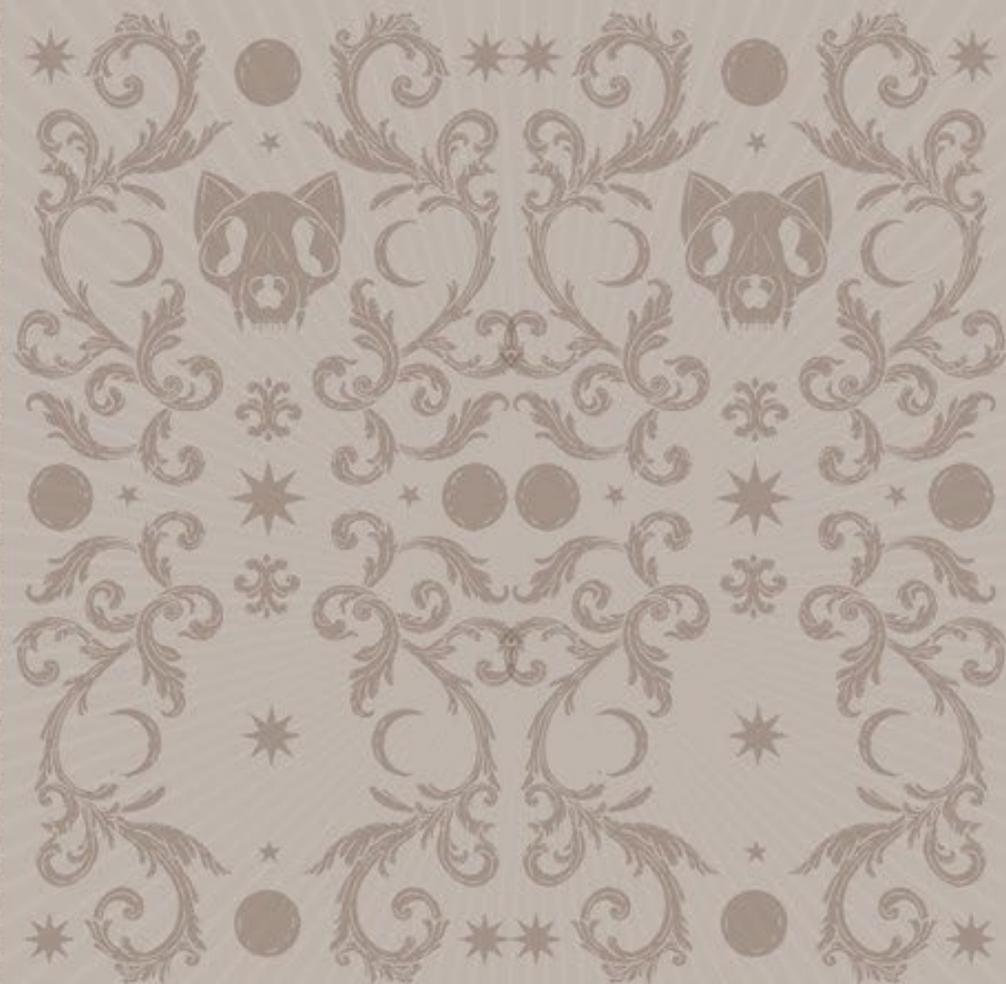
BALANCE
CONSEQUENCES
FAIRNESS
ARBITRATION
BRINGING ORDER



ACE OF WANDS



TWO OF WANDS



ACE
of WANDS

STIMULUS · BREAKTHROUGH · IGNITION

TWO
of WANDS

EFFORT · PLANNING · PREPARATION



Cats Rule the Earth Tarot Coloring Book

BEAUTIFUL TAROT DESIGNS FOR THE FELINE-OBSESSED

Catherine Davidson

This 78-card tarot coloring book is cat themed, combining ancient mysticism with feline illustrations.

- This coloring book features irresistibly quirky cat illustrations that will delight cat lovers and tarot fans alike. An introduction explains how tarot works, and key meanings of each card are summarized on the reverse of the pages. All Major Arcana and Minor Arcana cards are included (78 cards total). Coloring pages are perforated for easy removal.
- Bestselling companion: *Cat's Rule the Earth Tarot Coloring book* is a gorgeous new product based on the best-selling *Cats Rule the Earth Tarot* deck which has sold over 120,000 copies sold worldwide.
- Big market: Adult coloring is really having a huge moment! In April 2025 *Publishers Weekly* reported that five adult coloring books were among the top ten bestsellers in that category.
- Tarot obsessed: This coloring book with this exciting and accessible format will target the growing groups of tarot enthusiasts— Gen-Z and millennials—who are reclaiming tarot cards as tools of self-care, growth, and identity.

AU \$24.99 | NZ \$29.99

9781419792137

112 Pages

Paperback

241 mm x 216 mm

Abrams Books



Leile Duly

FLORALICIOUS

A COLOURING FRIEZE



Leila Duly

FLORALICIOUS

A COLOURING FRIEZE

Floralicious: The Colouring Frieze

Leila Duly

A beautiful botanical colouring book that unfolds to reveal a frieze nearly five feet long.

- A brand new format for sophisticated colourists! Join bestselling botanical artist Leila Duly on a nature adventure in frieze form.
- High-quality art paper, bearing Leila's trademark hand-drawn illustration, sits safely within the covers while you're working on it, but then can be opened out to reveal a gorgeous frieze made up of ten connecting floral panels.

AU \$19.99 | NZ \$21.99

9781837760909

20 Pages

Jigsaw Puzzle

210 mm x 148 mm

Skittledog



COPYRIGHT MATERIAL FOR REFERENCE ONLY



Leila Duly

FLORALICIOUS

A COLOURING FRIEZE

Floralicious: The Colouring Frieze

Leila Duly

A beautiful botanical colouring book that unfolds to reveal a frieze nearly five feet long.

- A brand new format for sophisticated colourists! Join bestselling botanical artist Leila Duly on a nature adventure in frieze form.
- High-quality art paper, bearing Leila's trademark hand-drawn illustration, sits safely within the covers while you're working on it, but then can be opened out to reveal a gorgeous frieze made up of ten connecting floral panels.

AU \$19.99 | NZ \$21.99

9781837760909

20 Pages

Jigsaw Puzzle

210 mm x 148 mm

Skittledog



Mee Tamphanon

ARABIAN NIGHTS

A COLOURING FRIEZE



Meel Tamphanon

ARABIAN NIGHTS

A COLOURING FRIEZE

The Arabian Nights

A COLOURING FRIEZE

Meel Tamphanon

A new colouring format designed for gifting, at an attractive price.

- These evocative Middle Eastern folk tales of romance, voyages and wonder are told by a young woman, Scheherazade, to save herself from execution at the hands of the Sultan. Opening with her story, this sumptuously illustrated frieze unfolds to feature the best-loved stories of The Arabian Nights on each of the ten panels.
- The concertina folds out to reveal these classic tales, showing off Meel's beautiful illustration to glorious effect on heavy art paper: Scheherazade and the Sultan, Sinbad the Sailor, The Three Apples, Ali Baba and the Forty Thieves, The Merchant and the Genie, The Thief of Alexandria, The Ebony Horse, The Fisherman and the Genie, Aladdin and the Magic Lamp, and The Queen of Serpents.

AU \$21.99 | NZ \$24.99

9781837760954

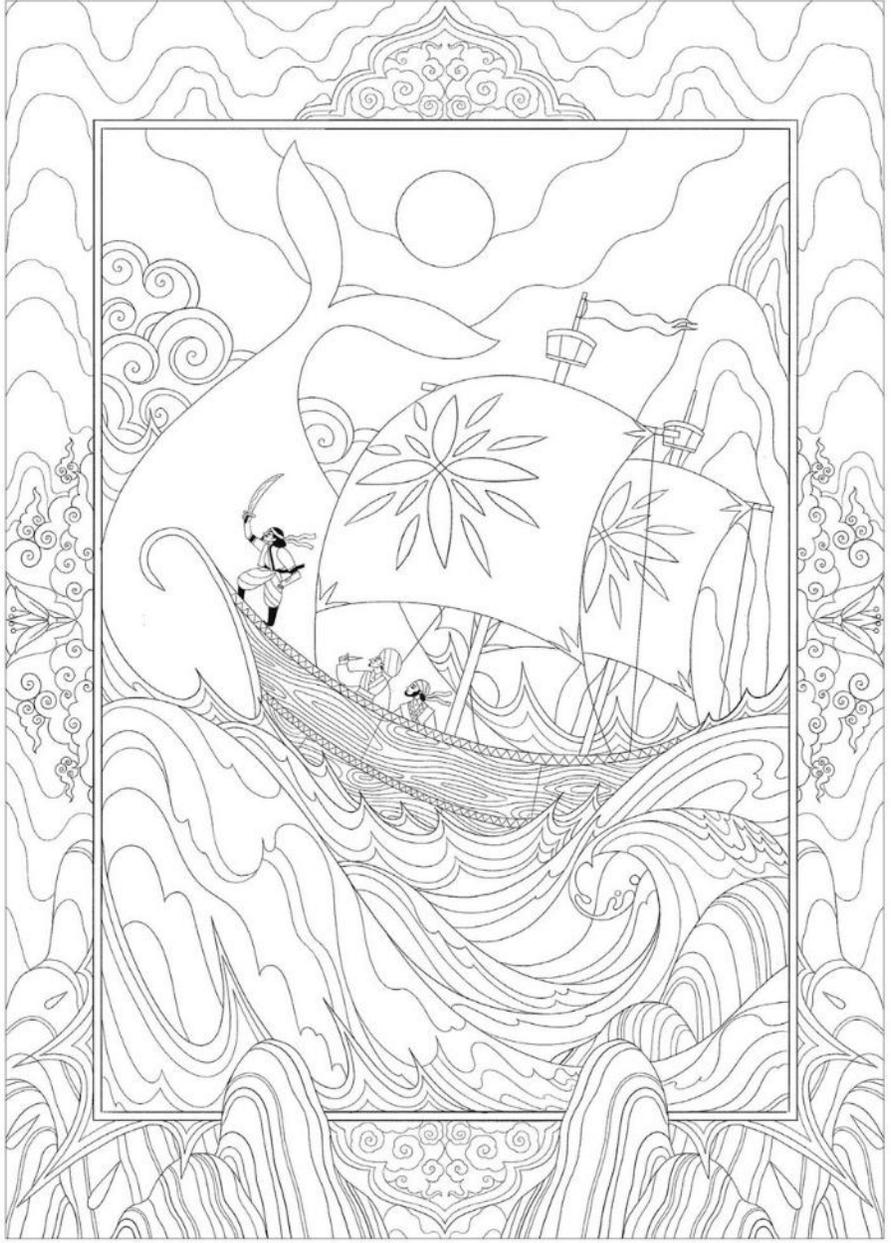
20 Pages

Paperback

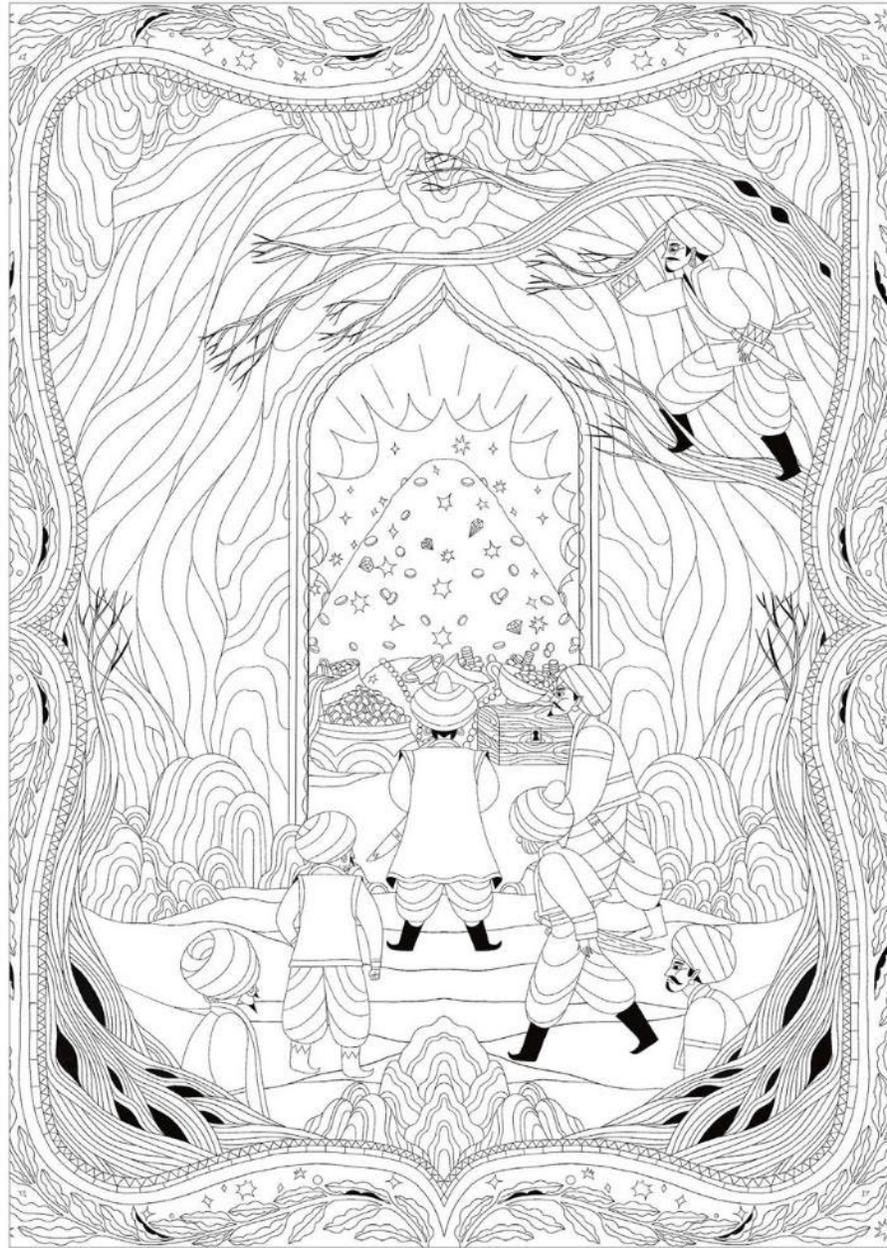
210 mm x 148 mm

Skittledog

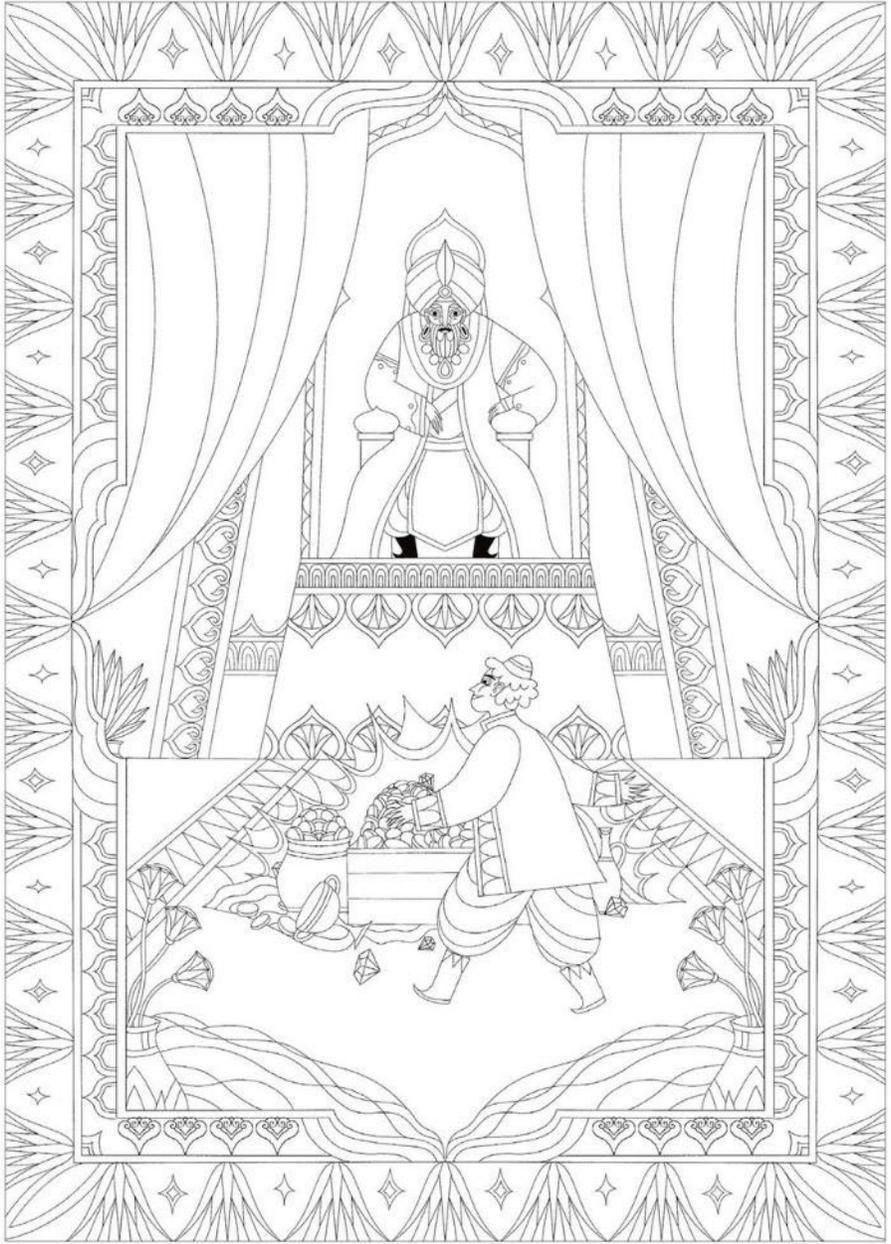














Meel Tamphanon

ARABIAN NIGHTS

A COLOURING FRIEZE

The Arabian Nights

A COLOURING FRIEZE

Meel Tamphanon

A new colouring format designed for gifting, at an attractive price.

- These evocative Middle Eastern folk tales of romance, voyages and wonder are told by a young woman, Scheherazade, to save herself from execution at the hands of the Sultan. Opening with her story, this sumptuously illustrated frieze unfolds to feature the best-loved stories of The Arabian Nights on each of the ten panels.
- The concertina folds out to reveal these classic tales, showing off Meel's beautiful illustration to glorious effect on heavy art paper: Scheherazade and the Sultan, Sinbad the Sailor, The Three Apples, Ali Baba and the Forty Thieves, The Merchant and the Genie, The Thief of Alexandria, The Ebony Horse, The Fisherman and the Genie, Aladdin and the Magic Lamp, and The Queen of Serpents.

AU \$21.99 | NZ \$24.99

9781837760954

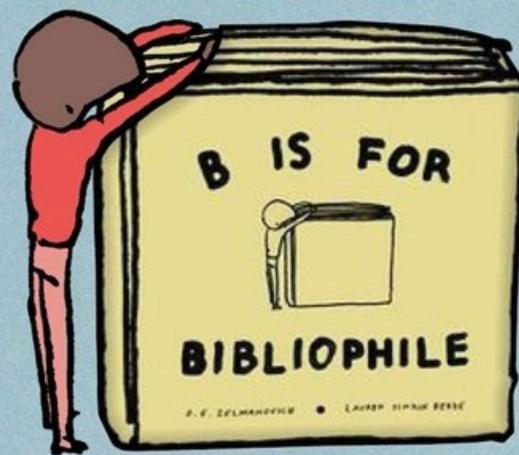
20 Pages

Paperback

210 mm x 148 mm

Skittledog

B IS FOR



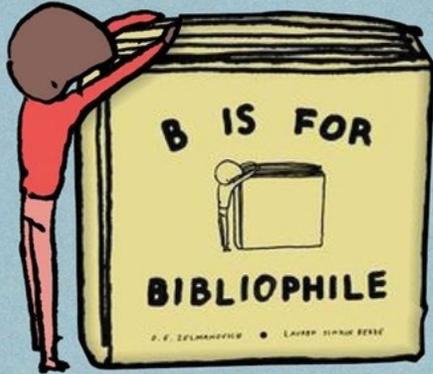
BIBLIOPHILE

D. E. ZELMANOVICH



LAUREN SIMKIN BERKE

B IS FOR



BIBLIOPHILE

O. E. ZELMANOVICH • LAUREN SIMKIN BERKE

B Is for Bibliophile

O.E. Zelmanovich

This stylish ABC book of book making and book parts is a wry, witty, and very charming compendium that is pervaded by a love of books!

- In these pages, book lovers of all ages are invited to tour through the ABCs of books, with cartoon protagonist Guy as their guide. Excitingly, the book also works to perform what it shares, giving us a gatefold to define gatefold, a die-cut to exemplify what a die-cut is, and so on.
- Cleverly conceived and beautifully made, this book is both delightful and edifying and a sheer pleasure to hold in the hand and leaf through. This is a fully illustrated book about books that belongs on the shelves of book lovers both young and old.
- Informative, fun & approachable: This clearly arranged and diagrammed guide, with its cartoon protagonist Guy, is an accessible and fun way to learn about the parts of the book and more about how books get made.
- Strong kid & adult appeal: Book lovers of all ages are sure to enjoy this book about books. With playful illustrations and eye-catching production details, this is a book to pore over again and again.
- A great gift for every occasion: This book celebrates the very fact of books, which still remain the best technology for discovering both self and world.

AU \$32.99 | NZ \$36.99
9781592704323
64 Pages
Hardcover
203 mm x 203 mm
Enchanted Lion

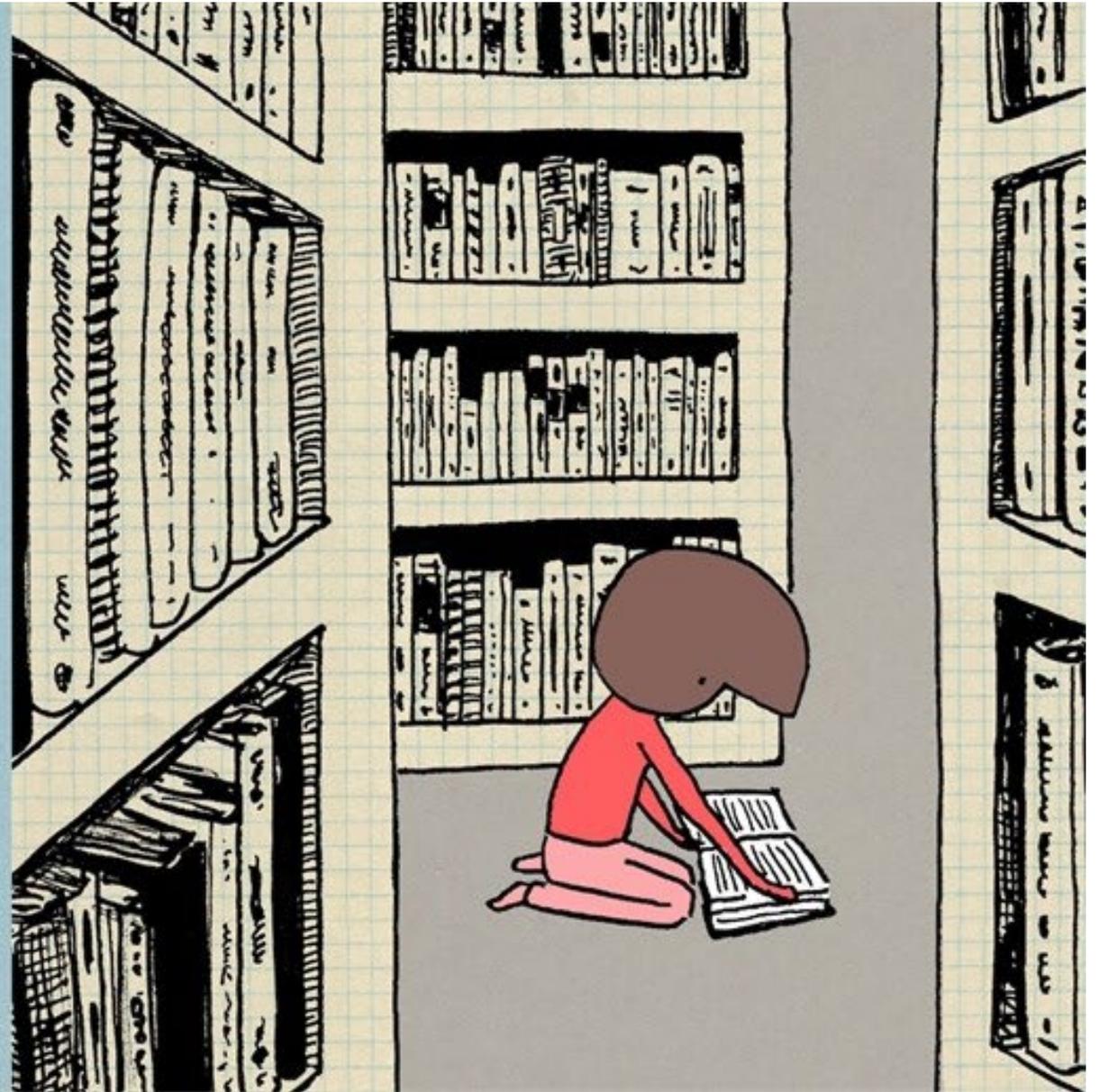
Bb

is for

BIBLIOPHILE

A person who loves books (someone like us and possibly someone like you).

A bibliophile is a person who likes to read books, and reread them, and smell them, and touch them, and listen to them, and own them, and lend them, and borrow them, and think about them, and talk about them, and read books about them.



Dd

is for

DOG EARED

A term applied to books whose page corners have been folded down to mark a reader's place or a passage they want to remember. So called because the corners resemble the droopy ears of dogs.

While this might be cute on dogs, in books it makes some people sad. Yet others think that it is a sign of having been well-used and loved. Worn books are less valuable to collectors, but they are often much more valuable to their owners.





is for

GATEFOLD

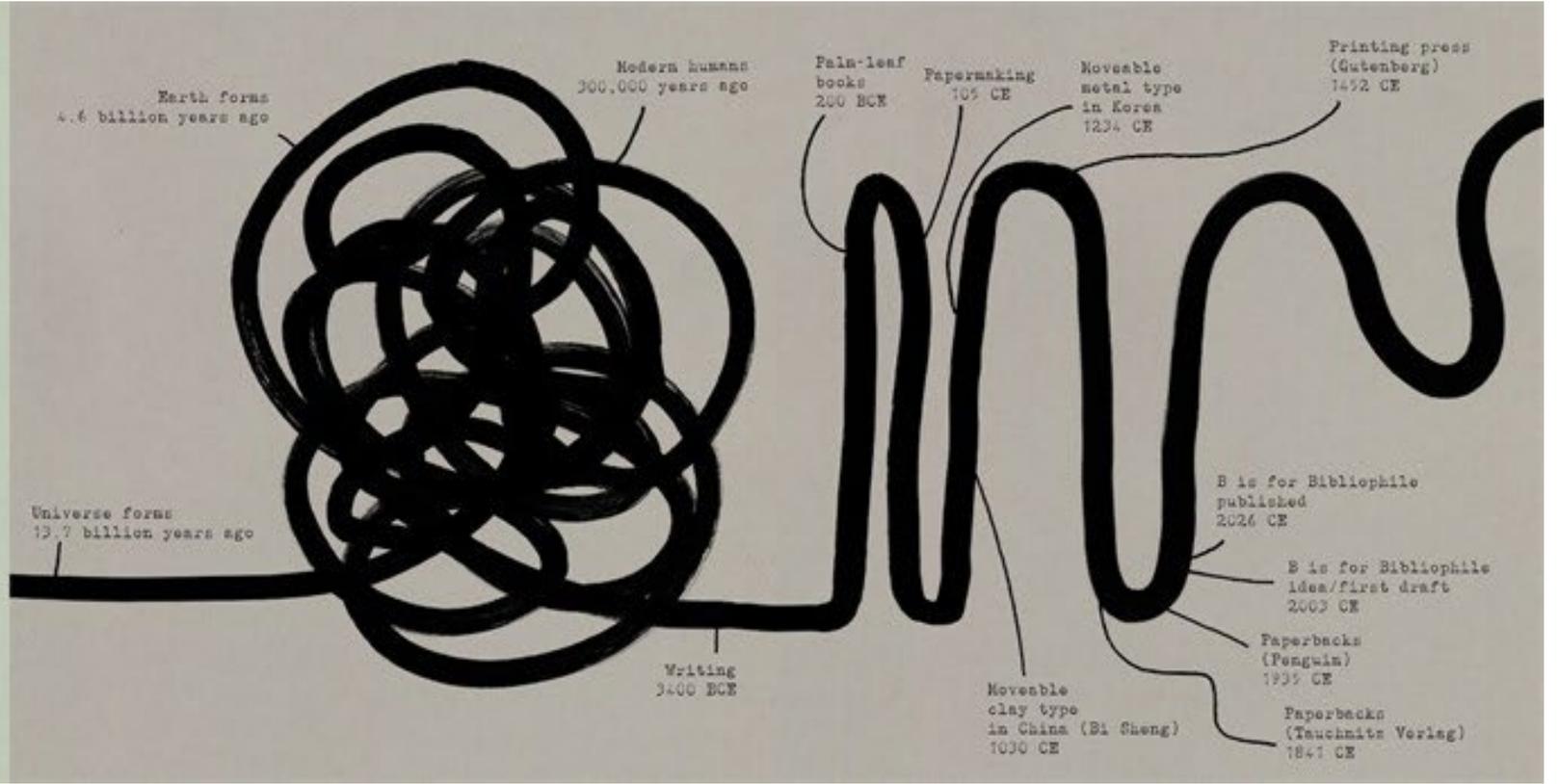
An extra long piece of paper that folds inward from the edge of the book, so that when opened, the page is twice the size of the other pages.

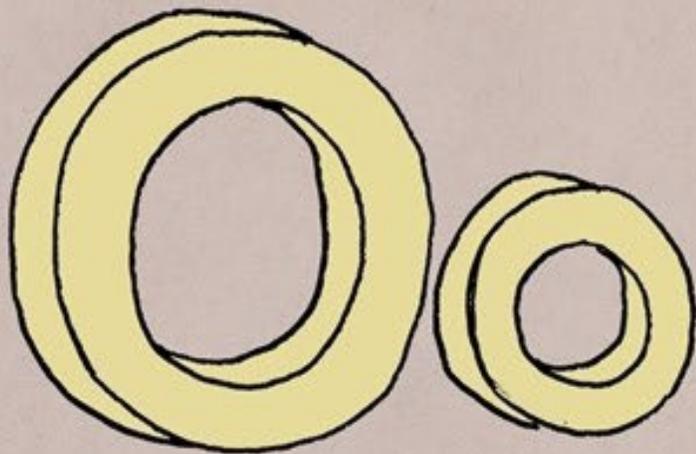
An illustrator or book designer may make use of this feature if they want to show more information than can fit on a regular page.

The flap can then fold in and out, the same way a gate swings on its hinges.

This can also be done on both pages in a spread to create a space four times the size of a single page.

Gatefolds are also popular in magazines.





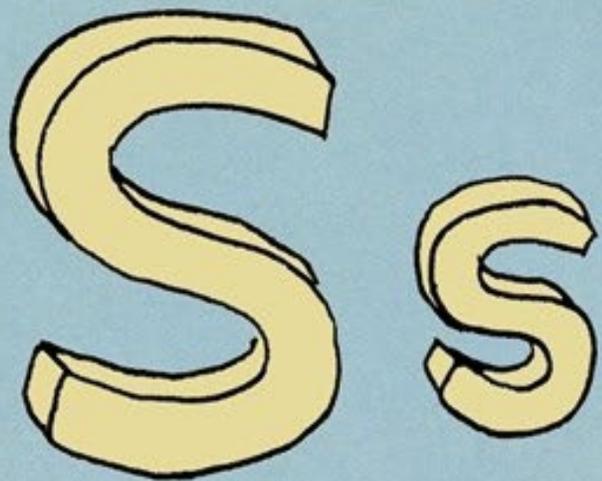
is for
ORNAMENT

A catchall term for the many, often unnoticed, design elements in a book.

A squiggle between sections; an elaborate border on the title page; an illustrated dropped initial capital; these fanciful extras can help make a book a work of art. They also serve the practical purpose of segmenting information into digestible parts.

In this book, the line under the keyword is a subtle ornament that persists throughout the text.



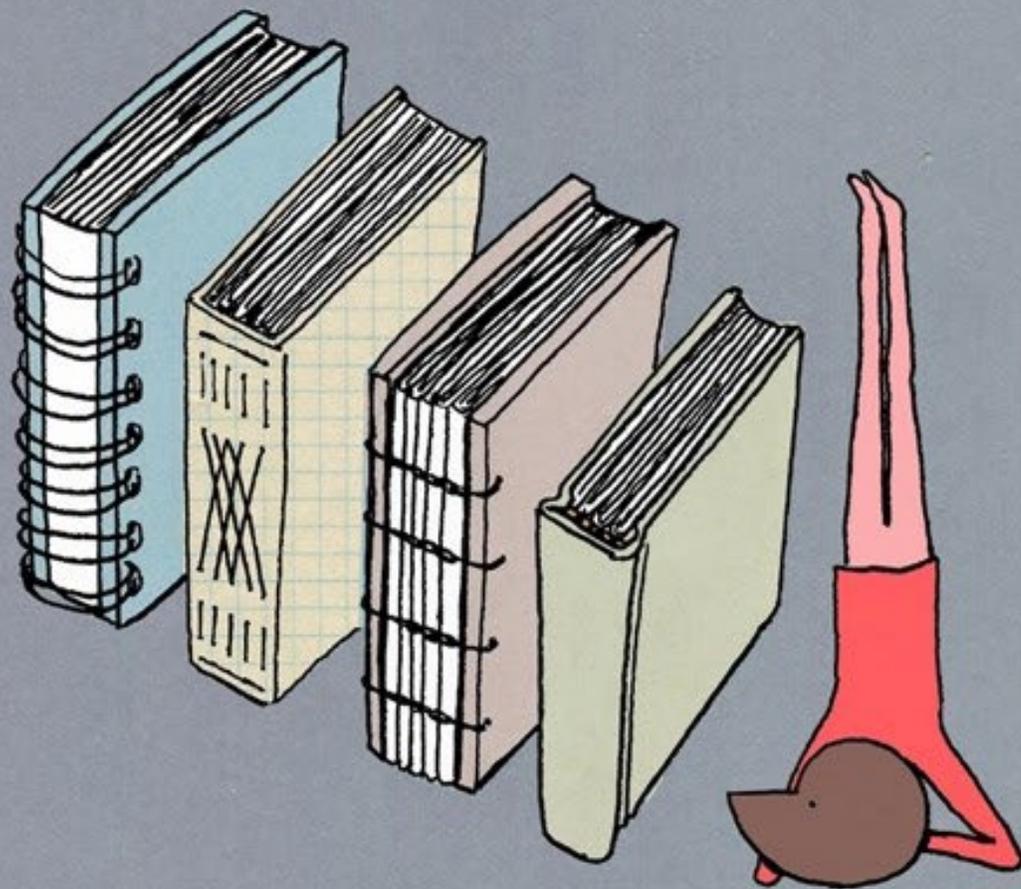


is for
SPINE

The part of the book we see when it is shelved. The spine contains the title, author, and publisher for easy reference.

This wasn't always so; medieval books often had identifying information on their fore-edges and were usually shelved horizontally, spines inward.

The spine helps give a book its shape and holds it together, much as our own spines keep us upright and stable.



W w

is for

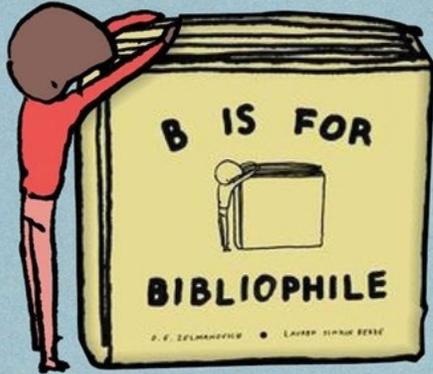
WORMHOLES

Literal holes or tunnels bored by creatures colloquially known as bookworms.

Sadly, there are no actual animals with this name. In fact, the creatures in question aren't even worms. However, there are several different varieties of moths and other insects whose wriggly larvae are hungry enough to eat paper.



B IS FOR



BIBLIOPHILE

O. E. ZELMANOVICH • LAUREN SIMKIN BERKE

B Is for Bibliophile

O.E. Zelmanovich

This stylish ABC book of book making and book parts is a wry, witty, and very charming compendium that is pervaded by a love of books!

- In these pages, book lovers of all ages are invited to tour through the ABCs of books, with cartoon protagonist Guy as their guide. Excitingly, the book also works to perform what it shares, giving us a gatefold to define gatefold, a die-cut to exemplify what a die-cut is, and so on.
- Cleverly conceived and beautifully made, this book is both delightful and edifying and a sheer pleasure to hold in the hand and leaf through. This is a fully illustrated book about books that belongs on the shelves of book lovers both young and old.
- Informative, fun & approachable: This clearly arranged and diagrammed guide, with its cartoon protagonist Guy, is an accessible and fun way to learn about the parts of the book and more about how books get made.
- Strong kid & adult appeal: Book lovers of all ages are sure to enjoy this book about books. With playful illustrations and eye-catching production details, this is a book to pore over again and again.
- A great gift for every occasion: This book celebrates the very fact of books, which still remain the best technology for discovering both self and world.

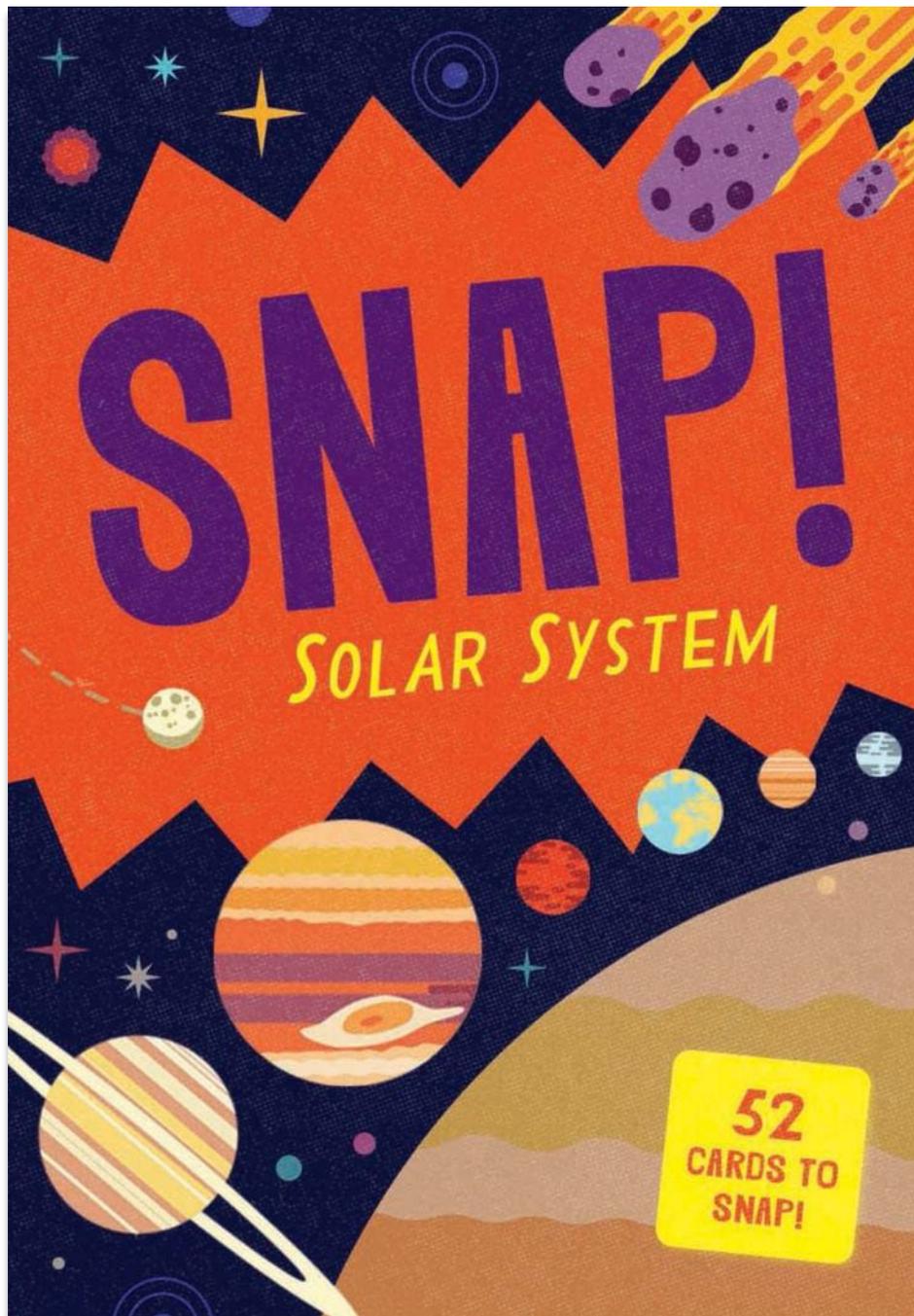
AU \$32.99 | NZ \$36.99
9781592704323
64 Pages
Hardcover
203 mm x 203 mm
Enchanted Lion



SNAP!

SOLAR SYSTEM

52
CARDS TO
SNAP!



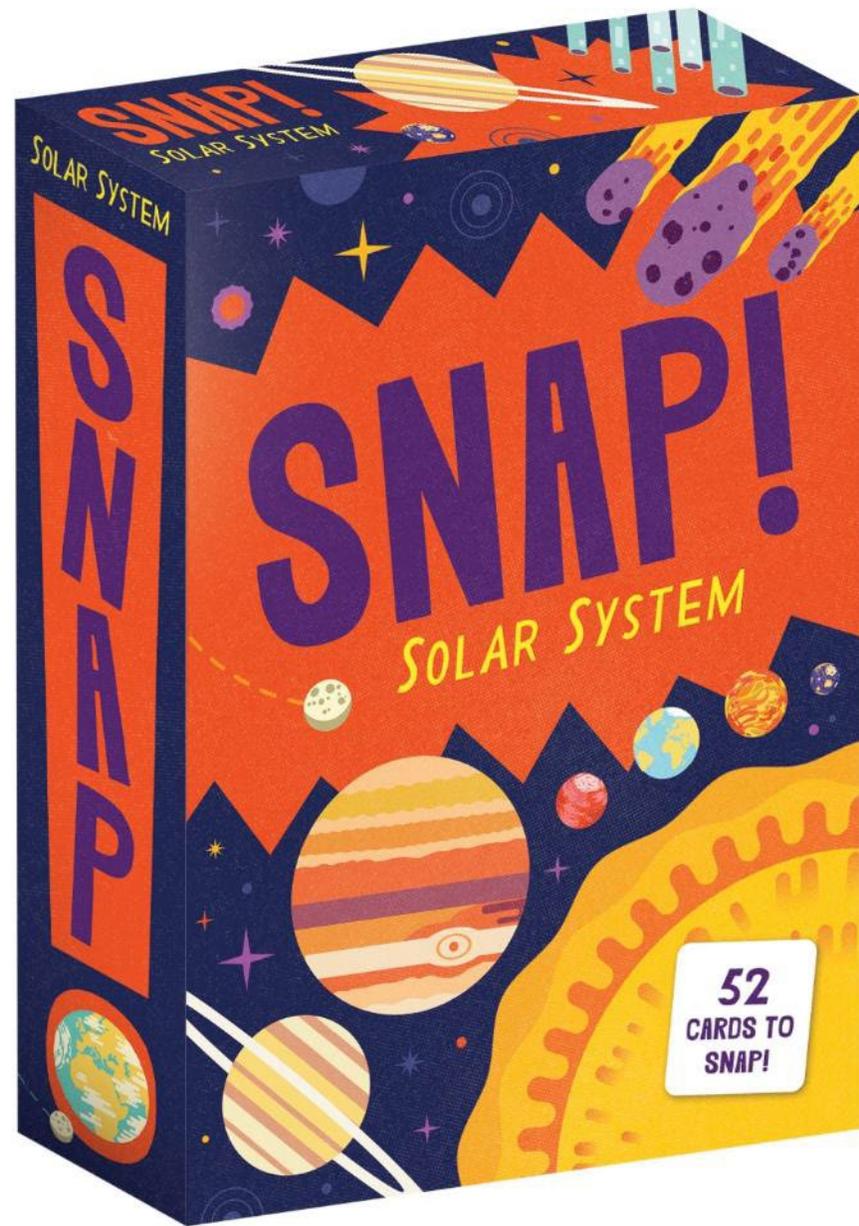
Snap! Solar System

Illustrated by Donough O'Malley

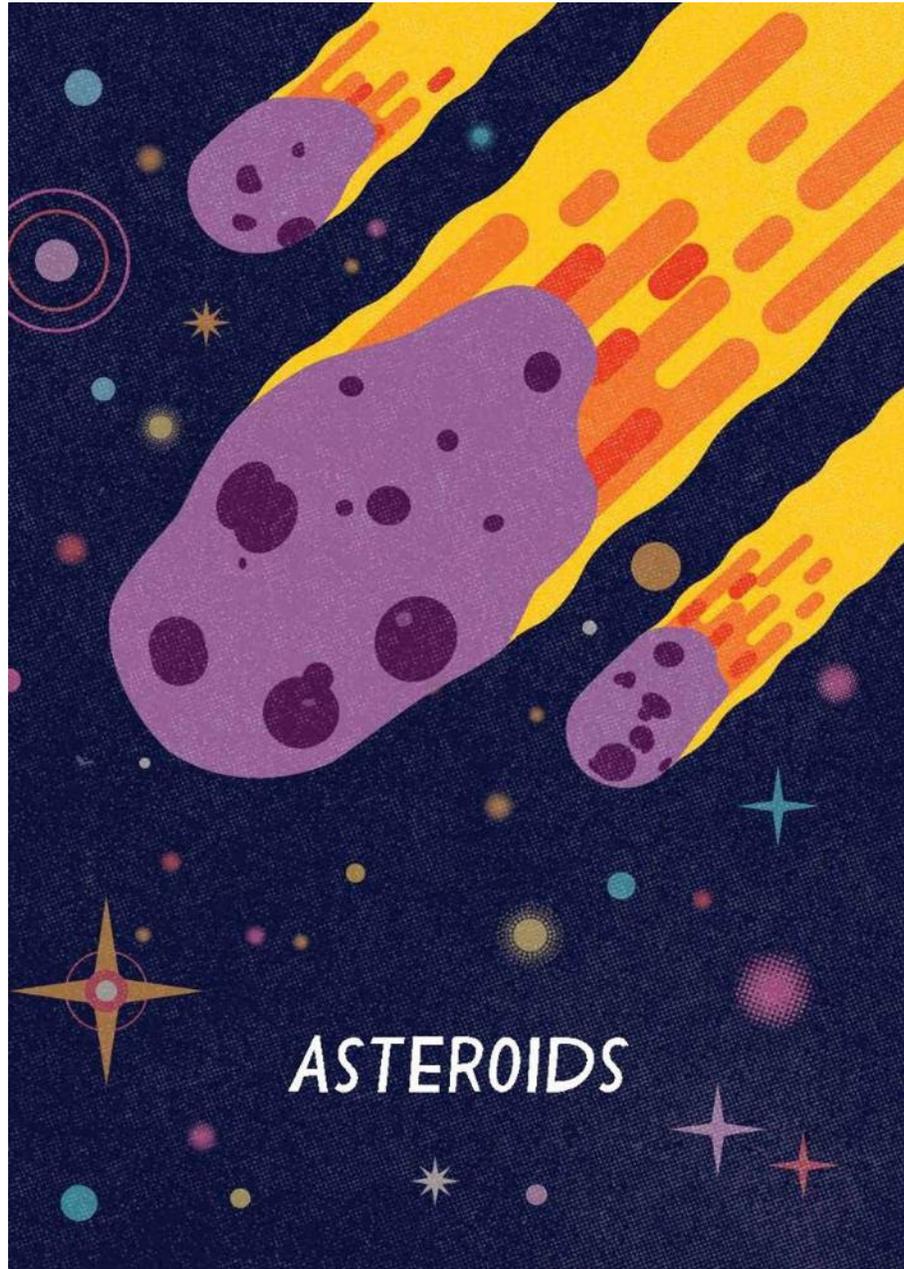
Snap your way through the cosmos with a fun, educational card game that's out of this world!

- Blast off into space with *Snap! Solar System*. This fifty-two-card deck features four sets of thirteen illustrations of the planets, moons, and other celestial bodies of our solar system. Each card is beautifully illustrated by Donough O'Malley and includes labeled images that help players learn the unique characteristics of our solar system.
- Fun and educational: An interactive way for kids to learn about astronomy, perfect for budding astronomers or anyone fascinated by space.
- Multi-game use: Ideal for Snap, but also great for other card games like Go Fish, Old Maid, or using as flashcards to teach astronomy.
- Family-friendly: Suitable for players of all ages, making it a great family activity for learning together and sparking curiosity about space.
- Great educational gift: Perfect for young space enthusiasts or as an engaging and educational gift for kids interested in science, astronomy, or the mysteries of the universe.

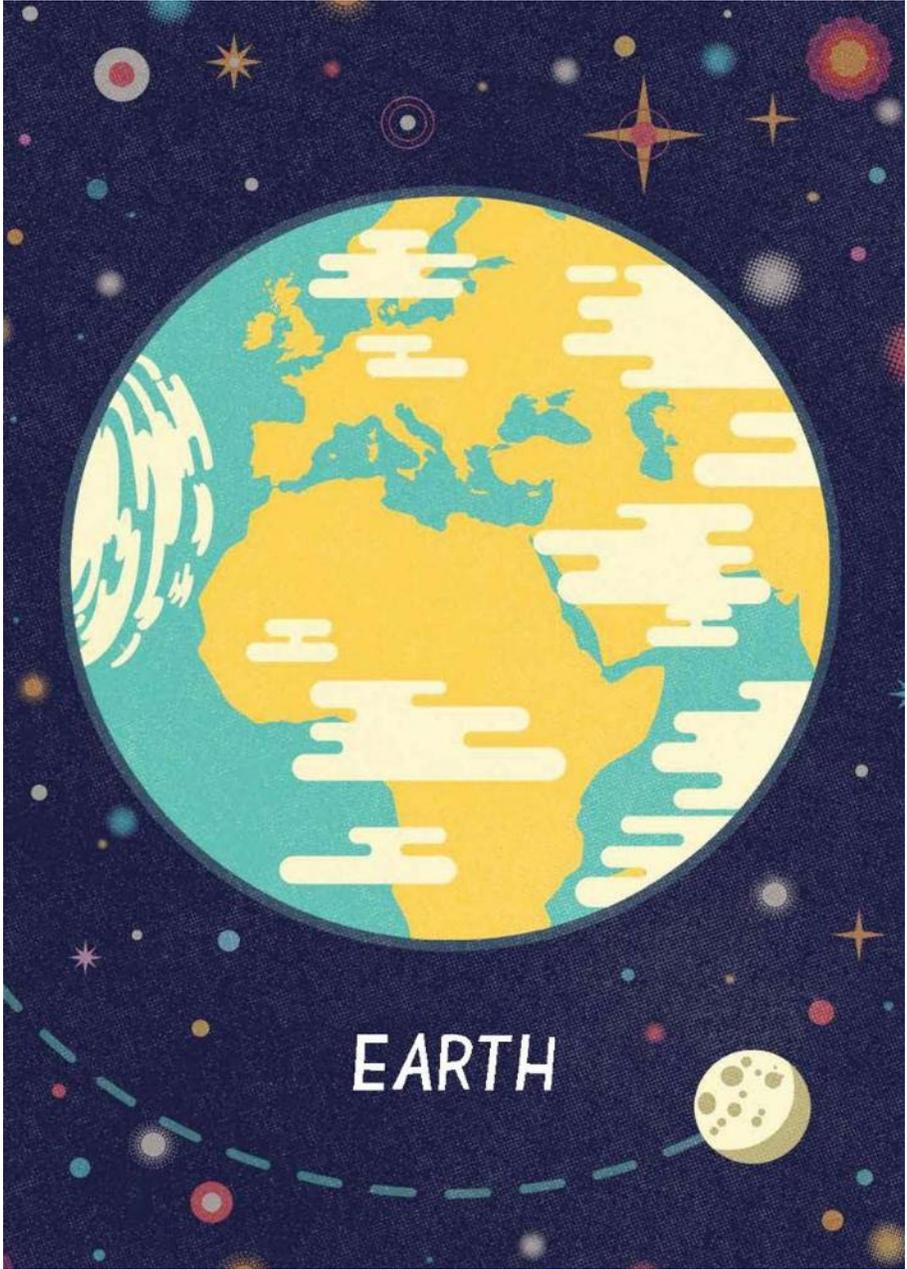
AU \$16.99 | NZ \$19.99
9781923239906
52 Pages
Novelty Book
114 mm x 80 mm
Smith Street Gift

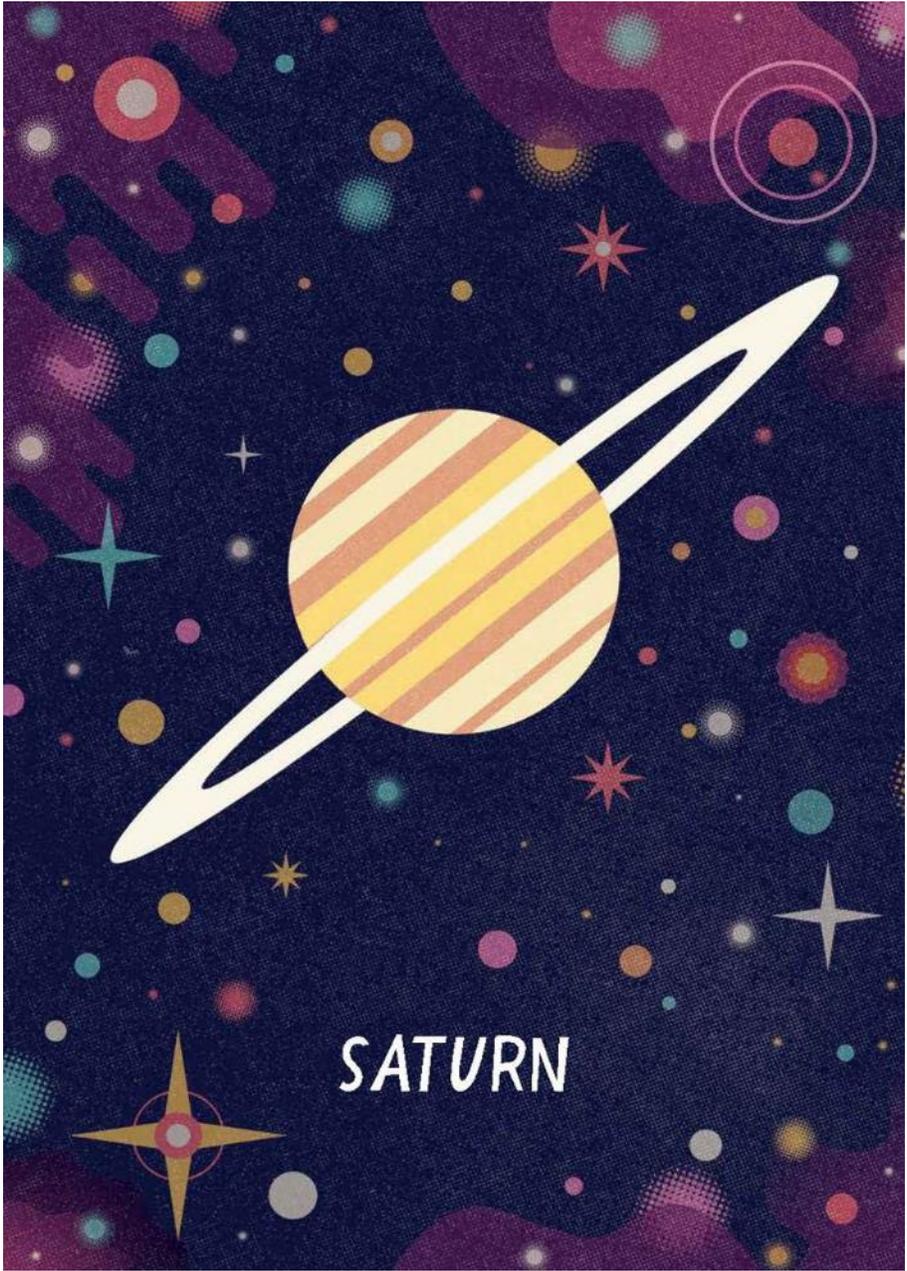


52
CARDS TO
SNAP!

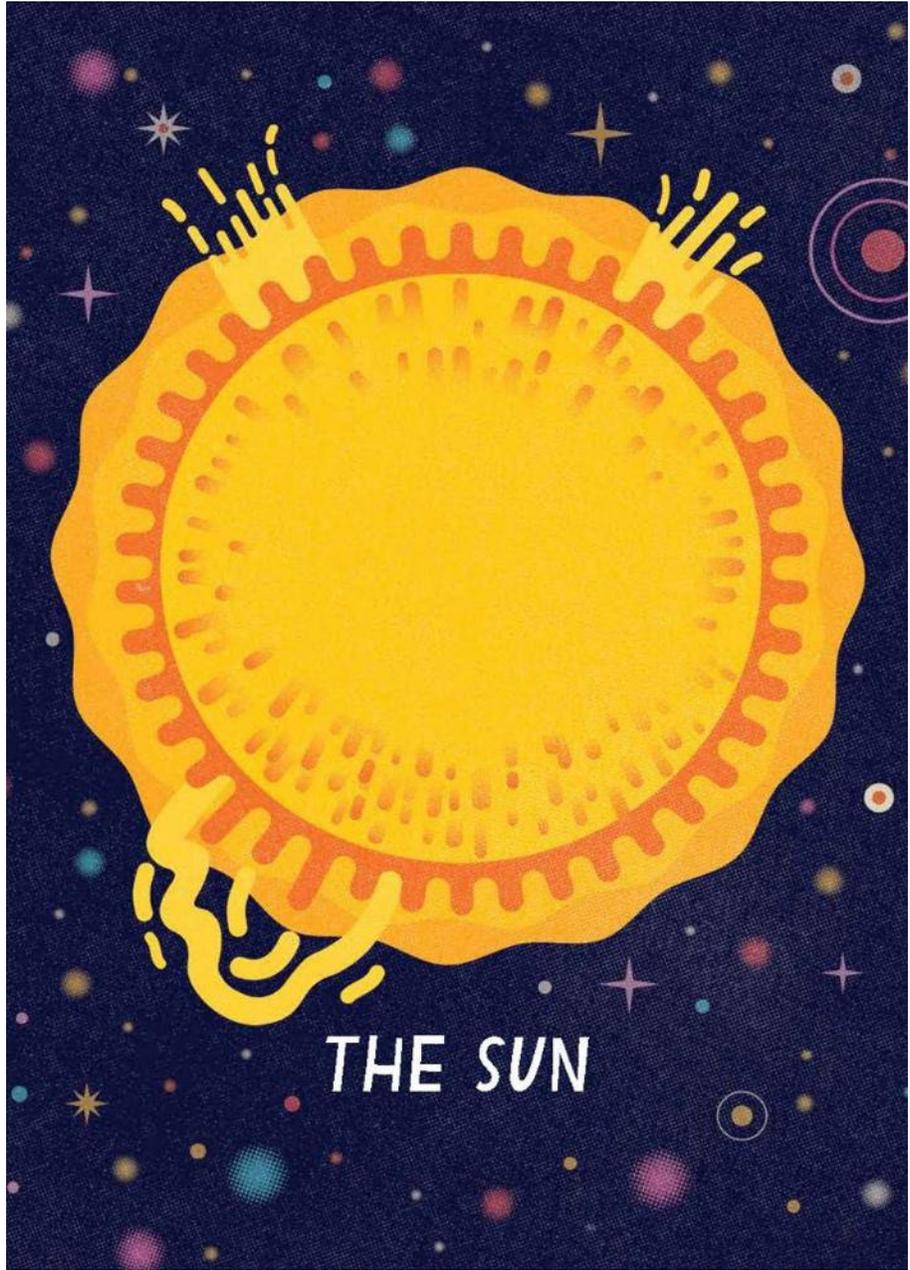


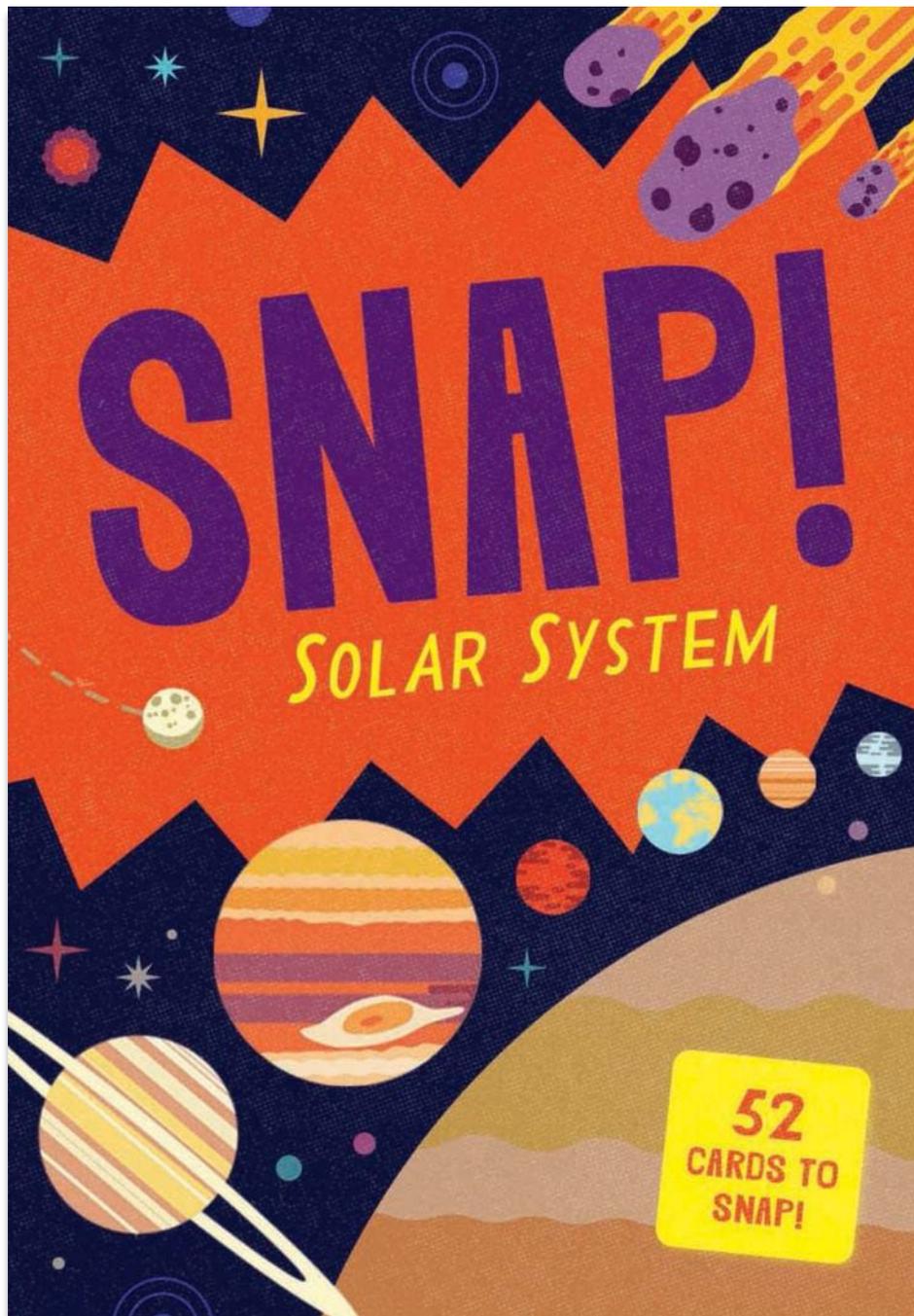
ASTEROIDS





SATURN





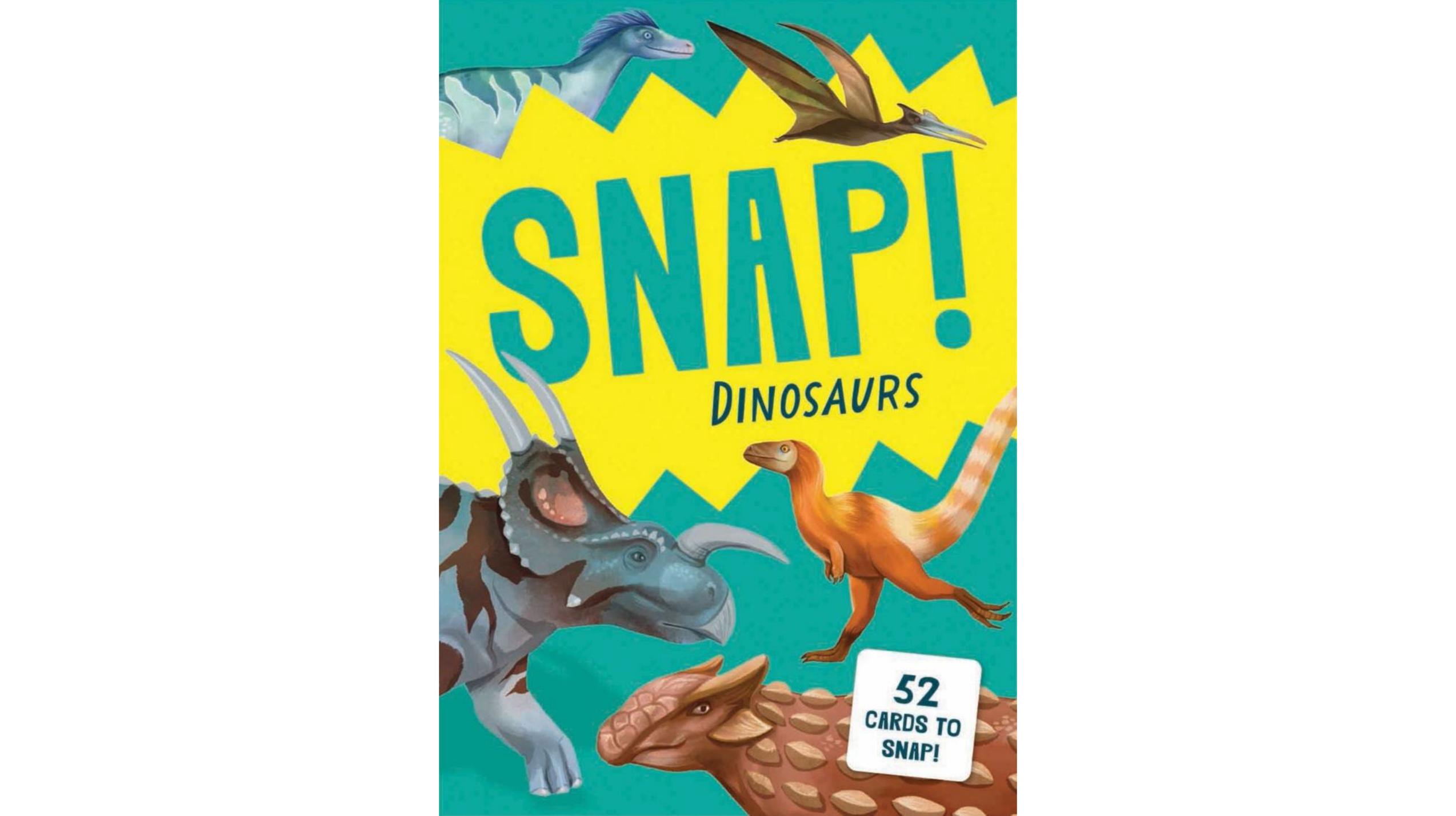
Snap! Solar System

Illustrated by Donough O'Malley

Snap your way through the cosmos with a fun, educational card game that's out of this world!

- Blast off into space with *Snap! Solar System*. This fifty-two-card deck features four sets of thirteen illustrations of the planets, moons, and other celestial bodies of our solar system. Each card is beautifully illustrated by Donough O'Malley and includes labeled images that help players learn the unique characteristics of our solar system.
- Fun and educational: An interactive way for kids to learn about astronomy, perfect for budding astronomers or anyone fascinated by space.
- Multi-game use: Ideal for Snap, but also great for other card games like Go Fish, Old Maid, or using as flashcards to teach astronomy.
- Family-friendly: Suitable for players of all ages, making it a great family activity for learning together and sparking curiosity about space.
- Great educational gift: Perfect for young space enthusiasts or as an engaging and educational gift for kids interested in science, astronomy, or the mysteries of the universe.

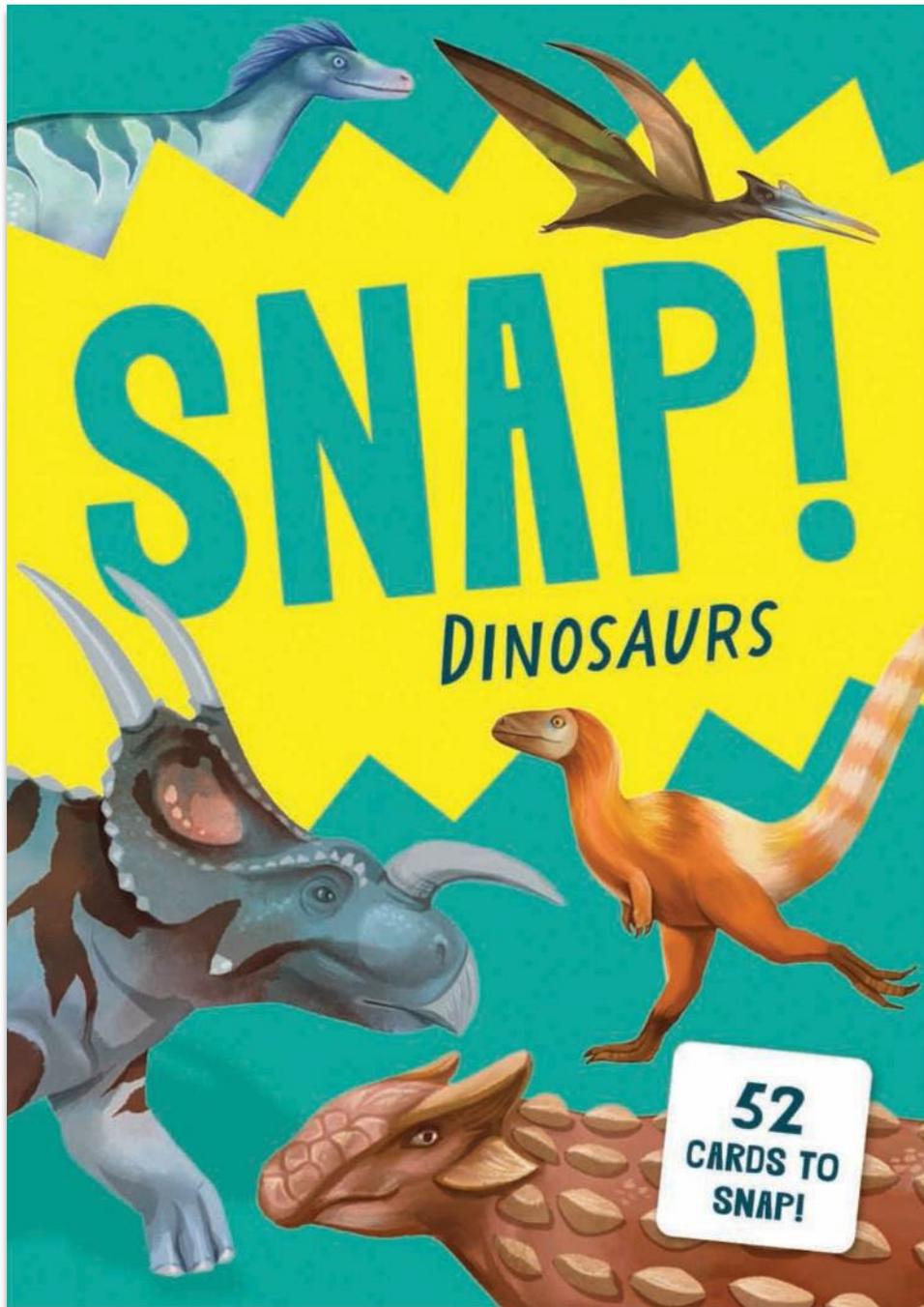
AU \$16.99 | NZ \$19.99
9781923239906
52 Pages
Novelty Book
114 mm x 80 mm
Smith Street Gift

The book cover features a vibrant teal and yellow background with a jagged, sunburst-like border. At the top left, a blue and white striped dinosaur is partially visible. To its right, a brown pterosaur with a long beak is in flight. The title 'SNAP!' is written in large, bold, teal letters, with 'DINOSAURS' in smaller, dark teal letters below it. In the lower half, a brown and grey Triceratops is on the left, and an orange and brown bipedal dinosaur is on the right. At the bottom, the head of a brown dinosaur with a bumpy, scaly texture is shown. A white rectangular box in the bottom right corner contains the text '52 CARDS TO SNAP!' in bold, dark teal letters.

SNAP!

DINOSAURS

52
CARDS TO
SNAP!



Snap! Dinosaurs

Illustrated by Isabel Te-aho White

Snap to it and discover the mighty world of dinosaurs with this fun and educational card game!

- Get ready to dive into the prehistoric world with *Snap! Dinosaurs*. This exciting card game features fifty-two cards, four sets of thirteen beautifully illustrated dinosaurs, from the towering T. rex to the mighty stegosaurus.
- Get to know 13 iconic dinos while sharpening memory and matching skills: 52 cards, featuring labelled, detailed illustrations of 13 iconic dinosaurs, helping kids learn their names, shapes, and sizes.
- Fun and educational: perfect for young learners and dino enthusiasts, this game combines the excitement of snap with the thrill of discovering prehistoric creatures.
- Vibrant, accurate artwork: illustrated by Isabel Te-aho White – with Isabel's vibrant and accurate artwork, kids will be immersed in the world of dinosaurs while sharpening their matching and memory skills.
- Perfect for families: easy to learn and great for players of all ages, making it a fun way for parents and children to bond over dinosaur facts and games.
- Great gift for young explorers: an ideal gift for budding paleontologists, dinosaur lovers, or anyone who enjoys a fun, educational game.

AU \$16.99 | NZ \$19.99

9781923239890

52 Pages

Novelty Book

114 mm x 80 mm

Smith Street Gift

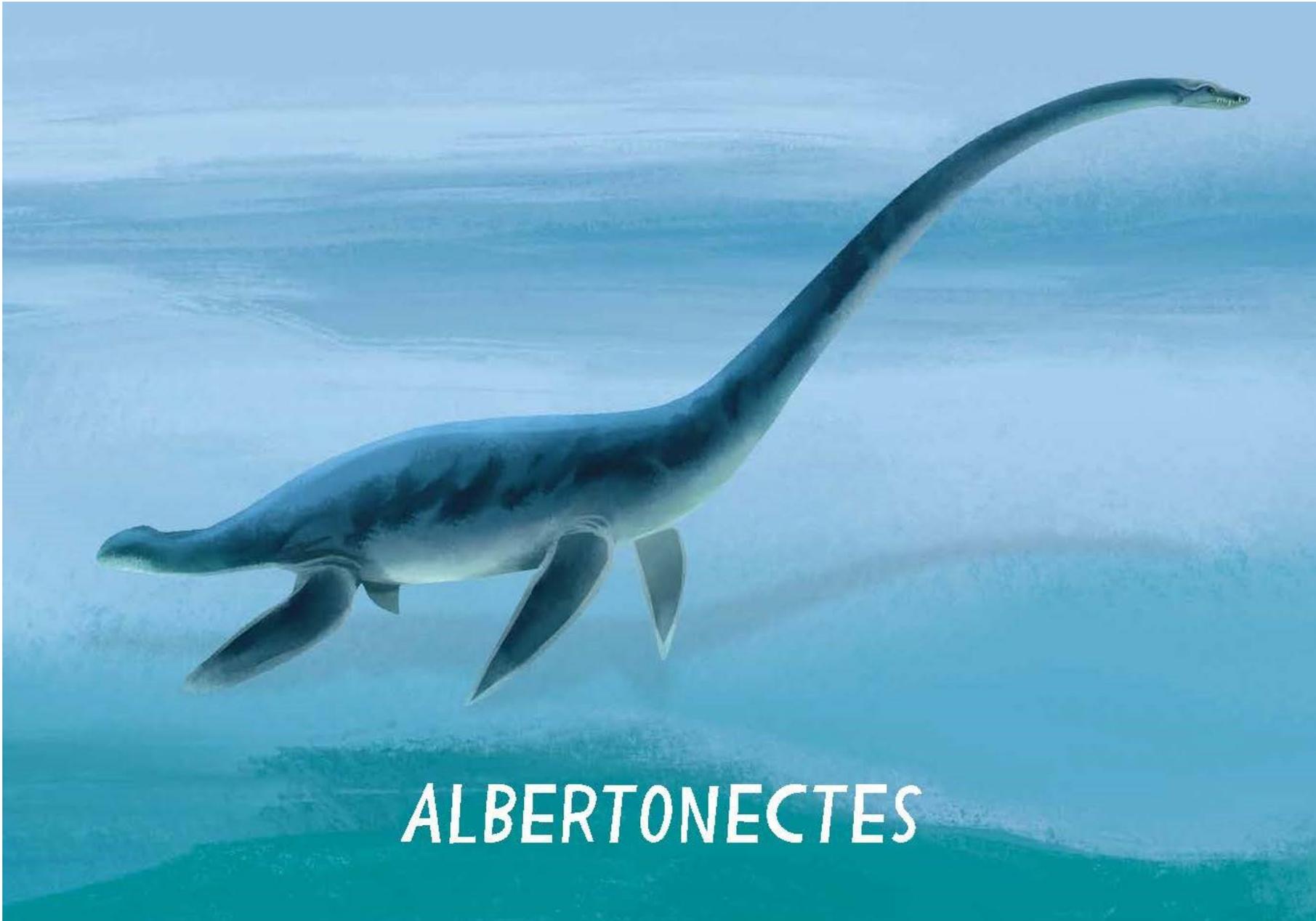


DINOSAURS

SNAP!

SNAP!
DINOSAURS

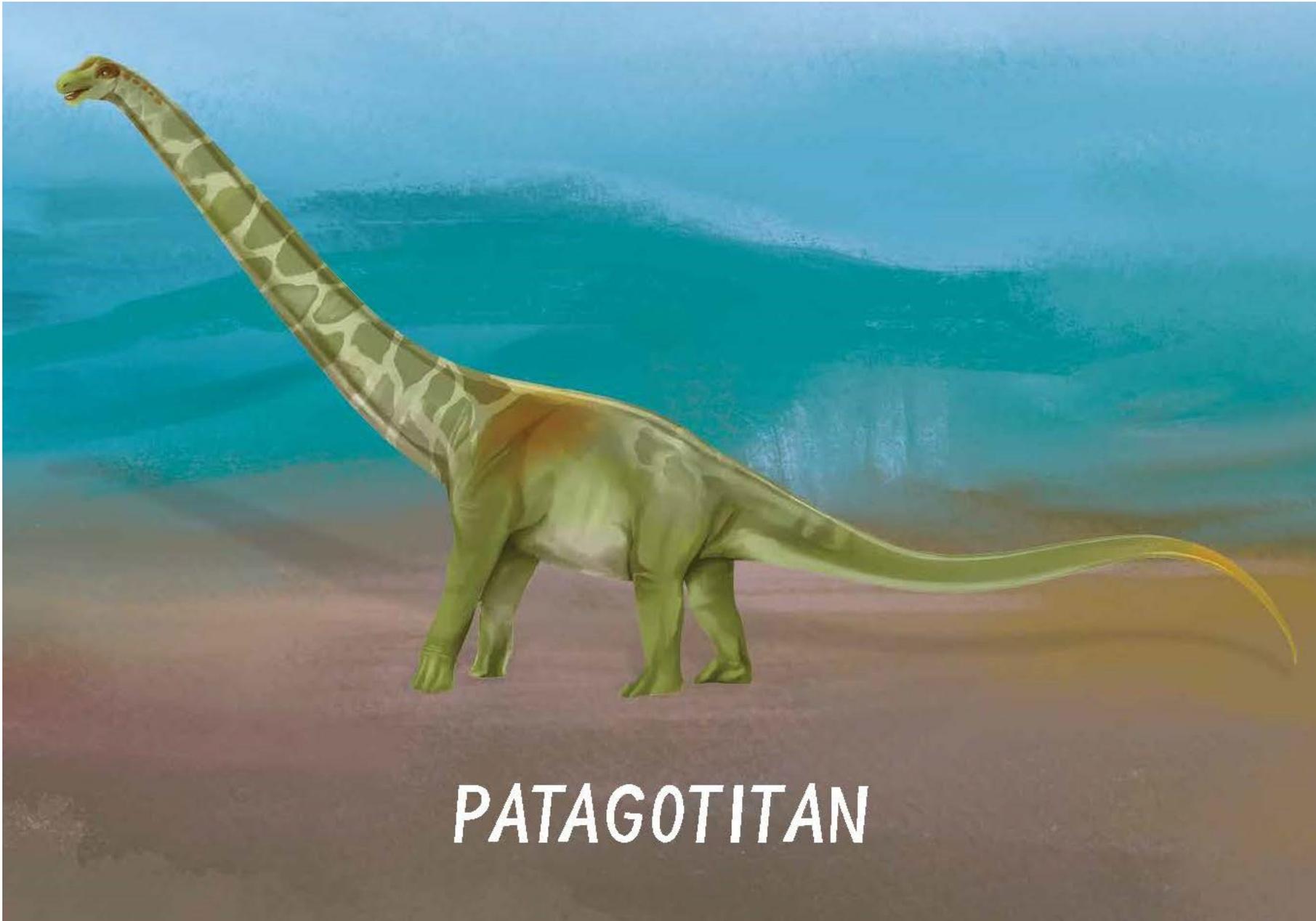
52
CARDS TO
SNAP!



ALBERTONECTES



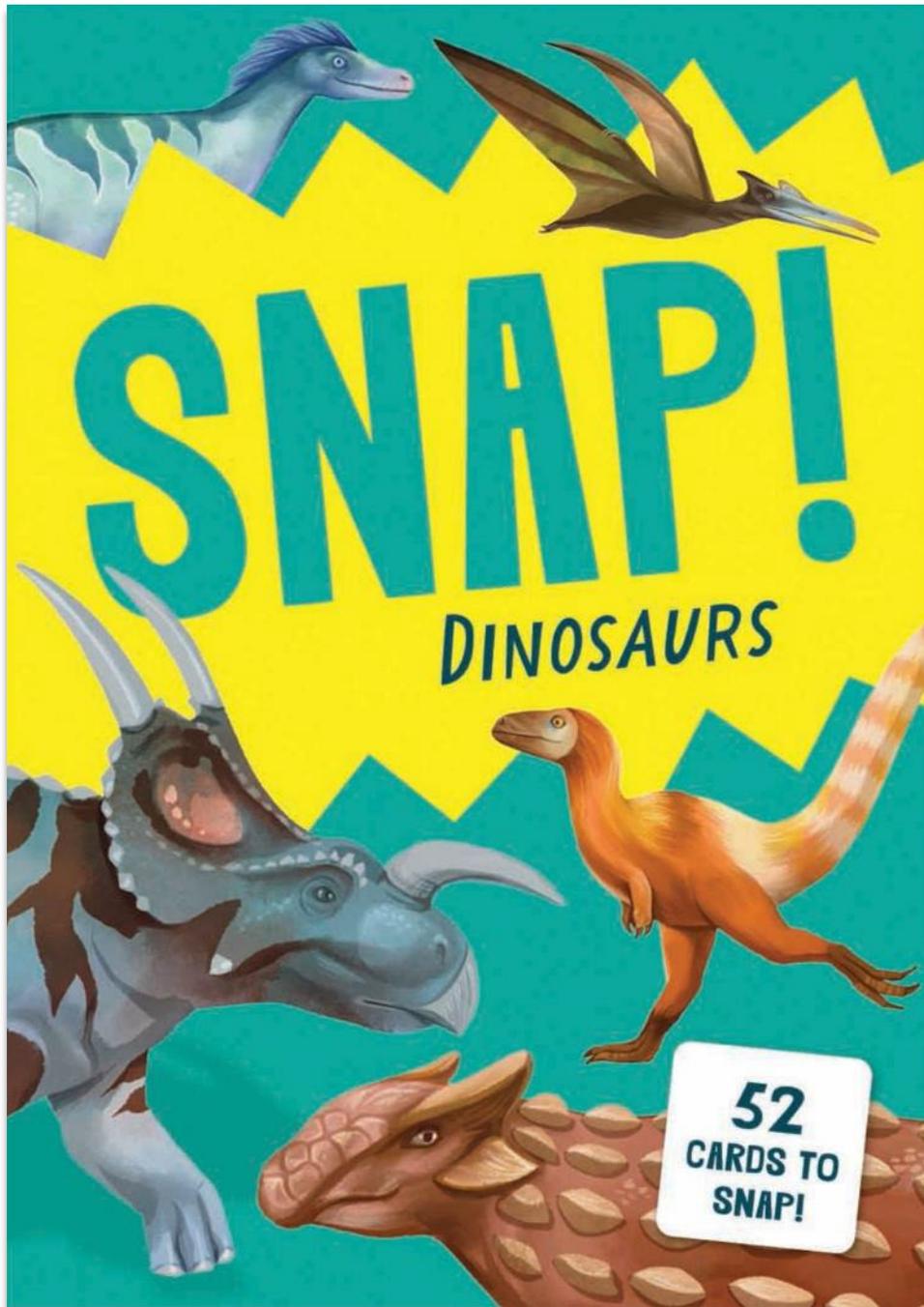
ALLOSAAURUS



PATAGOTITAN



TYRANNOSAURUS REX



Snap! Dinosaurs

Illustrated by Isabel Te-aho White

Snap to it and discover the mighty world of dinosaurs with this fun and educational card game!

- Get ready to dive into the prehistoric world with *Snap! Dinosaurs*. This exciting card game features fifty-two cards, four sets of thirteen beautifully illustrated dinosaurs, from the towering T. rex to the mighty stegosaurus.
- Get to know 13 iconic dinos while sharpening memory and matching skills: 52 cards, featuring labelled, detailed illustrations of 13 iconic dinosaurs, helping kids learn their names, shapes, and sizes.
- Fun and educational: perfect for young learners and dino enthusiasts, this game combines the excitement of snap with the thrill of discovering prehistoric creatures.
- Vibrant, accurate artwork: illustrated by Isabel Te-aho White – with Isabel's vibrant and accurate artwork, kids will be immersed in the world of dinosaurs while sharpening their matching and memory skills.
- Perfect for families: easy to learn and great for players of all ages, making it a fun way for parents and children to bond over dinosaur facts and games.
- Great gift for young explorers: an ideal gift for budding paleontologists, dinosaur lovers, or anyone who enjoys a fun, educational game.

AU \$16.99 | NZ \$19.99

9781923239890

52 Pages

Novelty Book

114 mm x 80 mm

Smith Street Gift

PANDORA'S BOX

THE CARD GAME





Pandora's Box

THE CARD GAME

Jen Russell

Battle curses, mythological monsters and betrayal in this fast-paced card game.

- Pandora's Box has been opened! All manner of evil creatures, curses and catastrophes are flooding out into the world - but there is Hope, too, hiding at the bottom of the box. Can you survive the onslaught of monsters and misery, and be the last one standing? All you need to do is find, and hold onto, Hope.
- On your turn, draw a card from the deck. Then either play a card, completing its effect, or pass. But beware - your opponents will unleash all sorts of terrifying creatures against you, from the monstrous Minotaur to hundred-eyed or hundred-armed giants. The game ends when only one player remains or when the draw pile is empty. In the latter case, whoever holds the Hope card wins.
- Pandora's Box includes a 56-page booklet that explains the rules and explores the myth of Pandora, her infamous box, and the characters featured in the game.
- Discover the lore: the booklet with text by Jen Russell includes information about each creature and curse, appealing to mythology lovers and lore-driven players as myth comes to life.
- Box with lid

Ages 8+

AU \$26.99 | NZ \$29.99

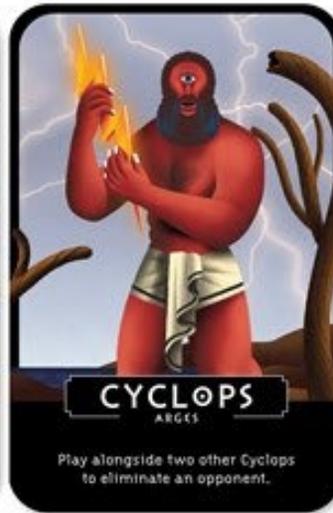
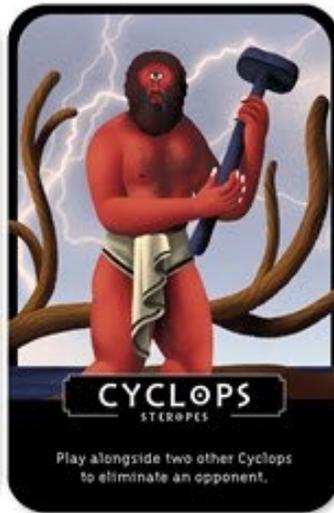
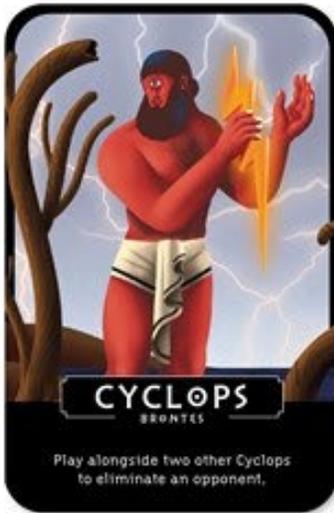
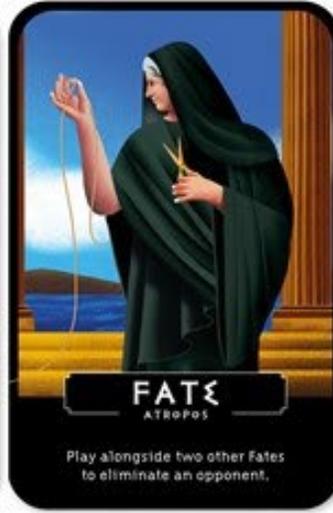
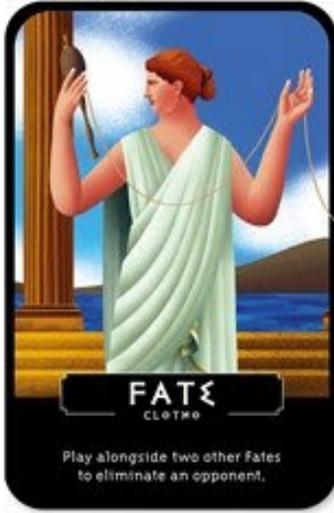
9780500421499

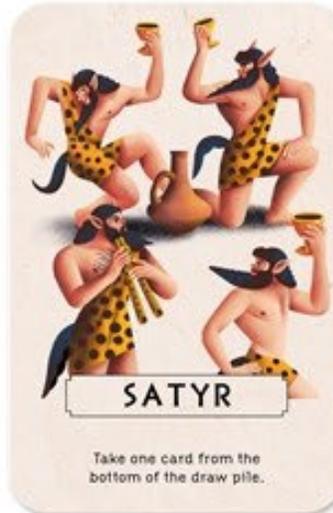
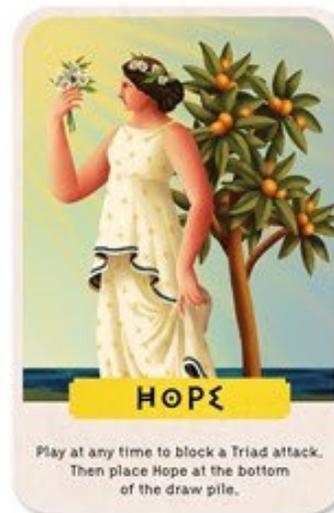
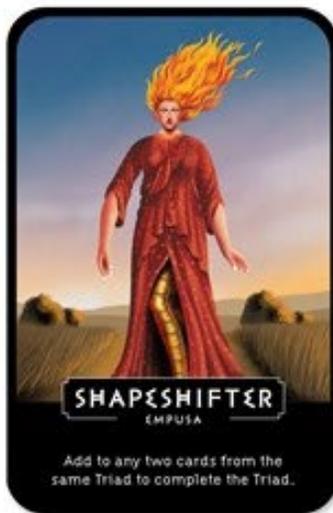
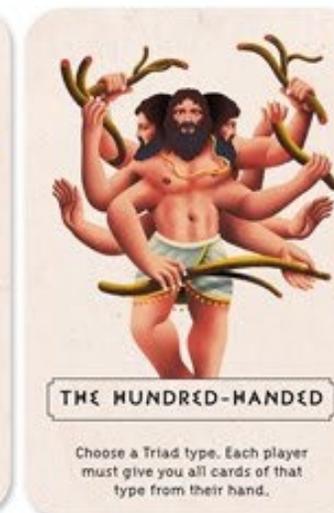
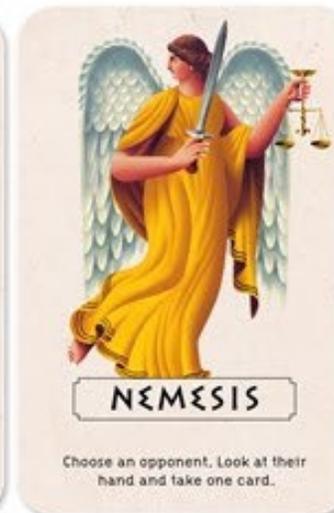
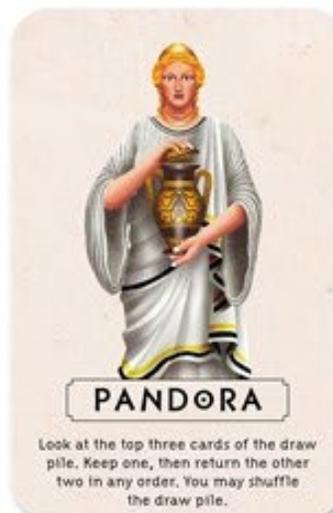
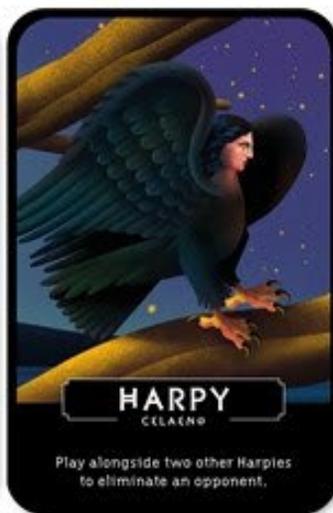
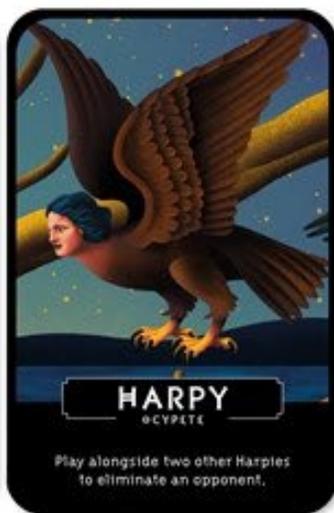
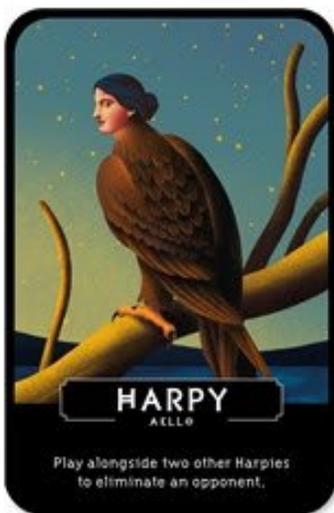
60 Pages

Cards

146 mm x 111 mm

Thames and Hudson Ltd







ΕΡΙΣ

All opponents must discard one card. If they cannot, they are eliminated.



ΚΕΡΕΣ

Choose an opponent. Steal a random card from their hand.



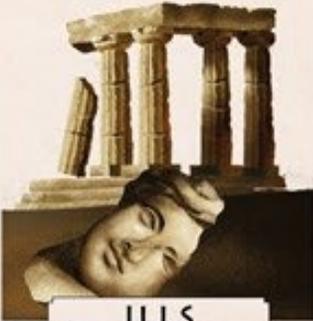
ΕΡΩΤΕΣ

Choose an opponent. They must give you a card of their choice.



THE SPHINX

Draw two cards. Keep one and give one to any player.



ILLS

All opponents must discard one card.



ΔΙΣΕΑΣΕ

All opponents place one card face-down in front of them. These cards are out of play for one round.



ΠΛΑΓΥΞ

All players must pass one card from their hand to the player on their left.



TARTARUS

Draw any card from the discard pile.



A CURSE OF BINDING

Play this card at any time to block all card effects, **except Triads**. Use it once, then place it in the discard pile.

HOW TO PLAY

In *Pandora's Box*, you'll compete to be the last player standing by commanding powerful figures from Greek mythology. Eliminate your opponents by collecting **Triads**, or hold onto Hope until the end of the game to emerge victorious!

SET-UP

1. Remove the Hope card and shuffle the deck.



2. Deal five cards face-down to each player. This will be their starting hand.



3. Place the shuffled deck face-down on top of the Hope card. This is the draw pile.
4. The player who opened the box goes first.

PLAYING THE GAME

At the start of your turn, take one card from the top of the **draw pile**. You may then play as many cards as you wish – including Triads (see overleaf) – or none at all. There is **no maximum or minimum hand size**. When you play a card, carry out its action immediately, then place it in the **discard pile**. Once you end your turn, play passes to the next player.

WINNING THE GAME

There are two ways to win: survive all Triad eliminations and be the **last player left**, or **reveal Hope** from your hand when an empty draw pile brings play to an end.



TRIAD ELIMINATIONS

Collect all three cards of a Triad, then play them on your turn to eliminate a player of your choice.

The Gorgons



The Fates



The Cyclops



The Furies



The Harpies



Only the **Hope** card can stop a Triad elimination. After using Hope to block a Triad attack, return her to the bottom of the draw pile.

If you are eliminated by a Triad, you may distribute your hand among the remaining players as you choose.

PANDORA: THE MYTH

'the sweet bane of mankind!'

—Nonnus, *Dionysiaca*

In the beginning, there were only men on earth. They lived in an abundant paradise, undisturbed by disease or old age. Even death was gentle – when it came to them, ‘it was as though they were overcome with sleep’, or so the ancient Greek poet Hesiod tells us. But this earthly idyll was not to last. The first woman, Pandora, carried with her disease, misery and strife, neatly contained in a box until, unable to resist her curiosity, she opened it and set them free.

This, in any case, is how classical authors told the tale, and Pandora is a household name today thanks to her ‘box’ and its devastating contents. She has been called the ‘pagan Eve’, the apocryphal first woman who gave in to temptation, bringing the consequences not just upon herself, but upon all of humanity. Her image has been invoked by artists across the ages as a kind of cautionary tale.





Pandora's Box

THE CARD GAME

Jen Russell

Battle curses, mythological monsters and betrayal in this fast-paced card game.

- Pandora's Box has been opened! All manner of evil creatures, curses and catastrophes are flooding out into the world - but there is Hope, too, hiding at the bottom of the box. Can you survive the onslaught of monsters and misery, and be the last one standing? All you need to do is find, and hold onto, Hope.
- On your turn, draw a card from the deck. Then either play a card, completing its effect, or pass. But beware - your opponents will unleash all sorts of terrifying creatures against you, from the monstrous Minotaur to hundred-eyed or hundred-armed giants. The game ends when only one player remains or when the draw pile is empty. In the latter case, whoever holds the Hope card wins.
- Pandora's Box includes a 56-page booklet that explains the rules and explores the myth of Pandora, her infamous box, and the characters featured in the game.
- Discover the lore: the booklet with text by Jen Russell includes information about each creature and curse, appealing to mythology lovers and lore-driven players as myth comes to life.
- Box with lid

Ages 8+

AU \$26.99 | NZ \$29.99
9780500421499
60 Pages
Cards
146 mm x 111 mm
Thames and Hudson Ltd

CATWALK QUEENS



BOOK AND PLAYING CARDS



Catwalk Queens

Ruby Redstone

Fifty-four catwalk queens, kings and *enfants terribles* from history to the present day are illustrated in their finest frocks for this deck of cards.

- Did you know that Jeanne Paquin built a fashion empire before women in her native France even had the right to vote? Or that John Galliano, Alexander McQueen and Karl Lagerfeld have all dedicated collections to the extravagant 20th-century Italian heiress Marchesa Casati?
- *Catwalk Queens* sees fashion's finest figures come together to create a catwalk that is truly unforgettable.
- Vuslat Çamkerten is a self-taught artist, inspired by stories of adventure, mystery and untamed nature. She is known for her bold illustrations of women in search of freedom and other worlds. Çamkerten is also the author of a novel and three short-story books.
- Ruby Redstone is a fashion historian and contemporary fashion writer. Her work has been featured in *Vogue*, *Harper's Bazaar* and *New York Magazine*. She currently publishes a monthly newsletter called Old Fashioned.

AU \$26.99 | NZ \$29.99

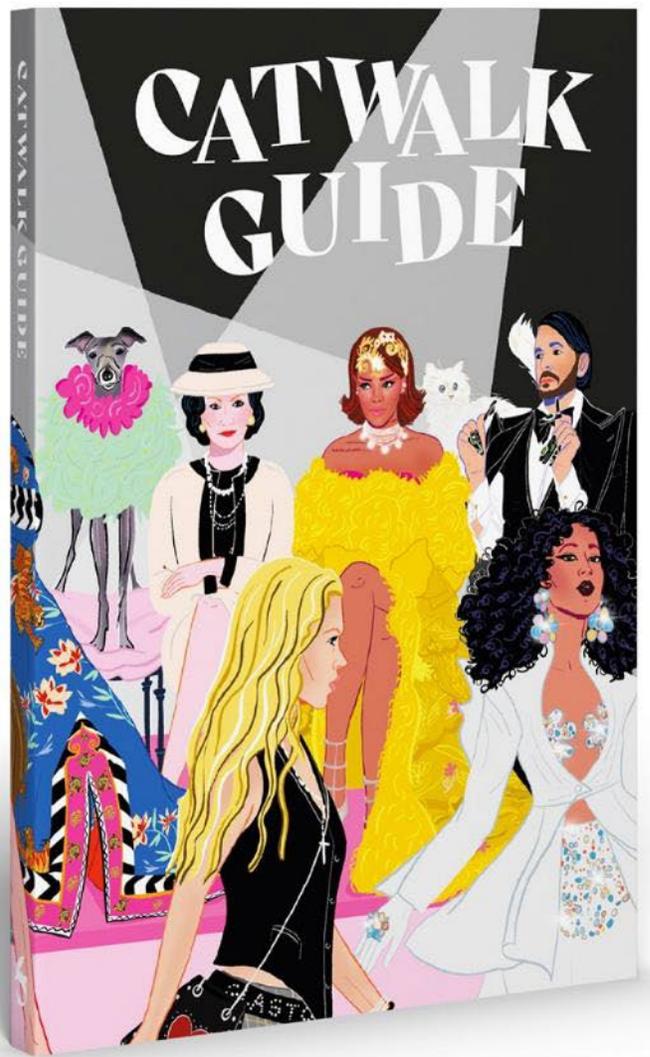
9781837761036

116 Pages

Cards

108 mm x 144 mm

Skittledog



CONTENTS



INTRODUCTION



VISIONARIES

- 2** Willi Smith
- 3** Phoebe Philo
- 4** Diane von Fürstenberg
- 5** Rei Kawakubo
- 6** Marc Jacobs
- 7** Gianni Versace
- 8** Edward Enninful
- 9** Tom Ford
- 10** Miuccia Prada
- J** Karl Lagerfeld
- Q** Coco Chanel
- K** Yves Saint Laurent
- A** Anna Wintour



MASTERS

- 2** Christopher John Rogers
- 3** Simone Rocha
- 4** Ann Lowe
- 5** Ralph Lauren
- 6** Dries van Noten
- 7** Azzedine Alaïa
- 8** Halston
- 9** Madeleine Vionnet
- 10** Stephen Jones
- J** Hubert de Givenchy
- Q** Jeanne Lanvin
- K** Christian Dior
- A** Cristóbal Balenciaga



MUSES

- 2** Chloë Sevigny
- 3** Naomi Campbell
- 4** Edith Bouvier Beale
- 5** Anna May Wong
- 6** Pat Cleveland
- 7** Marchesa Casati
- 8** Jane Birkin
- 9** Rihanna
- 10** Audrey Hepburn
- J** Marlene Dietrich
- Q** Marie Antoinette
- K** André Leon Talley
- A** Josephine Baker



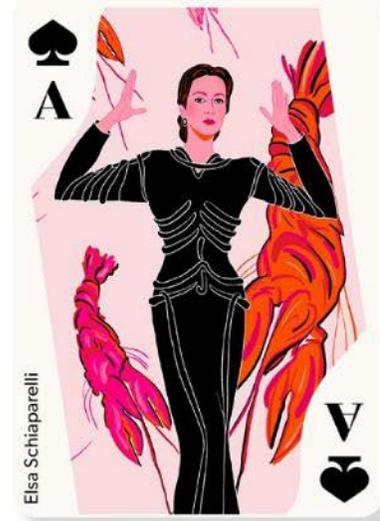
REBELS

- 2** Diana Vreeland
- 3** Virgil Abloh
- 4** Demna Gvasalia
- 5** Jeanne Paquin
- 6** Alessandro Michele
- 7** Dapper Dan
- 8** Kate Moss
- 9** Jean Paul Gaultier
- 10** Thierry Mugler
- J** John Galliano
- Q** Vivienne Westwood
- K** Alexander McQueen
- A** Elsa Schiaparelli

JOKERS

- Leigh Bowery
- Martin Margiela



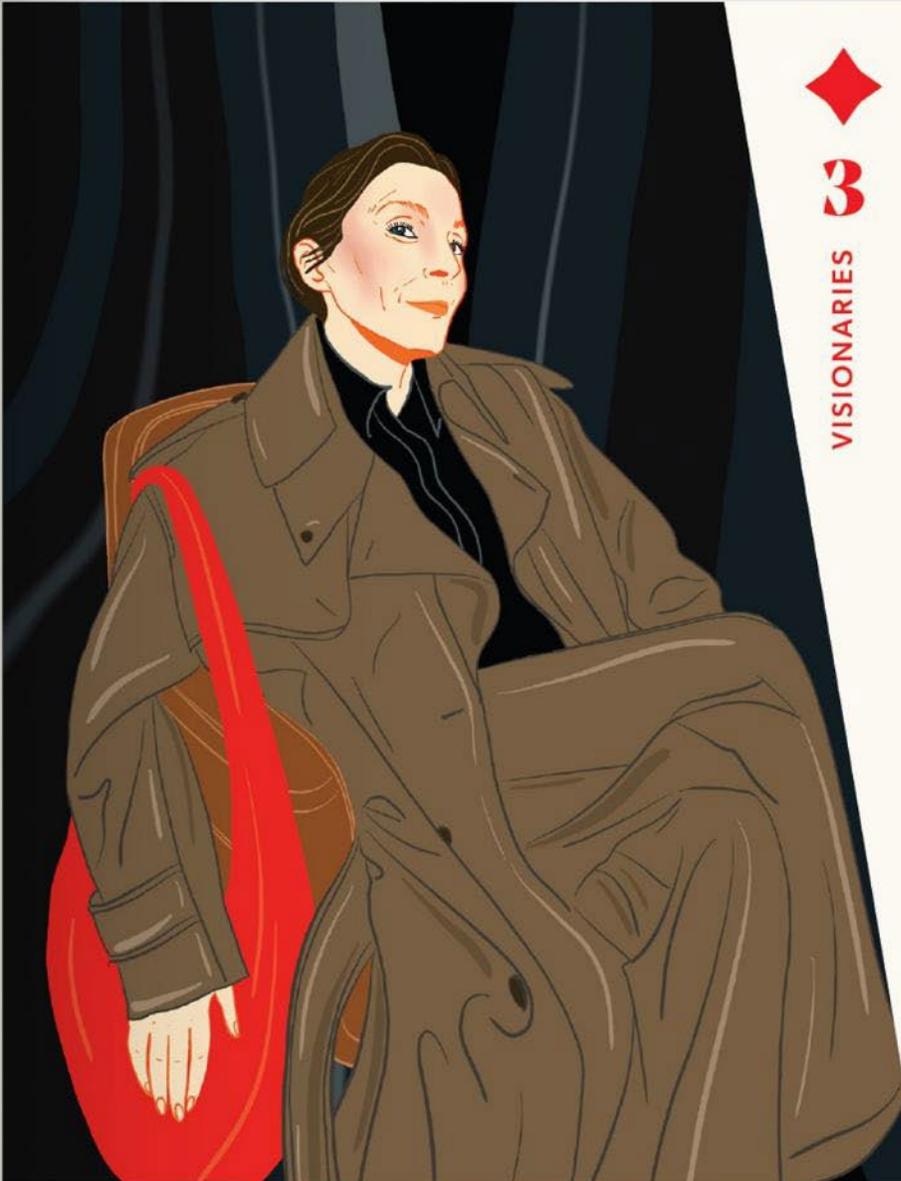




PHOEBE PHILO

1973–

Mere mention of the name Phoebe Philo inspires whispers of cultish devotion among all those who consider themselves fashionable. Philo trained at the prestigious Central Saint Martins in London and cut her teeth at the house of Chloé, working her way up to creative director and developing the brand's signature look of gauzy white dresses paired with heavy leather accessories. Philo's designs for Céline after her tenure at Chloé gained her worldwide notoriety. In 2008, she was tasked with a complete rebrand of the historic label, and she delivered in spades. Her ineffably chic fur-lined sandals, slim crossbody bags and chunky sunglasses became hallmarks of style, beloved by editors, tastemakers and everyday women alike. In 2023, Philo launched her own eponymous label.



3

VISIONARIES



MARCHESA LUISA CASATI

1881-1957

It was rumoured that when Marchesa Luisa Casati was unsatisfied with her outfit, she might choose to wear her pet boa constrictor as a necklace, grab a white peacock from her lawn to carry as an accessory, or borrow the diamond collars worn by the cheetahs who roamed her palazzo in Venice. The countess took near-lethal doses of the belladonna plant to enlarge and darken her pupils, rimmed her eyelids in kohl, glued them with strips of black velvet and applied layers of false eyelashes, all with the intent of turning her eyes into large black circles. The shrouded-in-mystery persona Casati crafted for herself has inspired entire collections by John Galliano, Alexander McQueen and Karl Lagerfeld, among many others.



7

MUSES

