



A hugely exciting and playful mash-up of video game and history, Bell's time-hopping adventure pitches a trio of resourceful kids into a far future contest involving famous figures from the past.

*'It was early morning and Arthur was already running late for school when the gnomes exploded.'*

Gaming and time travel collide in this exhilarating middle-grade adventure, from bestselling author Jennifer Bell.

THE GAME IS ON. TRAVEL WITH WONDER.

When Arthur, Ren and Cecily investigate a mysterious explosion on their way to school, they find themselves trapped aboard *The Principia* - a scientific research ship sailing through hazardous waters, captained by one Isaac Newton.

Lost in the year 2473 in the Wonderscape, an epic in-reality adventure game, they must call on the help of some unlikely historical heroes, to play their way home before time runs out.