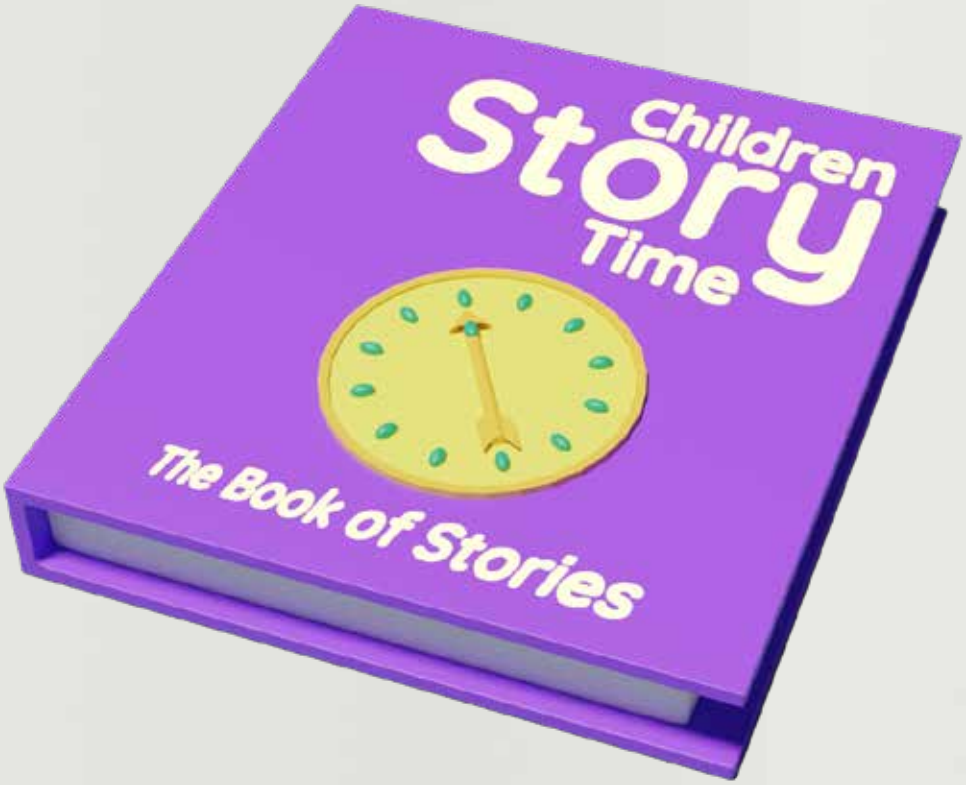
Children Story Time

The Book of Stories

Welcome to

Children Story Time's

Book of Stories!


Children
Story
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The Book of Stories

The Book of Stories

The Book of Stories is a mysterious object! But we do know a few things. First, only a child can enter the Book of Stories. Let's face it: even the most imaginative and creative grown-ups don't believe in magic, not really, not deep down. We say we do but we know we don't. And without that belief, you can't get through.

Second, the Book of Stories summons a champion from our world whenever the story world is in danger. That only makes sense. After all, we created the stories! But the Book only sends out the call, it doesn't pick the champion. To be chosen, you have to have...

The Story Pendant

The arrow-shaped pendant can only be found or passed down from generation to generation. Uncle DJ received the pendant from his grandfather and used it to save Grimm World. Now a new danger has arisen and DJ passes the pendant on to his niece, Ava.

The pendant guides Ava to the library where it reveals a secret door. There Ava finds the Book of Stories—and meets the Book's guardian, J Bear. When clicked into a small round case, the pendant becomes a compass with magical powers. It can protect the wearer from many dangers and provide direction and wisdom as well. At the same time, its power will attract evil characters who crave power—so whoever wears the compass becomes a target!

Eventually, Ava will learn that she can use the Book of Stories to connect to other Books in other parts of the world. This will open up whole new dimensions. She'll travel into stories she's never even heard of—and some of the characters from her stories will cross over too.

Grimm World

What if "happily ever after" could be reversed? Then the wolf would have eaten the Three Little Pigs, one of Cinderella's wicked stepsisters would have married the prince, Rumpelstiltskin would have kept the baby, and Rapunzel would still be locked in her tower.

Something is not right in Grimm World.

When Ava and J Bear open the Book of Stories, they're swept into a strange and magical world where all the Grimm fairy tale characters live together. Since their stories ended "Happily ever after," it should be a peaceful place. But something is wrong.

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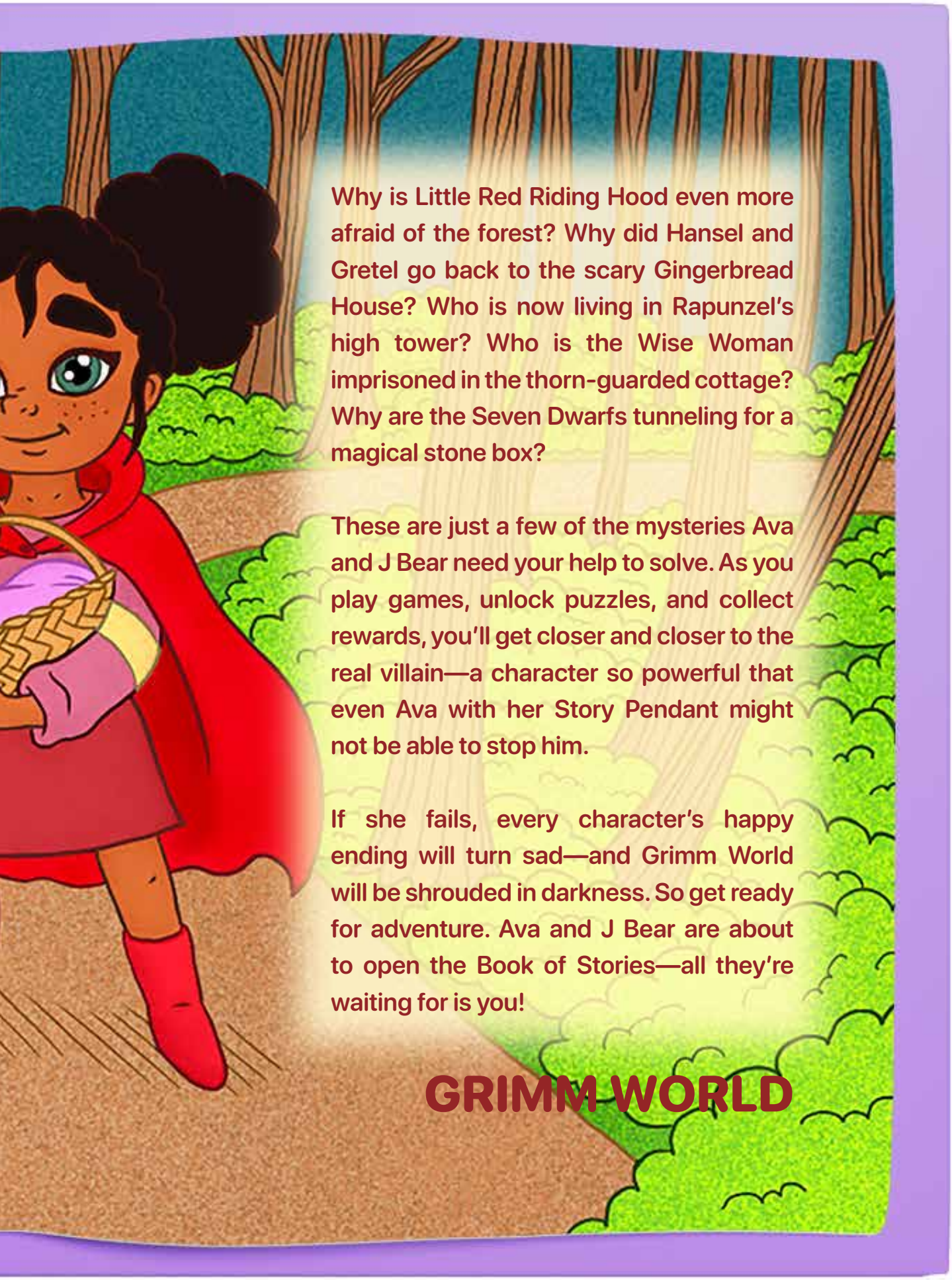
SEASON 1



Why is Little Red Riding Hood even more afraid of the forest? Why did Hansel and Gretel go back to the scary Gingerbread House? Who is now living in Rapunzel's high tower? Who is the Wise Woman imprisoned in the thorn-guarded cottage? Why are the Seven Dwarfs tunneling for a magical stone box?

These are just a few of the mysteries Ava and J Bear need your help to solve. As you play games, unlock puzzles, and collect rewards, you'll get closer and closer to the real villain—a character so powerful that even Ava with her Story Pendant might not be able to stop him.

If she fails, every character's happy ending will turn sad—and Grimm World will be shrouded in darkness. So get ready for adventure. Ava and J Bear are about to open the Book of Stories—all they're waiting for is you!

GRIMM WORLD

Chapter 1

Happy Birthday Ava

It's Ava's birthday. She knows there's going to be family and cake, games and presents. But what Ava really wants can't be put in a box or wrapped up with ribbon. Ava wants an adventure!

Since she was a toddler, her Uncle DJ has told her breathtaking stories about a place called Grimm World: a make-believe land where all the characters from the Grimm's fairy tales are not only read but have continued to live their lives after "happily ever after"—which means the villains have kept making their plans and witches have kept casting their spells.

How Ava wishes she could visit Grimm World! But of course, it's all just pretend. Or is it....

Chapter 2

Ava the Red

After receiving the Story Pendant from Uncle DJ, Ava meets JBear, a guardian of the Book of Stories. JBear shows Ava how to open the Book—and before she knows it, Ava is transported to Grimm World!

She meets Little Red Riding Hood who is more afraid of the forest than ever. It turns out, the wolf's brothers want revenge and are waiting for her in the dark woods. Ava, protected by the Story Pendant, offers to take Red's basket to Grandmother's House.

She has no idea what she's getting herself into! There are Dark Villains at work in Grimm World, villains who wants to reverse all good endings and cancel "happily ever after". To fulfill their evil plan, they need the power of Ava's Story Pendant—and they'll do anything to get it.

Chapter 3

The Seven Dwarfs and the Stone Box

The Seven Dwarves try to move on with their lives now that Snow White lives at the palace. To keep themselves busy, they started their own construction and mining business.

One day they're hired by a mysterious young woman to find a stone box with gold hinges and a diamond lid. The box, an heirloom of the girl's family, was lost when a cave collapsed. The Dwarves dig deep into the mountain and find the cave—which is now inhabited by goblins!

Ava and J Bear arrive just in time to help. But they soon discover that the goblins are the least of their worries. There's a much bigger danger waiting for anyone who finds the stone box.

Chapter 4

The Gingerbread House in the Old Forest

Ava and JBear return to the Book of Stories and enter the Old Forest. Everyone knows that a terrible Witch lives here. She has set magical traps for any who dare trespess in her forest.

Ava and JBear enter, confront the magical traps, and finally reach the Witch's gingerbread house—but when the door opens, it's not a witch —it's Hansel and Gretel, and wow, have they changed!

Meanwhile as Ava struggles to uncover the mystery of the gingerbread house, the Dark Villains have sent an old enemy after Ava, an enemy determined to get revenge and steal her Story Pendant.

Chapter 5

Kisses, Kings, and Stepsisters

Ava and JBear return to Grimm World, determined to track down the Dark Villains and restore peace once and for all—but who are the Villains? Where are they? Ava's not even sure who to trust anymore.

So when the Frog Prince swears to reveal the Villains' secret in exchange for a kiss, Ava has a decision to make! She and JBear wil also have to deal with the strangest king she's ever met, a king whose subjects are his animals. As if that wasn't enough, Ava encounters a new threat: a pair of wicked stepsisters from a very familiar tale.

Ava may not know who the Villains are, but they sure have plenty of help!

Chapter 6

The Witch in the Tower

Ava and JBear now believe there's only one Villain, and Rumpelstiltskin is his name! Ava is confident she can defeat him, sure of the pendant's power and her own courage. But no matter how hard she and JBear search the forest, they can't find Rumpelstiltskin's secret hideout.

Lost in the woods, on the verge of starvation, Ava meets three very unusual Bears who offer to help but demand a very high price.

Finally, Ava and JBear approach Rumpelstiltskin's hideout—only to be captured by a witch. She flies them over the forest to a secret valley. In that valley, Ava sees a tall tower with no doors and only one window. For the first time since entering Grimm World, Ava is truly afraid.

Chapter 7

The Cottage and the Wall of Thorns

After the terrible battle in the tower, Ava hopes that Grimm World will be safe once and for all. But strange things are still happening—which proves to Ava that the mysterious Dark Villains are still around.

She and J Bear meet a deaf girl named Angelica who shows them how people are "not themselves anymore." Characters walk around as if under a spell. Angelica seems to know what's happening, but she's so scared she refuses to talk about it.

To unravel the mystery, Ava and J Bear go even deeper into the forest. There they find an enormous wall made out of thorns and thistles. On the other side sits a small cottage. And inside the cottage is a prisoner in chains who tells the strangest tale Ava has ever heard. But is the story true—or is the prisoner only trying to trick Ava into using the Story Pendant to unlock the chains?

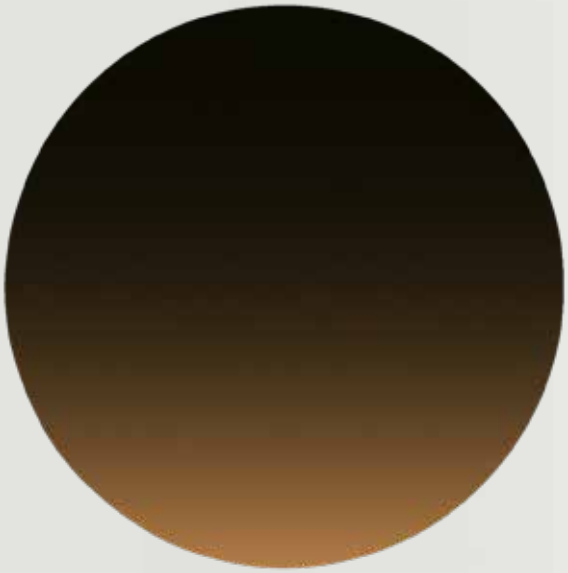
Chapter 8

The Mischievous Fox

The goblins have found the stone box—the one with the gold hinges and diamond lid. The goblin king knows the box contains powerful magic, but doesn't know how to access its power. A mischievous fox overhears the goblins talking, and goes to tell Ava. She and J Bear rush to the goblin's cave, worried that the Dark Villains (whoever they are!) will get the box.

Too late! The goblin king sold it to Cinderella's stepmother. After battling the stepsisters (again!), Ava and J Bear discover that the stepmother has sold the box too. With the help of a fox she's not sure she can trust, Ava and J Bear go in search of the stone box.

But as the magical object passes from one owner to another, the encounters become more dangerous—and the box gets closer and closer to the Villains who can unlock its power, take control of Grimm World, and reverse every happy ending.



Chapter 9

Fade to Black

Ava and J Bear are still chasing the enchanted stone box, trying to stop the Dark Villains from unleashing its power.

While searching in the forest, Ava hears rumors about a "Lady in Black" who has organized all the wolf families into a terrifying army. Soon Ava and J Bear are running for their lives, chased by the wolves. They receive help from seven talking ravens who take Ava and J Bear to a bizarre mountain.

Here they uncover puzzling clues about the Dark Villains — only to fall into a trap created by such strong magic that even the Story Pendant can't help Ava escape.

But she and J Bear better figure out something fast, because the Villains have the stone box—and are now on their way to the mountain to take Ava's pendant.

Chapter 10, 11, 12, 13

Coming soon

We'd love to tell you more, and give you more tantalizing hints! But at this point, the story gets so intense, and involves so many characters, that we can't even talk about it without giving away major spoilers! But trust us. It's going to be amazing.

But we can't get there without your help. We have all the stories planned, but we need help to build the game. And this isn't just any game! Support our Kickstarter campaign for just $10 and you'll get:

- 12 months of free access to Children's Story Time.
- 13 interactive stories (a new story will be added each month).
- Read-To-Me option narrated by a professional voice actor.
- Dozens of games that are fun, challenging, and educational.
- Beautifully illustrated picture books of the original fairy tales.
- eBooks, coloring books, flash cards and other bonus learning materials.

Help Ava and J Bear save Grimm World—and get a year of stories at the same time!