AN UNOFFICIAL GAMER'S QUEST

ESCAPE FROM THE OVERWORLD

AN UNOFFICIAL MINECRAFTER'S ADVENTURE

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Resumo de Escape from the Overworld: A Minecraft Gamer's Quest: An Unofficial Minecrafter's Adventure

From the publisher of "The Quest of the Diamond Sword" and "Battle of the Nether" comes a new novel for Minecrafters which takes on a spellbinding battle that brings Stevie and zombie mobs into the real world!

Stevie is in for a big surprise while building his treehouse: he s first attacked by a creeper, and then must take on a group of zombies! The near miss has him feeling like the worst mob fighter in Minecraft, so when he finds a portal into a brand-new world, he s willing to take his chances.

He steps out of a computer screen and into the room of a sixth-grade girl Maison, who s a talented builder. Stevie is shocked by how different this world is, and Maison takes him under her wing.

But soon the two friends learn zombies have also made their way out of the portal! More and more creatures are slipping out by the second, wreaking havoc on a world that has no idea how to handle zombies, creepers, giant spiders, and the like.

Stevie and Maison must put their heads together and use their combined talents in order to push the zombies back into Minecraft, where they belong. As Stevie and Maison s worlds become more combined, their adventure becomes intense and even more frightening than they could have ever imagined.

Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readerspicture books for small children, chapter books, books for middle grade readers, and novels for young adults.

Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish

becomes a "New York Times" bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home."

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