“The skill, the art of literacy is a gift. To read is to watch as a single word explodes into a confetti of images in your mind.

Truly of the gifts to man, reading is most sacred, for from words come dreams, and from dreams come wonderful tomorrows.”
Serendipity Book Series

- 1974 Serendipity Press founded
- **68 UNIQUE VALUE BASED TITLES**
  - 80 million copies sold 1974-1991
  - Multiple Children’s Choice Awards
  - 1992 P/S/S was acquired by Penguin US
  - 1995 Penguin lost film to 35 of the titles.
  - Serendipity lost market presence
  - 1999 Penguin notified author that film was lost
  - 1999 Author recovered all lost film
  - 2000 Rights reversion negotiations began in earnest
- **2009 ALL RIGHTS REVERTED.**

  Current Format:
  - 32 pages
  - 1,200-1,500 words
  - 14 illustrations + cover

The Serendipity books are a seasoned favorite with children and parents alike.

Like the stories of Dickens and others, the Serendipity stories are plot driven by the value resolution of the characters.
1. Over 1 billion troll dolls sold worldwide since 1958
2. Tradin’ Trolls™ to be released as uniquely packaged collectible troll doll (see next page).
3. Tradin’ Trolls™ developed in concert with Troll Company Denmark
4. Currently in negotiations with Film Roman regarding animated series.
5. Book design (proposed) 5.75 inches x 5.75 inches HC troll journal.
6. 12-15,000 words ages 7-12
7. Troll dolls in varying sizes available for co-packaging.
8. Miniature troll dolls available for use as bookmarks.
9. Interactive websites in development (totallytroll.com / chattyhattie.com / steamplunk.com / tika-boom.com /etc.)

Book One “THREE KEYS”
Book Two “THE OVERWHIRLED”
Book Three “LOST TROLLS”
Book Four “TIKA-BOOM”
Marketing Objective:
Create unique market demand through extended collectability of ‘numbered’ Tradin’ Troll™ dolls and book series.

Marketing Tool:
Utilizing the unique back-story as created by Stephen Cosgrove, sell-in to the market 3” Tradin’ Troll™ dolls in ornate cloth, draw-string trading bags called Bitty Bags.

Bags are identified with a subtle Tradin’ Troll™ logo either stitched or imprinted on bag. Doll is placed in bag so that the top of bag can be securely cinched around the troll’s neck exposing the head and hair of the doll.

Additionally, a J-hook and 4 color, multi-page hang tag are attached to the drawstring allowing for easy in store display.
Meet the Whimsies! Good-hearted, furry little creatures from the magical land of Whim who are subject to every human foible and mood when presented with the right temptation! Children and parents alike will recognize themselves in these funny stories, each of which features a different Whimster who learns to solve his or her down-to-earth problem.

Author: Stephen Coggrove
Illustrators: Charles Reagoner
32 pages full color
7 x 9 picture book
Premise:

Team Wheelies was founded four years ago by fifteen year old Laurie Jackson who had challenged the impossible: Laurie and two others skated a five mile-long, twisted concrete half pipe that wound down from the Horse Heaven Mountains in Eastern Washington. It was extremely dangerous, and until Laurie made the ride it was thought to be impossible.

The locals called it Wheeling the Snake. Based on that extreme experience Laurie founded Team Wheelies, a unique club that honors the adventures of extreme skateboarders all over the world. But Team Wheelies evolved into much more than stories of just skateboarders and their adventures. Laurie expanded the elite club to embrace all the extreme sports, the X Games if you will: BMX Bikers, In-line Skaters, Snow Boarders, Surfers, as well as the founding sport, Skate Boarding.

Laurie now tours the country in a battered, bright orange, diesel Euro Van verifying the unique adventures that qualify the few elite athletes as members of Team Wheelies.

Her journals are the basis for the book series featuring the unique stories of the young individuals who have excelled at an extreme sport, conquering the seemingly impossible.

Ages 6-9
Juvenile
6,000 words
series
There is a place called Track Town, a town with no roads just tracks, where mechanical Itty Bitty BugBots chug up Hum Mountain and back.

Bugbots with names like Tracker, Digger, Dozer, and Driller. The Bugbot that hauls the Zooms around, Is called Big Mac, the Macapillar.

Deep inside Hum Mountain the Bugbots mightily mine, searching for stones called Buzzbugs, it is those they want to find.

Buzzbugs give them power, that early morning boost. Gobbling down some Buzzbugs, followed by a glass of juice.

Come ride the rails as we tell the tales Of the itty bitty Bugbots brave, As they zoom around old Track Town And dig deep in the Buzzbug caves.

Designed as a unique multi-media event. Itty Bitty BugBots™ appeal to the 3 to 8 year old market with a keen sense of entertainment value in all venues.
The Library of Stephen Cosgrove

THE FLUTTERBYES

4 Titles:
Azalea
Rosebud
Thistle
Daisy

Word Count: 1,200
Demo: 5-9
Simple Tales
simply told about
the Simple Folk
living in
Simplicity.

500 words
32 pages
Ages 4-7
Utilizing primary phonetic sounds such as OP, ACK, UG and OCK, the Rhymerlings™ teach basic reading skills through the use of delightful story-based rhymes. Symbolized by unique Rhymerling™ creatures named after the phonetic sound base, the reader is swept into a magical picture book world enhancing both comprehension and reading skills.

Whether treated as a standalone early reader or as read-to-storybook, the Rhymerlings™ will entertain and enlighten children of all ages.

Age: K-3
Genre: Onset & Rhyme
Length: 500-750 words
Format: 32 pages
When seventeen year-old Libby Brighton stumbles upon an archangel trapped on the Internet, she soon finds herself in a mysterious world that has her switching bodies with the angel and searching for trapped souls deep in the catacombs of the Old Mission at San Juan Capistrano.

With the archangel guiding her, the story climaxes with Libby battling the demonic Darkside Veil and its minions, the Changelings, to save the souls and rescue mankind.

http://www.diaryofanangel.com

Young Adult
Genre: contemporary fantasy
Length: 102,156 words

Book One: Flight of the Swallows
Book Two: Dark Wings
Book Three: Never Ending
Premise

Like Spanish moss hanging from cypress trees lining black water bayous, the south is draped in haunting memory. Sometimes, like the ripples of water from a catfish rolling to the surface on some molasses stream, those memories can be short lived. Sometimes, like a word chiseled in limestone, they last a lifetime.

There is one stone-chiseled memory lost to most and long remembered by few of a dark and haunting time in the swamps of Louisiana. Once, before the Civil War there was a place that slaves whispered about, a safe place where those of a mind to could begin a perilous journey north to freedom. They called this place Nowhere House, and just before this war of brothers, someone burnt the old two-story house to the ground. The only thing remaining was a twisted iron staircase that wound up like a snake rearing out of a yellow grass sea.

In time the rusted staircase became hidden, wrapped in rip vine and stickaberries and most folk forgot all about it, save for the campfire stories. Story goes that once in a blue moon, the second full moon in a month, Nowhere House comes alive, walls shimmering with the souls who died there.

Should you find this place on a blue moon night, don’t step inside, for through those doors are memories best forgotten and dreams lost in time.

48 page photo essay
Ages 9-12
Goosebumps has sold over 300 million copies and launched the
HorrorLand series.
Stephanie Meyer’s books sold more than 24 million copies in 2008 alone.
In 2008, book sales of the Young Adult category soared 45% over 2007.

The BIT’N Files series of young adult horror novels is supported by a fully active website—www.thebitnfiles.com. An interactive site that supports the stories set in the fictional town of Bump City, Oregon.

"Bump City, Oregon, is a wonderful place, a great town for children and adults alike... but only in the light of day. There is a local children's rhyme that goes, "Do what you will while in the light, but never go out in Bump, in the night." I have learned, as you will learn: this is a rule not a rhyme!"

Thadd L. Wolfe

Unique Format: 5.5 x 8.5
194 pages
Paperback die-cut (bite mark)

Publishing History:
Originally published in 1998 as a one-time event at Wal-Mart.
50,000 each of 16 titles. Sell-through 42 days.

Book Pop Press
"There was a fingernail moon whose silvered light did dance upon the waves 'til blocked by a three-masted schooner anchored in the bay."

So begins the tale of the Woodcarver. Children of all ages learn the gift of giving in this classic tale magically illustrated by Richard McNatt.
Peeka Boo wants to buy his mother a very special Easter present. With his brothers and sisters he rushes into the village to see what he can find.

They looked and they looked: it made good sense, but very little can be bought for only twelve cents plus part of a yo-yo without any string, and two wilted carrots and a Cracker Jack ring!

Using only their imagination they craft a gift that will surprise the reader and Momma Bunny, too! Together we learn that the best gifts come from the heart.

Author: Stephen Cosgrove
Illustrator: Wendy Edelson
32 pages & color
7.5 x 9.25 hardcover
In the writings of his journal, a young prince tells of his family’s plight and fight with an insidious creature called the TerryBrook Dragon. The dragon is everywhere, and through ruse and deception causes the royal family to be banned from their own castle.

It is only at the end of the journal that the reader discovers that what has seemed real is make-believe, and the reality is the blight of America...the homeless. Through the delightful imagination of this young boy, we find a new definition for the word, “courage.”

This book, the allegory of the TerryBrook Dragon, will help children and adults alike to view this insidious problem in a new, true light.
Sixteen year-old Billy Thunderfoot was born with motor oil in his veins. His father, a full-blooded Cherokee, was a professional racecar driver and his mother, Irish through and through, was an independent race photographer and founder of 'The Photo Trader, (Tpt) a unique consortium of the best of raceway photographers.

Sadly, two years ago, both of his parents were killed under mysterious circumstances.

Billy was adopted by his grandfather, a work-for-hire, high-tech mechanic on the NASCAR circuit, and his grandmother, a cook for several of the teams. Together they travel from race to race as Billy seeks the answers to the questions about his parents’ death.

As the youngest member of ‘The Photo Trader’ (Tpt), Billy follows in his mother’s footsteps, experiencing the excitement of NASCAR racing through the lens of a unique high-tech digital camera. Billy categorizes and stores each individual race venue on small trading card sized CDs which he calls Digital NASCAR. His fresh photographic approach, supported by short burst mpeg movies, captures the high energy of the sport.

Thunderfoot mysteries pound with the excitement of automotive racing at its best.

Young adult
60,000 words
52 Titles
18 fully illustrated
Word Count: 900-1250
32 pages

Ages: 5-9
BARELY THERE

The Library of Stephen Cosgrove

9 titles
32 pages
1200 words
Ages: 5-9
PREMISE:

In the late fall, exactly one day past Thanksgiving, delightful creatures, hidden in boxes of packed garland, ribbon and lace, wake from their long hibernation. For, you see, they are awake only during the holiday season.

These are THE STOCKING STUFFERS — small, round, fanciful folk, Christmas ornaments come to life — *Tinsel Twist*, *Sugar Plum Plum*, *Knick Knack*, and *Ribbon N. Bow*.

You'll find them here and there. Look! Who is that tiny, round shadow munching sugar crumbs behind a plate of fresh-baked Christmas cookies? Or there! What's that rolling 'tween mantle, brick and mortar?

The STOCKING STUFFERS wake during the holiday season with only one thought in mind — to stuff themselves with fresh-baked goodies. Then, plumper than plump, rounder than round, on the eve of all eves they plop themselves into the toe of a Christmas stocking. Stuffed in the stocking they wait in giggling anticipation to deliver their gifts of joy and laughter on Christmas morn.

But most important, in book and toy form, they gently remind us all — to put the value back in Christmas.
BLURRING THE EDGES OF REALITY

Currently a variety of technical projects are under development to expand the entertainment value of reading.

Character Response Technology (CRT): After completing a book the reader can extend the back-story through access to a Text Messaging program wherein they communicate with a character from the book.

Tested as part of the Zibbie toy project CRT is both entertaining and enlightening as a value-added app to both picture books and Y/A novels.

( click for sample animation)
COMING SOON!

KidderTwitter

After reading a book, the participant can follow the on-going of the principal character on a ‘faux’ twitter site.

Development is to include both on line and mobi technologies.

The BookPop™ App

Children’s picture books presented via a phone app.

1. The participant is presented with a page of text.
2. At any point the reader can tap the page and the appropriate illustration pops from the page.
3. Then, by swiping the art, the next page of text appears.