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Interactive STEM/STEAM Game Book Proposal

Title: *MazePlay*

Author/illustrator: Roxie Munro

Ages: 6-12

Format: Game/interactive/novelty picture book (portrait) or a fold-out desktop "board" book.

Description: A series of interconnected mazes, based not on real life (like my other seven maze books) but fantasy - wild crazy venues/situations. Work your way through the maze (from left to right), turn page and continue into next maze. One outrageous journey. Seek-n-find objects. Recurring character (penguin). In concept, not dissimilar to *Amazement Park* and *Mazescape*s. Wordless, except for title, instructions, and seek-n-find lists.

Some have several ways to get to the other side, so every time you play you may find a different solution to travel to the next maze (answer key included). Similar scale. Eight to 14 mazes. Ten in dummy (NOT final). Artwork not finished (need to make left/right path connections from page to page, execute B&W pieces, add finding elements and recurring penguin character).

For an educational "gamification" component, can add hidden letters, numbers. There's a recurring character (a penguin, yet to come) - a kind of Where's Waldo. (Finding a recurring penguin in the interactive maze app "Roxie's a-MAZE-ing Vacation Adventure" has been very popular.)

STEM/STEAM aligned. Elements include architecture, perspective, numbers, letters, aviation, transportation, nature, more.

Scanned B&W ink drawings (before adding color) available for layers, answer pages, or coloring. Besides being great for a fold-out book, these mazes are perfect for jigsaw puzzles.

Concept pays homage to Escher, Rube Goldberg/Heath Robinson, Jules Verne, classic fairy tales, Steampunk, more:

- 1. After Escher** (architecture, perspective)
- 2. Magic Forest** (wild vegetation; giant critters like snails, snakes, dragon, dino, shells; tree house; weird buildings; Christmas tree; huge flowers, etc)^[SEP]
- 3. Steampunk** (climb stairs on left, go around to lower right via ski lift/funicular, stop for swim; go up platform, go around, jump onto huge cushion; slide down to go to next page)^[SEP]
- 4. Land of the Sweets** (chocolate river w/banana boats w/licorice oars; gingerbread house, pie w/blackbirds, candy cane gate; candy corn fence, lollipop forest, peanut brittle roads...)
- 5. Tri-Level** (three classic geometrical mazes linked)

6. Fairy-Tale Land (Hansel & Gretel, Gulliver, Jack & the Beanstalk, Snow White & Seven Dwarfs; Humpty Dumpy; Old lady who lived in the Shoe; the Princess and the Frog; Rapunzel; Fairy tale castle; Knight & dragon; Pumpkin coach) **[B&W sketch only]**

7. Tunnel Town (like ant farm...rooms [bedrooms, liv room, closets, kitchen, dining rooms, computer room, library], elevator, tree trunk house, subway, underground river, etc)

8. Super Future (weird colorful futuristic space-age looking cars, trucks, buses, w/antennas)^{[[L]]}_{[[SEP]]}^{[[L]]}_{[[SEP]]}

9. Up in the Air (flying things...witch, Santa, magic flying carpet, jets, stork, Pegasus, rainbow, etc). Enter lower left, get on stunt plane, do figure 8, stall & loop, parachute out, blow up balloon, fly to cliff, hang glider to smaller cliff, put on wings, splash into lake, exit) **[B&W sketch only]**

10. ABCity (buildings made from letters, like kid's huge wooden alphabet blocks)^{[[L]]}_{[[SEP]]}

Other ideas for *MazePlay* spreads:^{[[L]]}_{[[SEP]]}

- **Over/Under** water (submarines, pirate ships, dolphin riding, snorkeler, surfers, water skiers, fishing boat, mermaid, Poseidon, Lost City of Atlantis, seahorse, shells, snails, coral reef, treasure chest, weird fish, ship wreck, etc)

- **Gigantic Banyan Tree** filled with swinging vines & animals, insects, snakes, birds etc^{[[L]]}_{[[SEP]]}

- **Ice Land** w/polar bears, penguins, seals, igloos etc

Marketing: This would be the 8th maze book by Roxie Munro (in addition to numerous seek-n-find books). She will create a 2-minute animated trailer, have a Cover Reveal on KidLit TV (and a Storymakers interview feature and/or Ready Set Draw! program. She has a strong social media presence.

Note: Working with mazes helps children with focus, visual discrimination, and concentration, decision-making and critical thinking skills, planning ahead, judging spatial relationships (including map reading), practicing revision, and fine motor skills (maneuvering through mazes helps children's handwriting). Maze books are particularly suited to boys, reluctant readers, and special needs children. And they're fun!

Roxie's books have received a *NY Times* Best Illustrated Award, *TIME* magazine Best of Year; *SLJ* and *Kirkus* Stars, *Parenting* Pick of the Month; CBOMC; IBBY Bronze Metal for Interactive Kids Book; *Smithsonian* Best Book(s); NSTA-CBC Lists; Bank Street Best Book List; Bank St Cook Prize Honor Book for STEM; *Washington Post* Best Book for Boys; other awards, many great reviews.

Mazes have been adapted into two well-received game apps: "Roxie's a-MAZE-ing Vacation Adventure" and "Roxie's Puzzle Adventure" (*SLJ's* Top Ten Apps of 2013; *Horn Book*: Best Kids Apps in Two Years; Digital Storytime: 5 Stars; Teachers with Apps Highly Recommended; *Kirkus*; *PW*; Common Sense Media: 5 Stars; Fun Educational Apps "Best Kids Bundle"; 148Apps: "Perfect puzzle"; Moms with Apps; and many other reviews in US and abroad). Apps ranked in 75 countries (requires no language).

Included in Proposal: PDF of book w/B&W cover sketch, 8 finished pieces of art, 2 B&W interior pieces; 10 "answer pages" sketches.

Sequence not final; all artwork is not finished (need to make some left/right path connections from page to page and add finding elements and recurring penguin character).