Lisa Moss & Dr Thomas Bernard

SUPERQUESTERS

and the Case of the Stolen Sun



Illustrated by Amy Willcox

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On an ordinary day...

in a classroom after school...

in the real, waking world...



Lilli and her two best friends were on a quest.

They were searching for the answer to a difficult question.

The question of how to make something go UP.

'How does something as heavy as a hot-air balloon ever leave the ground?' Lilli asked for the millionth time.

'It must have an engine – like a spaceship!' said Leo excitedly.

'Don't be silly,' said Bea. 'It's probably got batteries, like B-bot and Amelia drone.'

Lilli sighed. The friends had been arguing for hours now and they weren't getting anywhere.

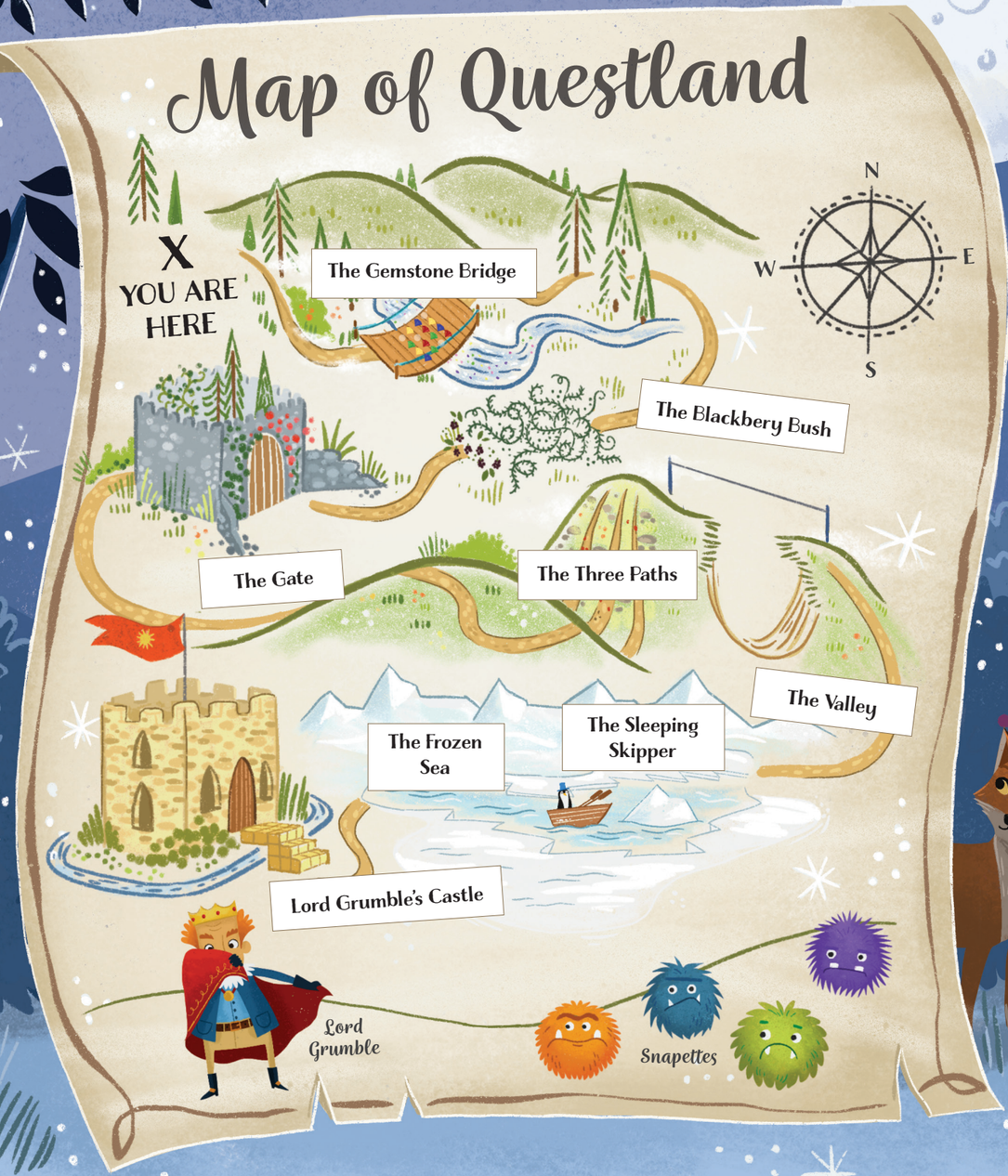
…they weren't in the waking world any more.

And they weren't QUITE their normal selves either.

'Welcome, Lilli, Bea and Leo!' said a mysterious woman.

'Or should I call you – Lillicorn, Bea Bumble and Leo Zoom…?'





'W-who are you? What is this place?' stuttered Lilli.

'This is Questland,' said the woman, 'and I am its queen. You will find the answers that you seek here. But first, will you please help? Lord Grumble and his Snapettes have stolen the sun… It has been night for three days now. Can you help track him down and return Questland to daytime once more?'

'Um, of course, but how do we…?' began Lillicorn, but the queen was already disappearing into the trees.

'First, cross the gemstone bridge…' she said, her voice growing fainter. 'Then follow Lord Grumble's cloak of shadows… Watch out for his Snapettes though!'

QUEST 7:
The Frozen Sea

Once the friends had woken the skipper, they all clambered into his boat and off they went across the frozen sea.

It went surprisingly fast for such a small boat, and soon the friends caught a glimpse of what they were looking for up ahead.

'Look – Lord Grumble's cloak!' shouted Lillicorn, pointing to the cloak in the distance.

Great shining sunbeams were shooting out from underneath it, lighting up the sky above.

'He must be hiding the sun under his cloak!' said Bea Bumble. 'Come on, we have to catch him!'



To chase Lord Grumble across the frozen sea, find the shortest path using as many arrow stickers as you need.

The Snapettes will only let you pass if you land on the codfish, starfish and crab on your way.

AVOID THE POLAR BEAR! Place the JUMP sticker on the whale to enable you to move in any direction.

JUMP









When you've finished, stick a snowflake sticker on your Reward Chart