

GERONIMO STILTON

GRAPHIC NOVEL

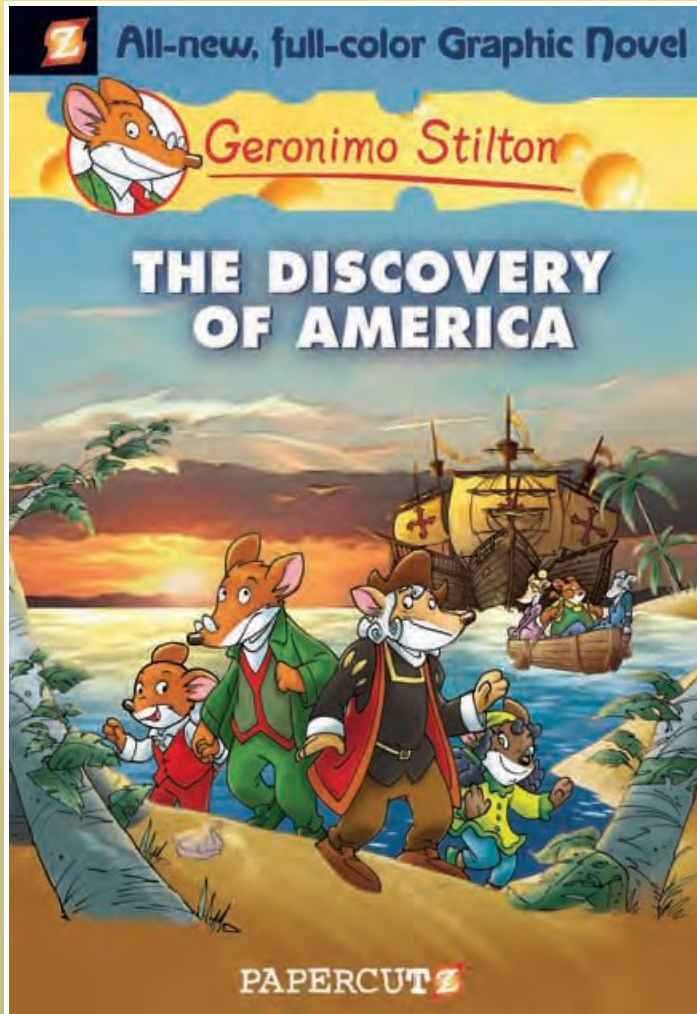
MARKETING

- With over 35 chapter books already published in the United States over 4 years, this series has proven extremely popular which gives the graphic novels a huge built-in audience.
- Geronimo Stilton has sold on average 185,000 copies per title, topping 6.5 million copies of Geronimo Stilton books sold in the U.S.
- 10.6 million copies sold worldwide in English alone!
- This is the first time ever Geronimo Stilton has appeared in comics.
- All-new stories never before seen in the English language.
- The graphic novels feature time-traveling adventures that are fun for kids while teaching them about important events in world history.
- Planned cross promotions with other Geronimo Stilton licensees including the publisher of chapter books.
- Launch publicity, including viral elements and pre-serializations on www.papercutz.com and other websites.
- Age 6-11

GERONIMO STILTON GRAPHIC NOVEL

#1 THE DISCOVERY OF AMERICA

by GERONIMO STILTON



The incredibly popular Geronimo Stilton appears in graphic novel form for the first time in the U.S., with all-new stories never seen in America. Geronimo lives in New Mouse City on Mouse Island with his friends and relatives. He works at The Rodent's Gazette, the city's most famous newspaper. In this series of graphic novels, Geronimo travels through time to defend history from his arch nemeses, the Pirate Cats.

These calculating cats travel back in time to make themselves supreme rulers of Mouse Island! In "The Discovery of America," Geronimo and co. join Christopher Columbus on his voyage from Italy to the New World in 1492 in order to stop the Pirate Cats and save all of the mice on Mouse Island.

PAPERBACK

USD \$7.99

6½ x 9, 56 pages, full-color

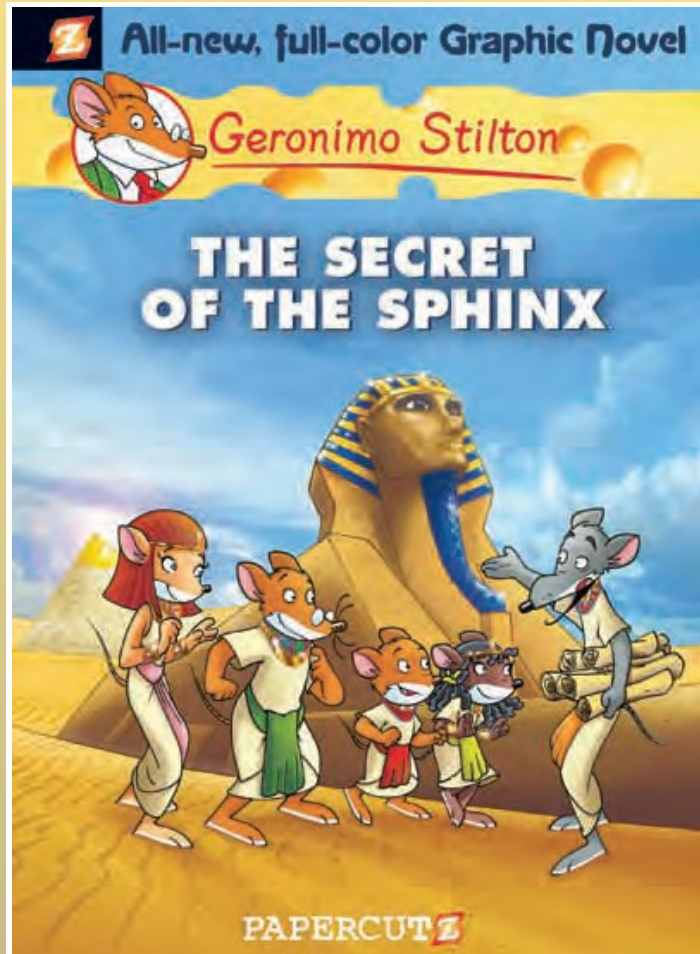
ISBN: 978-1-59707-189-5

AUGUST 2009

GERONIMO STILTON GRAPHIC NOVEL

#2 THE SECRET OF THE SPHINX

by GERONIMO STILTON



Next Stop - - Ancient Egypt!

Geronimo Stilton and friends must travel back in time to stop the Pirate Cats and their latest mad scheme! If Geronimo fails to thwart the Pirate Cat's plans, the face of history will be changed forever - - literally!

PAPERBACK

USD \$7.99

6½ x 9, 56 pages, full-color

ISBN: 978-1-59707-190-1

AUGUST 2009

GERONIMO STILTON GRAPHIC NOVEL

#3 THE COLISEUM CON

by GERONIMO STILTON



Grab your toga, Geronimo is diving headfirst into the Ancient Roman Empire!

Believe it or not, the Pirate Cats are up to no good again! This time, Bonzo and his devious cohorts travel to Rome, Italy in the year 80 AD to the opening of the Coliseum, Rome's largest amphitheater. The first part of the evil felines' sinister scheme requires them to infiltrate the Senate by posing as nobility. And wait till you find out why!

PAPERBACK

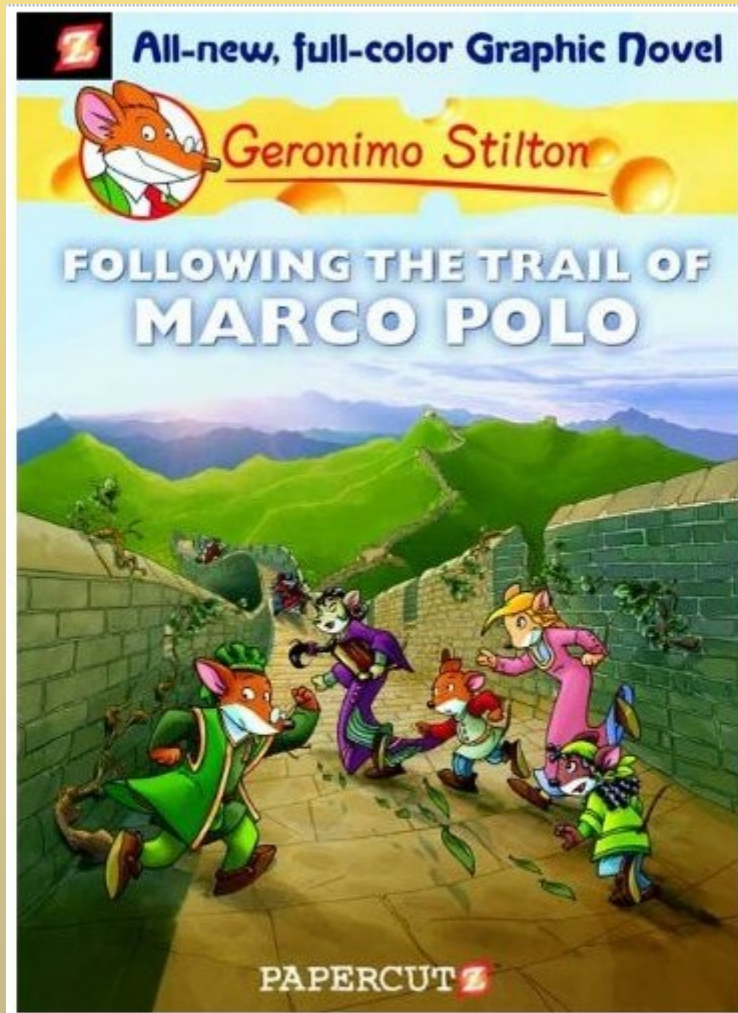
USD \$7.99

6½ x 9, 56 pages, full-color

ISBN: **978-1-597-07191-8**

DECEMBER 2009

GERONIMO STILTON GRAPHIC NOVEL #4 FOLLOWING THE TRAIL OF MARCO POLO by GERONIMO STILTON



What begins as a relaxing vacation turns into a time-traveling adventure, where Geronimo Stilton must travel to Khanbalik, or “The City of Khan” (modern day Beijing) in 13th Century China where he encounters Kublai Khan and Marco Polo.

This time, Geronimo and friends must stop the Pirate Cats from corrupting Marco Polo’s famous book “The Travels of Marco Polo”, and changing history forever!

PAPERBACK

USD \$7.99

6½ x 9, 56 pages, full-color

ISBN: **978-1-597-07205-2**

APRIL 2010