

Local Maui Book Publisher Launches First Worldwide Coordinated Virtual World and Book Series for Tweens

A revolutionary new type of book mixed with a virtual world that kids will love will be launching a kickstarter campaign to get the production of enough...

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Local Maui Book Publisher launches first worldwide coordinated virtual world and book series for tweens.



Maui based Ramp Publishing, Design and systems have joined forces to create the first launch of a new kind of tweens book series, including an on-line virtual world based on the books. As each new book in the series is launched, secret new lands in the virtual world will be launched with clues to reach the new lands contained within the books and short stories released in the virtual world. "We have created a wonderful virtual world which 8-14 year olds love and use to communicate with friends while playing games and building their own lands. By linking reading with the virtual world concept, promoting a wide cultural range of heroes and having two strong, independent, intelligent characters of both genders we are creating strong personalities for this age group that will build a sense of travel, discovery and adventure while at the same time having a friendly, safe environment that parents love," developer Rick Momsen states.

The [Lost World Diaries](#) virtual world will be launched in November 2014 for the Christmas season in unison with the first novel "The Door Beneath." The site will have a giant Christmas party in the Grand Ballroom and New Year's Eve party in the hidden village, as well as lots of giveaways and the release of sensational short stories for tweens to launch the Lost World Diaries. Interested parties are invited to visit our kickstarter campaign that will be launching mid April, 2014, to get fantastic packages for a fraction of the cost and be involved in the development of a truly new integrated fun and safe form of entertainment for our kids.

By combining the two platforms we have managed to enhance a tweens experience of reading by integrating the same environment in both their own imagination and then allowing them to create their own and share with friends. In this age of increased on-line activity by tweens and children, the motivation to read shouldn't be separated from the on-line world but enhanced and embraced by it. Just as Lego went from simple blocks and just our imagination to space and medieval worlds, books and authors have a fantastic opportunity to enable readers to get lost in their worlds on so many platforms, not just within the pages. We have never had a greater opportunity to offer readers a world

of imagination, on so many levels. Books aren't finished they've just taken on a whole new life and this series really embraces it.

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