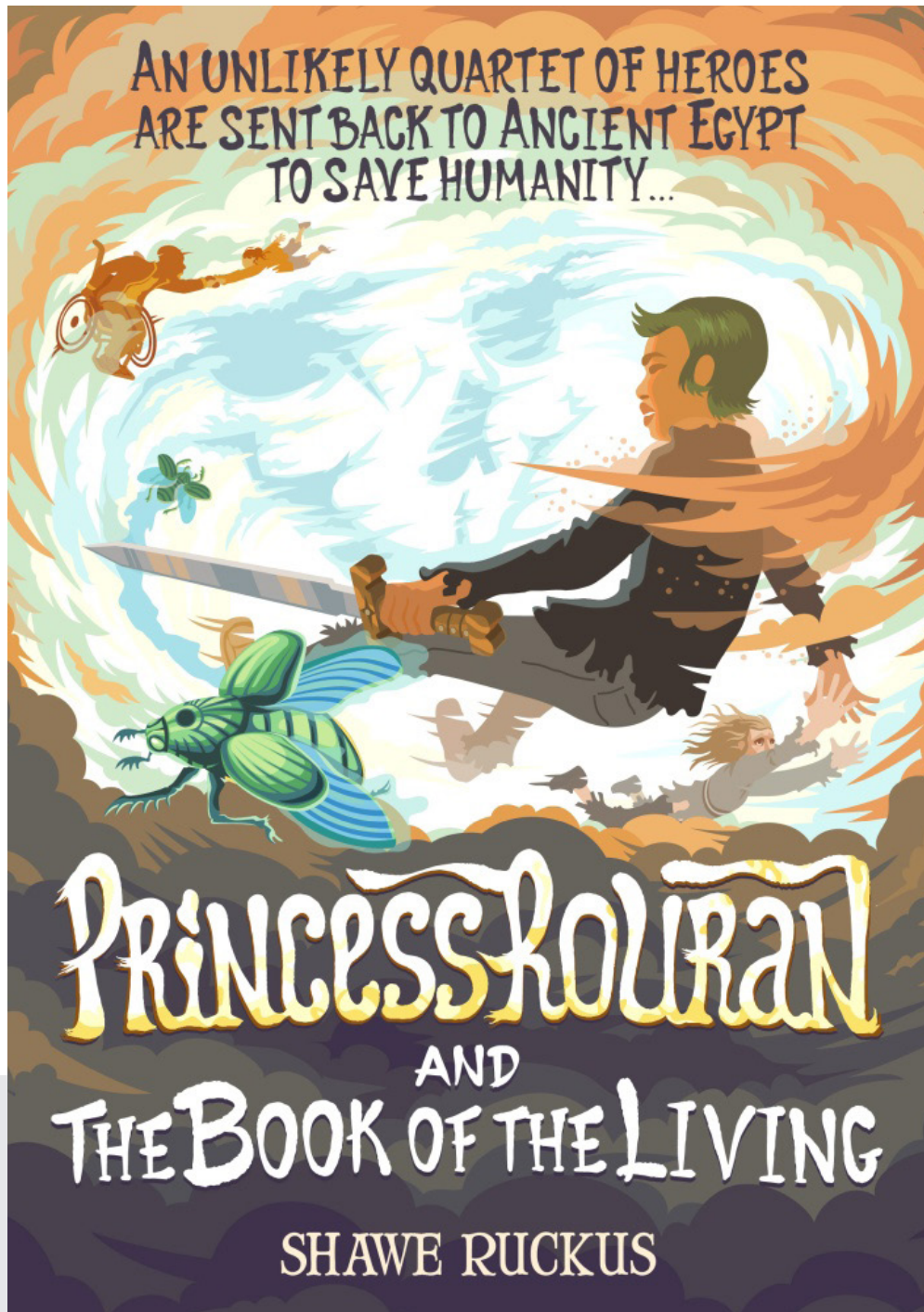


SHAWE RUCKUS



PRINCESS ROURAN AND THE BOOK OF THE LIVING

MEDIA KIT

01

Author Biography

Shawe Ruckus is a writer of mystery and young adults' science fantasy who curates curse words, legendary creatures, and cold cases.

Stories like none before...

Shawe Ruckus writes stuff that others dare not write.

Writer of mystery and young adults' science fantasy who curates curse words, legendary creatures, and cold cases.

Having called many places home, I bring a unique medley of humour, bad humour, lousy humour, suspense, and everyday life to my stories. My books feature strong female characters, diverse casts, and an entertaining technical flavour.

I am a member of the 'Space Mafia' aka International Space University, and a student at the Worshipful Society of Apothecaries in London, where Agatha Christie learnt how to poison.

When not building the Ruckus-verse, you will find me cooking, mentoring, playing games, and trying and failing at gardening.

Sign up for my latest release and get a free book at:

shawe-ruckus.com



Shawe Ruckus

02 Book Details

AUTHOR: Shawe Ruckus

CATEGORIES: Adventure, Science Fiction

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It was just a typical day for third-year university student Edith Orozco as she boarded her train home, but her world is unexpectedly thrown into chaos as she finds herself thrust into a time traveling adventure to save humanity from a seemingly unstoppable evil.

With the help of her niece, Moli, and two strangers, James and Kiza, the group must travel through time to collect nine wonders from history in just nine days. Only then can they hope to save the world from Pandorai, a murderous AI bent on destruction, along with its two maniacal henchmen-resurrected Adolf Hitler and Dr. Shiro Ishii.

Tasked with collecting their first wonder; The Book of the Living, the unlikely quartet of heroes are transported back in time to Ancient Egypt where they must travel to the Tomb of King Unas. But the clock is ticking with only 24 hours to overcome seemingly insurmountable obstacles in order to reach their destination.

Can Edith guide the group and encourage them to work together as they encounter treacherous slave merchants, frightening prehistoric dinosaurs, and mischievous ancient gods? Or will the evil Trio beat them to their prize and bring the world one step closer to mayhem and destruction?

03

Main Characters

Edith Orozco: A 3rd year university student who had accompanied Moli, her niece by connection to an exhibition on Rouran in Book 1 curated by her late brother Morris, who died from Covid; Kind hearted, speaks Spanish, and has short, green hair; 19-20.

The oldest of the four children (a child as considered by the mythical creatures), she is always looking out for the rest and cares about their mental wellbeing; a good fencer and her weapon is Excalibur.

Moli: Aged 12-13, she is Edith's niece and had time slipped into Rouran in Book1. She is now determined to set things right and to save the world.

Speaks Chinese and English; and is interested in words; Her weapon is a pen that can summon up objects and even cats.

James Walker: A disheartened London youngster who ended up in the Carabol in Book1. James's father has fallen to conspiracy theories on Covid and his mother is in hospital with Covid. He wanted to go to art college but couldn't afford it and at first, he does not believe he had ended up in Ancient Egypt. About 18-19.

He is scared of himself and he seemed to have done something that he regrets; He blames Moli for them ending up in AE; he seems to have some secrets that the AI knows.

Chitundu Mwikiza, Kiza for short: He is a talented pianist doubting himself and the sense of life; his mothers are medics and he is determined to save the world as they are trying to save their patients. Aged about 16-17.

Kiza is a wheelchair user who dislikes the phrase 'abled differently'; he learns Mandarin at school and has a lot of medical and scientific knowledge.

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Additional Characters

THE TIMEKEEPERS AND RECORD KEEPERS

Moxie the Ninth: A Tatzelwurm – a cat with a boa’s tail – and the acting Webmaster of the Web of All Things; Moxie is central in helping the children to save their world.

She specialises in scatology and is a part-time palaeofaeceologist, which means that she studies human shit as a hobby; Seems to have a love-hate relationship with Pandorai and calls James ‘J’.

Alan Turning: A tiger, aka the Fen Tiger, and the Director of Archives at the Fitzwilliam Museum in Cambridge.

Alan helps the children to travel into the Passage of Time and later perishes when fighting Pandorai; also seem to have some history with the evil AI.

Confucius: A Confuciusornis, a bird-like dinosaur who helps Moxie. Speaks human language and is knowledgeable about evolution and extinction.

Aitor: Aka basajaun, a Basque mythical presence who commands over Leonardo da Vinci’s helicopter. Has certain control over the land and the elements; sends a gecko to Commando 444 as a spy.

Dapan de Sichuan: The captain of the Caracol, a golden panda who flies the vehicle intergalactically. Is stodgy and very short-sighted like all pandas.

Yazi: One of the sons of the Golden Dragon – Yazi is belligerent and accompanies the children on their journey - has the face of a Chinese dragon and the body of a jackal.

Has the ability to shrink and expand in size and first appears as an intaglio on Edith’s Excalibur’s handle

Apogee and Perigee: Two scarabs who received the children in AE and gave them instructions. They can emit lasers

THE TIMEKEEPERS AND RECORD KEEPERS CONTINUED

Nyota the Serval: Aka Bastet, an Egyptian deity, who received the children in the Tomb of King Unas and helped them. Descends from the cloud; can appear from a wall; sense DNA remnants in air.

Nefertem and the Sphinx: They question the children with the 3-lotus problem and help them navigate their way. The Sphinx is quite impatient and scary while the Lotus god is friendly.

Sobek: A half-man half-crocodile who challenged the children in a chess game. He won the game but let them go anyway.

05

Additional Characters

THE TRAVELLERS

The Merchant: Someone the children had met on their way to the Tomb, has a caravan of wooden elephants and giraffes; got interested in Moli and Edith for he wants to trade them as slaves. Selfish; thinks money is everything.

Nuba and Suri: Nuba is a helper of the merchant and he has a pet meerkat, Suri; he first conspires with the merchant, kidnapping Edith and Moli; later, he repents and helps the children.

Feels sorry towards Kiza; is interested in his condition; is not afraid of scorpions.

06

Additional Characters

THE EVIL TRIO AND THEIR AIDES

Adolf Hitler: Resurrected and wants to conquer all worlds.

Dr Shiro Ishii: Formerly an untried Japanese WW2 criminal; Josef Mengele of the East. Does all sorts of horrible experiments on the dinosaurs; surprised about the mythical creatures and wanting to become God.

Pandorai: Evil AI who has a history with Moxie. Speaks in a way that can provoke people easily; 'personal pronouns: she, him, its, and the Almighty Terminator'.

Sturms and Fräulein Kaempfer: Pandorai's aides – one is a bioroid butler and the other a metallic maid.

07

Sample Interview Questions

01

What made you want to write the PR stories?

02

Where do you draw your inspirations?

03

What good do your books serve, if any?

04

What are your favorite books?

08

Chapter Excerpt

EXCERPT FROM CHAPTER 1

Edith bade goodbye to them and hurried to catch her train.

It was still a typical day in COVID when she arrived at her platform. She overheard a blasted bloke harassing an Asian lady when she stepped onto her train. She found her seat and thought long about her dream.

It was still a typical day in pandemic mode when her train departed; there were few passengers. Come to think of it, she was the only passenger in the carriage.

It was still a fairly typical journey on an English train with the somewhat crappy signal reception that had interrupted her music streaming app. Shortly after passing a tunnel, her train halted unexpectedly, and she got off to inspect why.

It was still a typical day in her life when she woke up that morning.

Well, that was before she had met a well-built man who invited her to a colossal airborne object near the Shard on Leonardo da Vinci's helicopter; before she met a cat who had a tail like a boa; before someone scolded her for believing in magic; before she and three other earthlings, James, Kiza, and Moli, had to answer a question on alien penguins; before Moxie the Ninth, the cat snake, had asked them to touch the Rosetta Stone; before JDAM bombs attacked them; before they saw Adolf Hitler livestreaming a speech on the giant LED screens in Piccadilly Circus; before they encountered an evil AI, Pandorai, that wanted the universe under the sod; before they learnt that they needed to save their world by collecting nine wonders from human history in nine days; before Moxie entrusted her with Excalibur; before they saw Hitler hunting dinosaurs on the Sovereign's Throne with orange eagle drones; before they landed in front of the Fitzwilliam Museum in Cambridge; and before a bird and an ox with a face like an alligator ushered them into a room.

And now, even with Moli by her side, and Moli's little hand inside her sweaty palm, Edith was as bewildered as she had been when she stepped out of her train that morning.

EXCERPT CONTINUED

She observed her circumambient carefully again. They were in an anteroom with antique Chinese abacuses lining the four walls from floor to ceiling, spinning and calculating on their own, quietly yet smoothly.

“Welcome.”

Edith looked ahead and met the unfazed gaze of a large cat, a tiger, but instead of stripes, it had foreign ideograms all over it.

“My name is Alan Turning, and I am the Director of Archives here,” it said with a deep, canorous voice. “People also call me the ‘Fen Tiger’.” The big cat moved towards them and circled them slowly. Edith squeezed Moli’s hand and saw that Kiza gripped his wheelchair’s handle nervously while James swallowed once, twice.

The Fen Tiger was so close that she could hear its heart on the beat with the abacuses.

09

Target Audience

YOUNGER READERS OF FANTASY FICTION

Readers aged 10+ will be caught up in the thrills and excitement of this fantasy adventure as they are transported through time with Moli, her aunt Edith, and their chosen companions who must use their wits and courage to thwart history's greatest evils.



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Shawe Ruckus**

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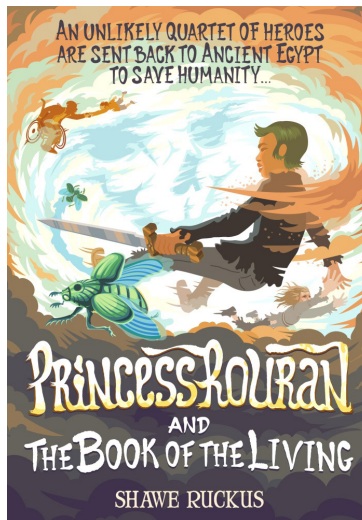
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