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Castle: A Three-Dimensional Interactive Adventure

Duncan Crosbie, Keith Finch

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What was it like to live in a medieval castle? This unique book, perfect for reluctant readers and aspiring architects, shows you.

For any child who has wondered what life was like in a real medieval castle, this book introduces an architectural marvel through pop-ups, hidden panels, and the helpful commentary of a castle ghost. Every aspect of existence in a castle—from how it was built, to how it was defended from attackers, to what people ate and how they lived—is illustrated and explained in this uniquely designed story.

Oversize and chock full of facts, this book makes an excellent addition to a pop-up book collection and is ideal for gift giving and as a starting point for future research.

Praise for *The Castle:*

“Too many graphic novel adaptations of classic literature just break down the stories into digestible panels; this is a powerful interpretation of Kafka’s timeless themes.” —*Publishers Weekly*

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