

(Download) The Merlin Mystery

The Merlin Mystery

Jonathan Gunson

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Jonathan Gunson : The Merlin Mystery before purchasing it in order to gage whether or not it would be worth my time, and all praised The Merlin Mystery:

1 of 1 people found the following review helpful. Fantastic book with awesomely beautiful graphicsBy Smoky WitchA fantastic book for children and adults . The graphics are awesome. I have the book in German end in English . I bought them as gifts but do not want to give them away because I dont have one for myself. I am probably going to purchase another book in Italian .0 of 0 people found the following review helpful. An enjoyable read.By P. A. WunderlichI really enjoyed this read, in part, because of the art work and the great idea behind the creation of this book. The read is enthralling on its own, and still, you get your money's worth as you appreciate the details of the mystery. I particularly like the hardcover version more than the paperback book, it enables you to appreciate the art

work even more so. 13 of 17 people found the following review helpful. A confusing cacophany--and a lousy read. By Dan Amrich As happy as I was to see the "treasure hunt puzzle book" genre resurface, I was not happy with the form it takes here. Previous works in the genre, like Kit Williams' "Masquerade" and Dan James' "Treasure," feature both clever puzzles and beautiful art--so even if the mysteries elude you, you can still enjoy the creativity and artistry that went into creating the overall work. That's simply not the case with "The Merlin Mystery," a garbled wreck of a treasure hunt with artwork that does not hold up on its own. Crammed with dozens of intentionally confusing symbols, paintings that look like the work of a talented high school student who has watched "Excalibur" too many times, an outright abuse of Photoshop, and a hackneyed, melodramatic story that alternately shoves and drags the reader forward, Merlin Mystery is a confusing cacophony that simply doesn't appeal as a puzzle or a picture book. Neither the art nor the text inspires an emotional connection with the reader--the creators come off less as storytellers and more like mercenaries with paintbrushes. If, however, the point of the work is not emotional but intellectual, then sadly its baffling puzzle elements are no less appealing. The multi-layered enigma has been so intentionally over-constructed that nobody but its creators knows--or cares--what the method to the madness may be. Never mind locating the treasure--there's no soul to be found here.

In the ageless mists of time, dark sorcerers tried to destroy our world until three great wizards; Merlin, Blaise, and Kells; thwarted them with a powerful wand they mystically forged at Stonehenge. Frustrated, the vengeful sorcerers sent the enchantress Nimue to steal it, but she fell rapturously in love with Merlin. In desperation, the diabolical sorcerers themselves came to seize it. Thus the wand was lost for millennia in a terrible spell-battle... or was it? Using only their wits and the words and pictures in the book, readers will attempt to unlock the magical spell that reclaims the wand; and win a huge cash prize in the process. The Merlin Mystery will be published worldwide on 9/7/98, and the first reader who solves the mystery will win not only a fabulous gold and silver wand being held in a British bank for safekeeping, but the massive cash prize that accompanies it, estimated to be over \$100,000. Warner Books is launching a major advertising and promotional campaign to back the worldwide publication of The Merlin Mystery, with the additional support of a global publicity agency. Foreign publication rights have been sold in Germany, Japan, France, Holland, and Italy, with a number of other countries expressing interest. Masquerade (Schocken, 1984), an earlier mystery-puzzler, elicited a phenomenal response when nearly two million readers attempted to solve the book's master riddle. Jonathan Gunson is a former creative director at the McCann-Erickson advertising agency. Artist Marten Coombe is an animator for Aladdin, among other projects. Both live in Auckland, New Zealand.

.com Can you solve Merlin's mystery? If you can, you'll be richly rewarded. The Merlin Mystery rekindles the fervor that swept readers of Masquerade in the 1980s by offering an intricately detailed, bejeweled wand and a substantial cash prize to the first person to solve the Alchemist's Spell. Lavishly illustrated with elaborate paintings and symbols, The Merlin Mystery wraps its intricate, MENSA-certified puzzle in a story of the great wizard Merlin and his lover, the water sprite Nimue, who fight a dark sorcerer in magical settings. From glittering caves to magic cottages, the Arthurian cast of characters, which includes an owl, a cat, and a talking crystal ball, seek the Pendragon Alchemy. But they can't find it without putting all the clues together... that's where you come in! It's possible that this puzzle will be solved by some expert logician somewhere, but it's equally likely to be solved by a clever, persistent kid without adult blinders on. Either way, The Merlin Mystery has a distinct advantage over Masquerade: once you solve the puzzle, you mail in your answer rather than digging up the countryside. There's also a companion CD, with new-age Celtic music to get you in the mood for solving. The Merlin Mystery is void in Florida, Maryland, Vermont, and North Dakota, and wherever else prohibited by law. About the Author Jonathan Gunson is a former creative director at the McCann Erikson advertising agency. Artist Martin Coombe is an animator for Aladdin, among other projects. Both live in Auckland, New Zealand.