



Karl Olsberg

# Galactic Gamers – The Portal Key (Vol. 3)

Galactic Gamers , Volume 3 Illustrators: Ron Lipkowski, Kaja Reinki

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Hardcover

## Ready to play - Science Fiction meets gaming adventures!

- By bestselling author Karl Olsberg
- Every half-year a new volume
- Humorous but philosophical
- · A book about gaming that addresses important topics: mobbing, friendship, team playing
- 10.000 copies sold of the series

#### What happens in Volume 3:

The next round of the Galactic Games is coming up. But when Bargel wants to pick up Felix at home, his mother notices him. Although Felix can convince her that she was imagining the alien in his room, he has an even bigger problem: Dr. Moron is after Felix's alien friends. The mad scientist is convinced that aliens are trying to take over world domination. When Bargel reappears on Earth, Dr. Moron's friends are surprised. He manages to get his hands on Bargel's portal key and locator. Without it the tentacle pig can no longer leave Earth. So Felix hides the alien at school. But he must not only protect him from Dr. Moron, but also prevent his mother and Dilara from discovering him.

# **Karl Olsberg**

Karl Olsberg completed his doctorate on artificial intelligence, was a management consultant, manager at a TV station and founded several start-ups. His first novel "Das System" was published in 2007 and immediately made it onto the Spiegel bestseller list. Since then, he has not only successfully written novels for adults, but also for young people and children. The thriller "Boy in a White Room" was nominated for the German Youth Literature Prize 2018. His Minecraft novels, which he initially self-published, reached number 2 on the Amazon bestseller list. In addition, his start-up "Papego", which develops the app of the same name for mobile reading of printed books, was honoured as "Content Start-up of the Year 2016" at the Frankfurt Book Fair. The author lives with his family in Hamburg.

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