



Karl Olsberg

Galactic Gamers – Planet In Danger (Vol. 4)

Galactic Gamers, Volume 4

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Story

Ready to play – Science Fiction meets gaming adventures!

- Unique blend of science fiction and computer game adventure
- By bestselling author Karl Olsberg
- A book about gaming that addresses important topics: mobbing, friendship, team playing
- With puzzles and illustrations that encourage the reader to think and guess along with the reader

What happens in Volume 4:

A week has passed since the Galactic Gamers' last adventure - and Felix is looking forward to finally being able to discuss everything in peace with Dilara at school. But when he sees Dilara wearing a golden headband - the communicato - Felix realizes that it's Lysia, who has taken on Dilara's appearance to tell Felix that the next round of the Galactic Games has begun. In order to participate, however, Bargel must first retrieve his locator from the Blasting Defense Systems' lab. The Galactic Gamers travel through a portal to a dark and destroyed-looking world. What they didn't realize is that Dr. Moron had been following them. Now they have him on board as a referee at the Games. And they have to travel back and forth on the planet with the help of a time machine to save the planet from destruction by its inhabitants, who keep waging war against each other. Of course, in the end, the friends succeed - and when they tell Stefan in the

schoolyard that they traveled back in time with Dr. Moron, on a planet that actually had burnout, but was saved - that's when their annoying classmate finally declares them crazy ...

More titles in this series



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Galactic Gamers - The
Quantum Cristal (Vol. 1)



Galactic Gamers – The Portal
Key (Vol. 3)