

THE MAP TO EVERYWHERE

CARRIE RYAN AND JOHN PARKE DAVIS

WELCOME TO THE PIRATE STREAM!

*A Beginner's Guide to the
River Between Worlds*

Dear Reading Traveler,

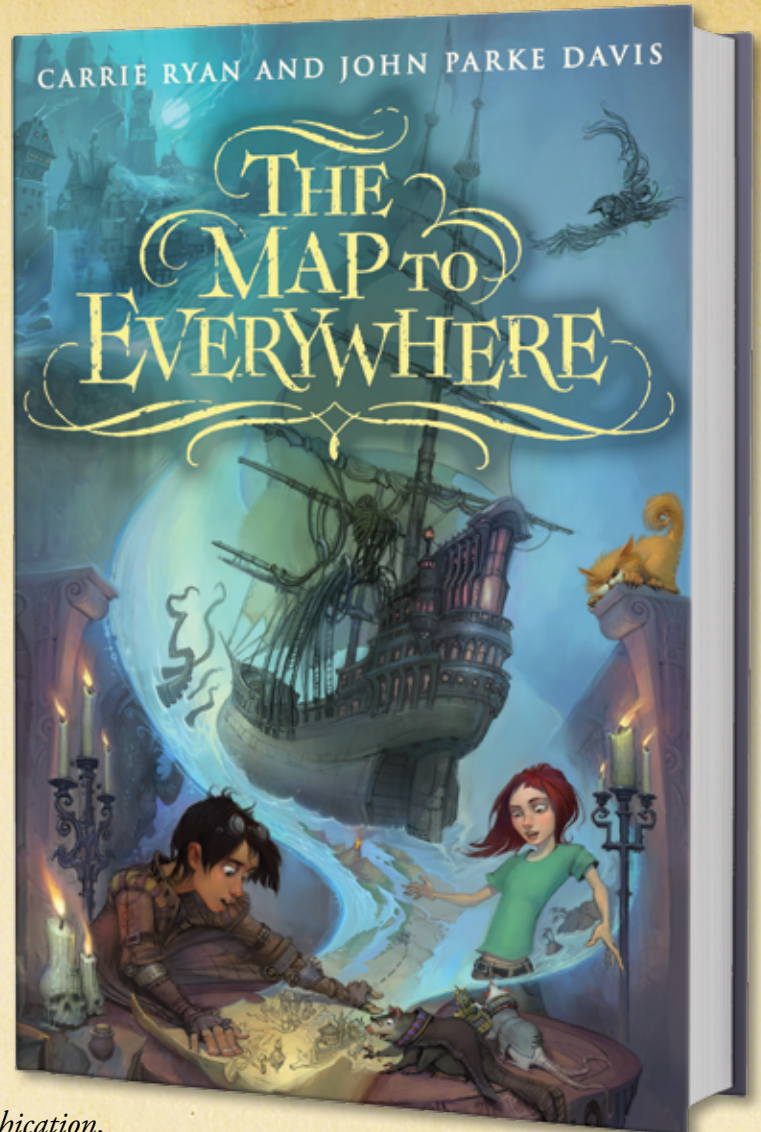
You would have to come from the most cut-off, backwater spot in all existence not to have heard of the legendary Pirate Stream. But many of us have never actually sailed its glowing waters ourselves. What can you expect out on the open Stream? Well, it's all about the unexpected here, so the best way to learn is to dive right in!

WARNING: *Do not, under any circumstances, dive right into the Pirate Stream. Its waters are pure, undiluted magic, and touching them, drinking them, sniffing them, or thinking unkindly about them could and absolutely will result in bad things happening. The authors of this guide are not responsible for spontaneous vaporization, uncontrollable transmorphication, prefrontal stankalation, or anything else that sounds made up until it happens to you.*

It is said that the Pirate Stream touches all the worlds of creation, at some place and some time. All we know for sure is that if you can imagine it—whether it's a forest full of gossiping trees, a land of lizard-riding plants, or a city that likes to eat spectacles—it's probably out there somewhere! Just be sure you have a good ship, a captain who knows what he's doing, and of course, a good map, because you never know where you might end up and who you might meet when you get there.

So dip into this guide and then grab *The Map to Everywhere* to see where it takes you!

Carrie Ryan and John Parke Davis



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10 Almost Certainly True and Definitely Interesting Facts about Maps



FUN MAP FACTS

Impress your
friends!

Wow your
teachers!

Awe your
parents!

1. **Cartography** is the study of maps and map making. Someone who makes maps is called a **cartographer**.
2. **North** may be at the top of maps today, but that wasn't always the case. During the middle ages, most Western maps put **east** at the top instead. In Latin, the word for east is *oriens*, so to hold the map correctly, you had to "**orient**" it—that is, make sure East was on top. This is where we get the word "**orientation**" today.
3. Modern mapmakers often incorporate fake towns into their maps, known as "**paper towns**," "**phantom settlements**," or (for some reason) "**bunnies**." If they come across another map with the same fake town, they know it is a copy!
4. In 1798 cartographer James Rennell drew the first map of Africa featuring the massive **Mountains of Kong**, an enormous mountain range that stretched thousands of miles east to west across Africa. The only problem was that the Mountains of Kong didn't exist; Rennell had made a mistake. Even so, the Mountains of Kong would be placed on maps of Africa for the next 100 years.
5. The first map to use the name "**America**" was created by the German cartographer Martin Waldseemüller in 1507. It's also one of the most expensive maps in the world—the US Library of Congress bought it in 2003 for \$10 million!
6. In 44 CE, ancient Roman thinker Pliny the Elder wrote that every creature on land has a counterpart in the ocean. Because of that, ancient mapmakers would draw **sea monsters** on their maps to look like aquatic versions of familiar land animals: sea cows, sea serpents, sea pigs, marine pig-dogs, etc. If you've ever seen a sea lion or a seahorse, this is how they got their names!
7. During medieval times in Europe most maps of the world, called **mappae mundi**, were used by royals and nobles as displays of their wealth rather than as tools for navigation. Only around 1,100 *mappae mundi* still survive from that time period.
8. There are two Norths: **true north** and **magnetic north**. True north is the direction of the geographic North Pole. Magnetic north is the direction the north end of a needle in a compass points. The magnetic North Pole can actually move up to 25 miles a year and has even been known to swap places with the magnetic South Pole (don't worry, the last time this happened was 780,000 years ago).
9. During World War II, the British game company Waddington PLC altered several **Monopoly** games by sealing silk maps into the game boards, shuffling real money in with the fake, and adding new playing pieces such as a working compass. These special games were then shipped to prisoner-of-war camps to help prisoners escape!
10. The oldest globe on record dates back to around 1,500 and is carved on the surface of an ostrich egg. It's also the first time the phrase "**here be dragons**" appears on a map (in Latin: *hic sunt dracones*).



People You May Meet on the Pirate Stream



WHO IS YOUR FAVORITE?

Read *The Map to Everywhere* and get to know them all!



FIN

For Fin, thieving is easy. After all, no one can remember him for more than a few moments. You might forget him right in the middle of a...

Who? Oh, right. Being forgettable makes thieving easy. But it sure makes being a 12-year-old boy with no friends or family hard. Fin knows his real mother is out there somewhere, thinking of him. If only he could steal a clue about where...



MARRILL

Marrill didn't move to Arizona by choice. She's used to following her parents from adventure to adventure, jumping off of waterfalls in the rain forest or chasing reindeer across

the Arctic Circle. But now that her mother's sick, the adventures are over; she has to learn to be normal, for her mom's sake. Or at least she would if she hadn't gotten stuck on a mysterious ship that sailed out of nowhere and into an empty parking lot. Now she has to get home, and with any luck, bring some of the magic she's found back with her.

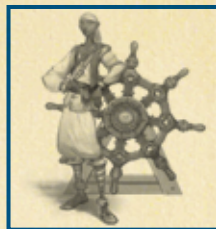


THE GREAT WIZARD ARDENT

Perhaps you have already heard of him? Or so he hopes.... While magic is everywhere, true wizards are a rare and powerful thing on the Pirate

Stream, and Ardent is one of the greatest. Recently he's learned that one of his closest friends from years

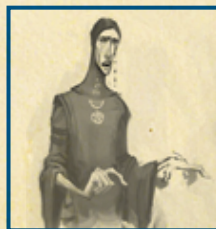
ago may be in trouble and he's taken off aboard the good ship *Enterprising Kraken* in search of her. While Ardent is perhaps the most knowledgeable wizard on the Stream, be wary of asking him too many questions unless you have plenty of spare time—Ardent's never explained anything in less than a day and a half.



COLL

The mysterious captain of the *Enterprising Kraken* feels the pull of the tide like it's on the back of his hand, and who knows, maybe it is. He's not telling. The opposite

of his travelling companion Ardent, Coll isn't much on words, but he knows how to shout a ship's crew into shape, even if they are all mutant mice and living ropes. Though he can't be more than 16, sometimes if you catch him staring off toward distant horizons you'd swear he was much, much older. So that's weird.



THE ORACLE

If you get a letter marked with a dark splash, be afraid. If you feel sad and you don't know why, fight it. And if you see a pale figure, dressed in dark robes and babbling about the

end of the Pirate Stream, run. Because once you're close enough to see the black tears running down his face, fighting is pointless. You're part of his prophecy now. And nothing can stop it.

