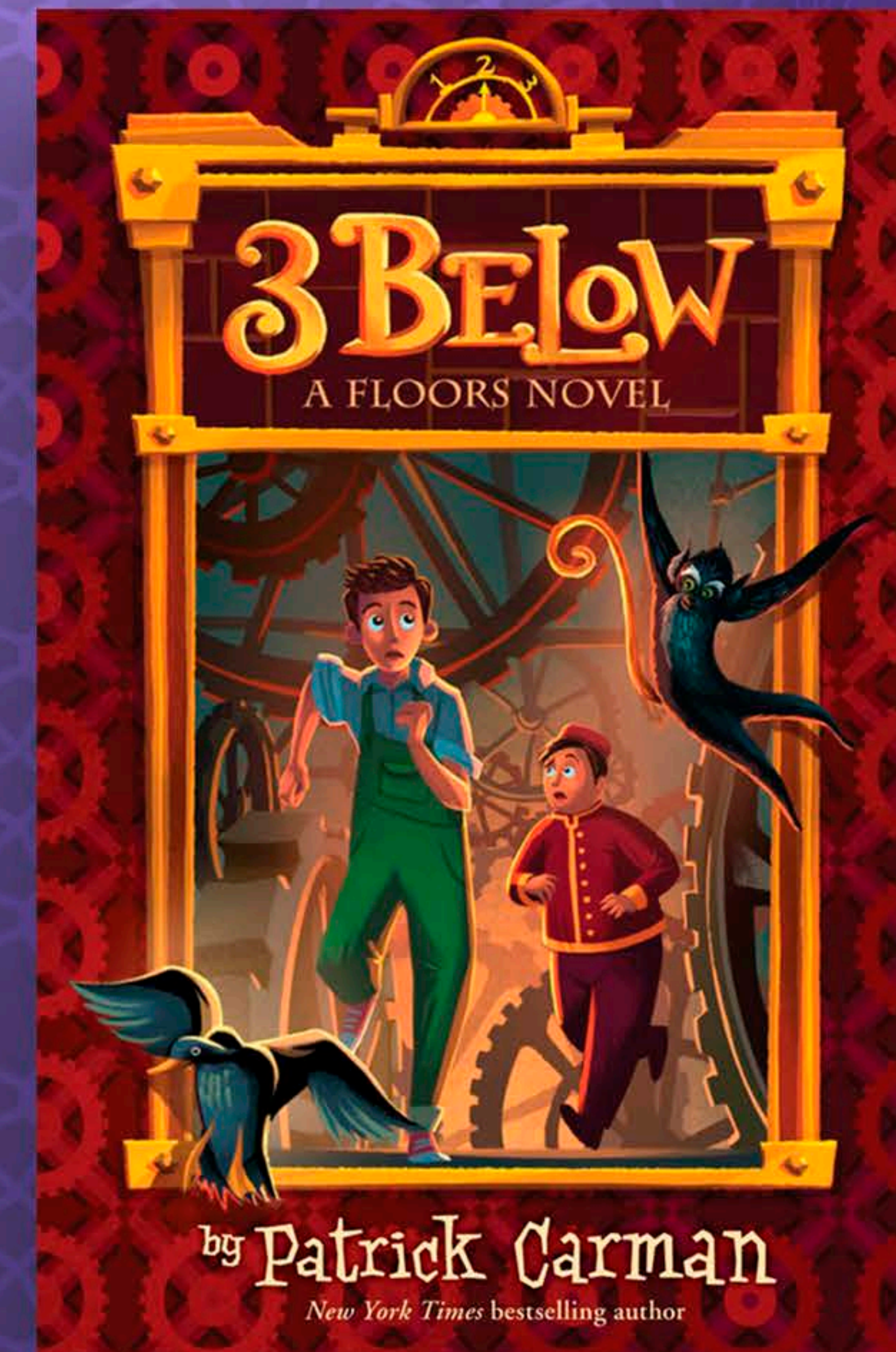
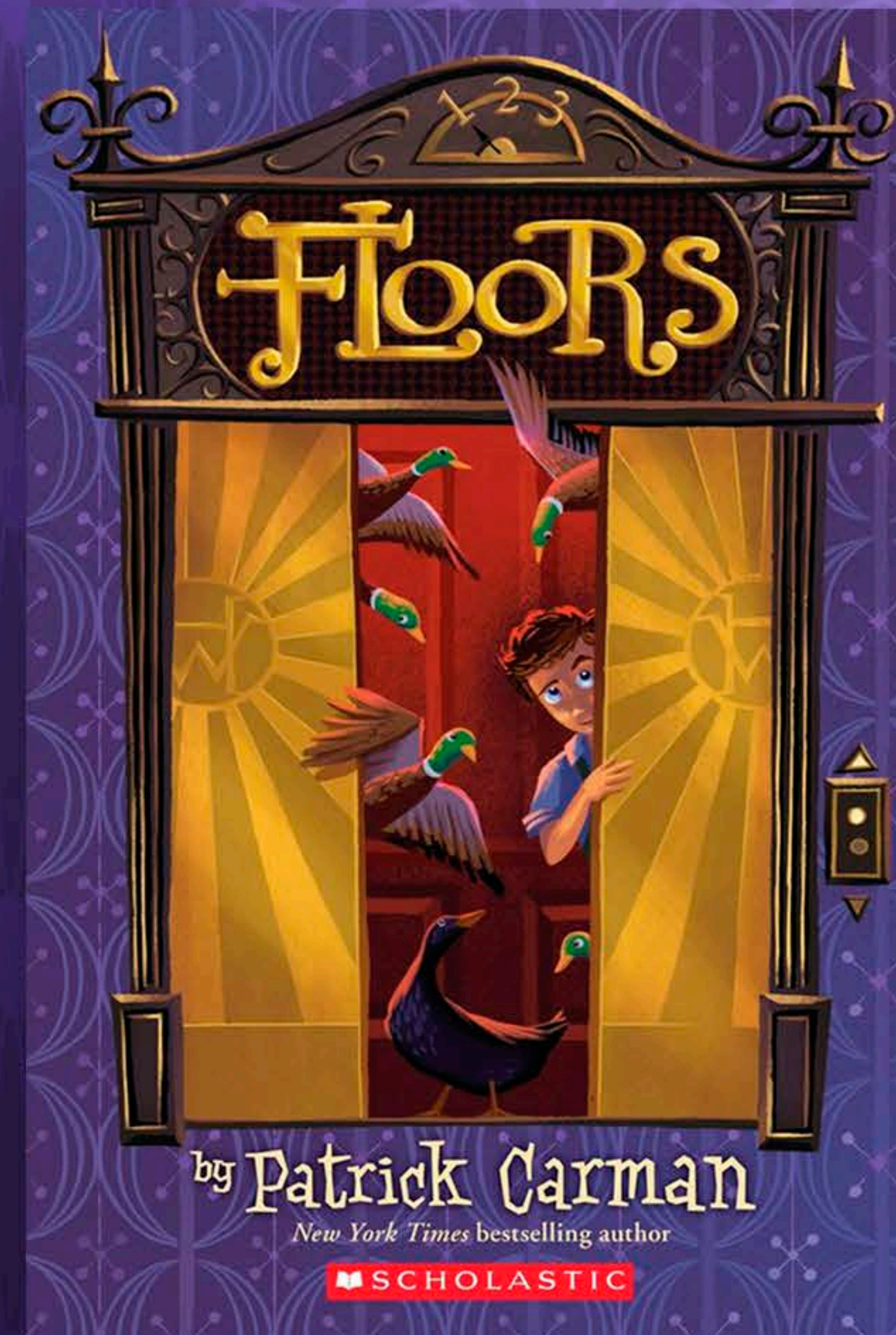


Patrick Carman's

# FLOORS





## ABOUT THE BOOKS

Award-winning, *New York Times* bestselling author Patrick Carman has over five million books in print around the world.

Since its publication in 2012, the *Floors* trilogy already has more than 300,000 copies in print and has won the following awards:

- 2013-14 Florida Book Award Short List
- 2012 National Parents Choice Award Winner
- 2012 UK National Reading List recipient
- 2012 Fantastic Book Award, UK



## SERIES OVERVIEW

There's no place on Earth quite like the Whippet Hotel. Each and every floor is full of hidden secrets, the guests are wonderfully weird, and Mr. Whippet's prized ducks are roaming around everywhere.

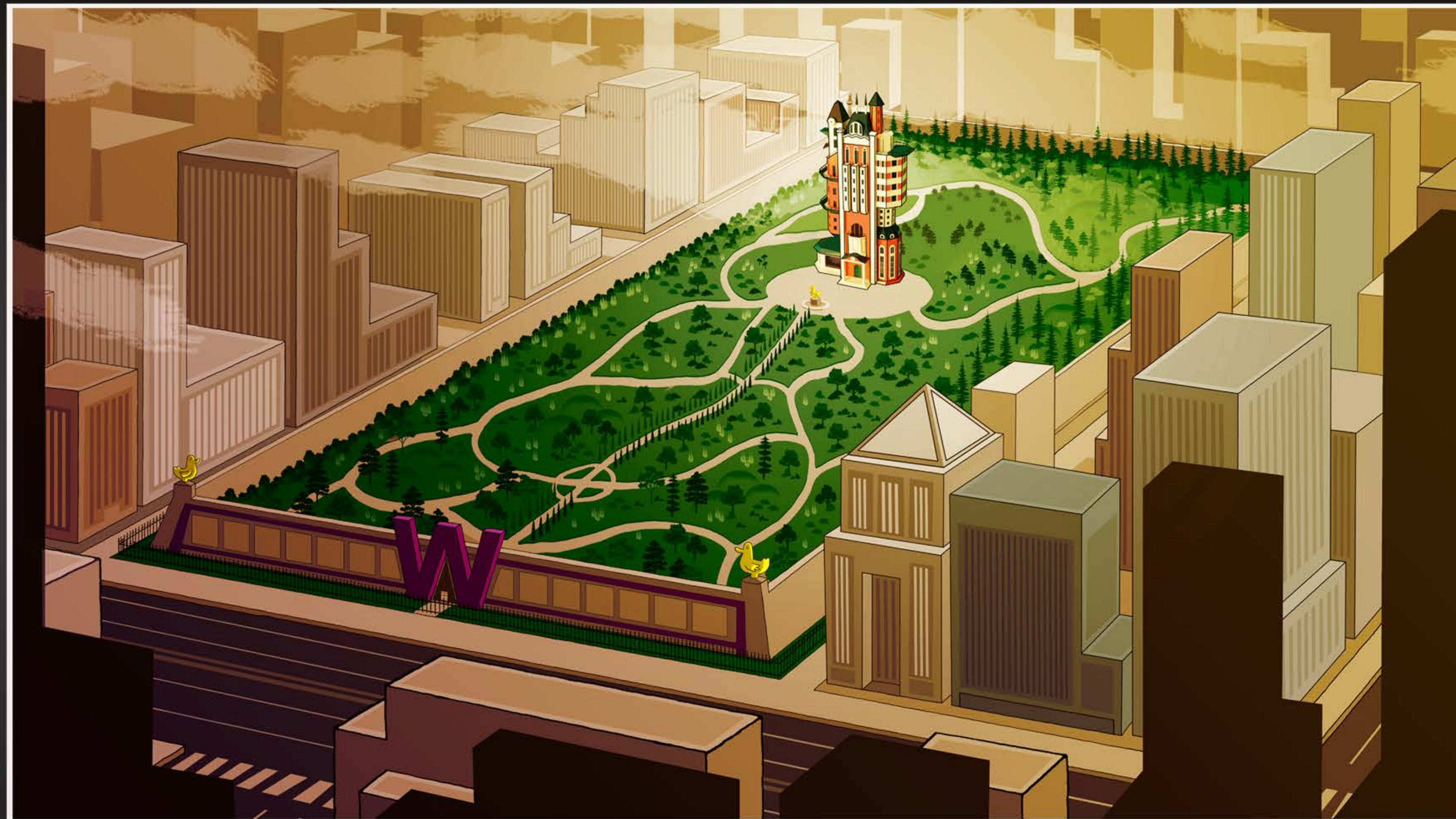
When Mr. Whippet himself, the hotel's mysterious owner, suddenly disappears, ten-year-old Whippet resident Leo Fillmore, son of the hotel's maintenance chief, is convinced that he's meant to find him, along with a new friend - eleven-year-old new bellhop Remi.

Soon, cryptic boxes start showing up - boxes that lead to hidden floors, strange puzzles, and wild adventures in the hotel. As the mysteries deepen and everyone becomes a suspect, there's only one thing Leo and Remi know for sure:

The future of the Whippet Hotel depends on them!



# THE WORLD



The Whippet Hotel is the most talked about, exclusive, iconic, and mysterious hotel in New York City. People are desperate to stay there, and every businessperson in the world wishes they could buy the land it sits on, parklike grounds, surrounded by enormous skyscrapers on all sides

# THE HOTEL

Unlike most hotels, the Whippet is its own world and holds many secrets in its notoriously intricate and over-the-top design. At the Whippet, the *hidden* floors are the most outrageous: one floor is pinball themed, another is spooky, there's a room of robots, and even a flying farm floor. The hotel also has strange and unusual devices, one-of-a-kind technology, numerous tunnels and passageways, hidden doors, attics, elevators, and an ever-present flock of needy ducks that live on the roof.

In the Lobby, on the desk of Ms. Sparks, the hotel manager, there resides a unique system to send messages all around the hotel; it involves all kinds of specialized cards, ticker tape, and tubes.

In the Basement of the Whippet Hotel is a central control center consisting of bells, buzzers, lights that flash and spin, dials, banks of buttons, meters showing water pressure readings and temperatures, a horn with brass pipes that twist all along the basement's ceiling, and a shark's head that delivers a running tab of assignments for Leo and his dad, Clarence, the two-person maintenance crew.

The hotel has custom key cards that allow entry into certain places: green cards for short-termers, yellow cards for long-time residents, VIPs get blue cards that open hidden doors, and red cards can be used only one time before they disappear into the wall forever. A rare Pronto card will let you travel at breakneck speed on the Whippet elevator.

# THE FLOORS

- LIBRARY
- ROBOT ROOM
- JUNK ROOM
- PONDS AND GAVES
- HAUNTED ROOM
- FLYING FARM
- CENTRAL PARK
- PUZZLE ROOM
- TRAIN ROOM
- CAKE ROOM
- BOWLING ROOM
- PINBALL ROOM



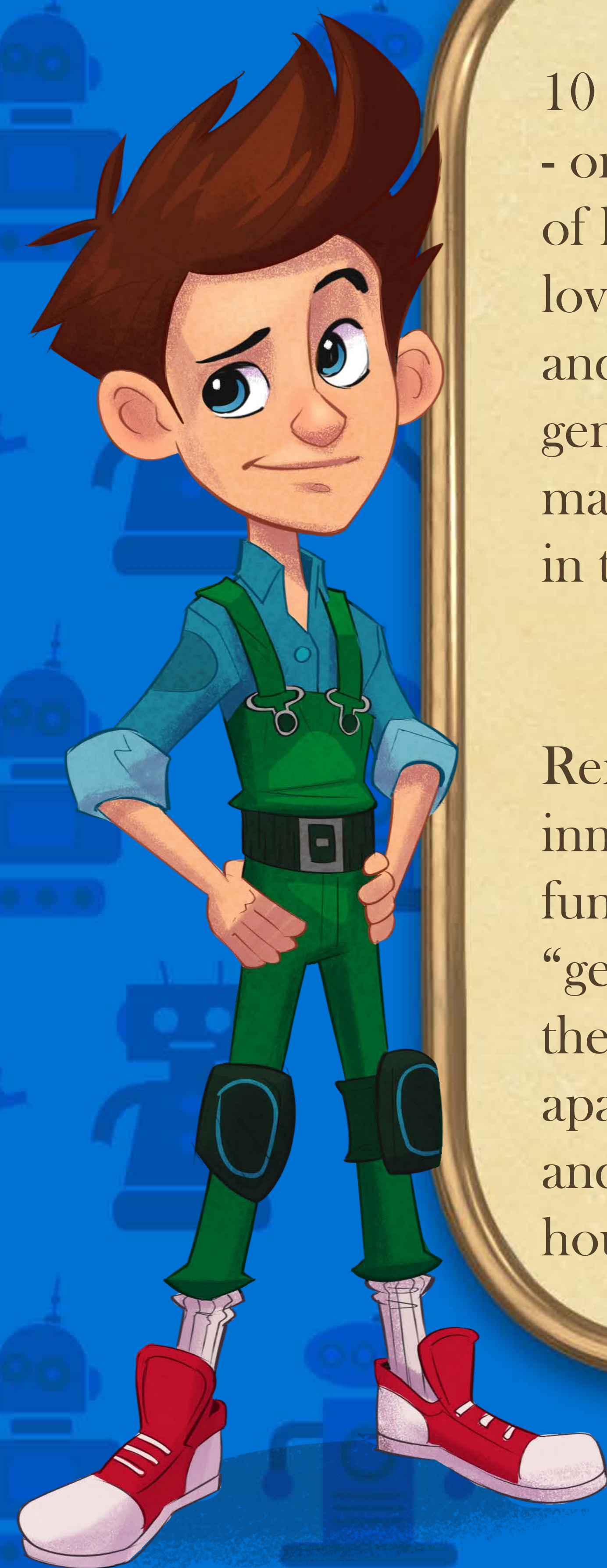
# LEO & REMI

## LEO FILLMORE

10 years old, is one of our heroic duo, along with Remi. Leo knows his way around the Whippet Hotel inside and out - or so he thinks. Leo prides himself in figuring things out and has an engineer's mind, but he also has a great sense of humor and imagination, coming up with fun, funny scenarios and "what-ifs." Leo is dependable and on-task. He loves a good mystery and the Whippet always delivers. Leo appreciates the wonderful weirdos who live in the Hotel and tries not to take their demands or strange habits too seriously. He's gets a kick out the Hotel's ducks and has a genuine friendship with Betty, the head duck. Leo is the trusty assistant to his dad, Clarence, the Hotel's maintenance man. Leo and Dad live in their own apartment space in the Hotel's basement boiler room. Leo has only really lived in the Whippet Hotel.

## REMI

Remi, 11 years old, is the other half of our duo. Remi is inherently confident, and uses her street smarts coupled with her innate logical thinking to step back from a situation, problem, or puzzle to better figure things out. She is quick with a funny quip and is intrigued by "characters", wondering what people are up to, what makes them tick. Remi instinctively "gets" how odd the Whippet Hotel and likes peeling away a good mystery. Remi works hard and likes her new job as the Whippet's only bellhop - spiffy uniform included! Remi's worldly, in her way, since she's lived in various apartments with her mom and gone to work at other hotels with her. Remi is proud of her Latino heritage and has traveled a bit with her dad. Remi comes to work every day with her mother, Pilar, who is in charge of housekeeping.



## LEO & REMI

Leo and Remi are both “hotel” kids, having each spent their childhoods in them, and feel a bond over the hotel being home. When we meet them, Leo has an insider’s view of the Whippet while Remi has a newcomer/outsider’s view. We’ll follow newcomer Remi as she observes the complicated Whippet Hotel for the first time.

At first, Leo is stand-offish, not entirely forthcoming about all the secrets he knows about the Hotel and missing owner. Though, early in Day One, Remi instinctively “gets” that this is not a normal hotel. It’s unlike any of the conventional hotels she’s spent time in at her mom’s former jobs. Remi and Leo start to gain each other’s trust after Remi finds a mystery box in an elevator. Remi, naturally curious and intuitive, knows that this mystery is just one of many that Whippet holds. Leo opens up.

Trying to figure who sent the box and why, leads Leo to show Remi his secret Investigations Board – the start of his compiling clues and “persons of interest” (the Hotel’s residents and staff), all stemming from the disappearance of Merganzer Whippet. Remi is very interested in helping solve this mystery. Becoming a detective team works as the two kids’ strengths and weaknesses compliment each other. They realize that. Leo is more detail oriented and Remi, among other abilities, steps back to see the bigger picture. As a team, they feel like they own the hotel as more mysteries and secrets are discovered that only they seem to know about.

Besides the bond of the many Hotel mysteries, Leo and Remi become inseparable friends who like hanging out and who make each other laugh. They see that they both take their Hotel jobs seriously and are both responsible. They realize that hard work, exemplified by Remi’s mom and Leo’s dad, is the foundation of a good, strong person. Neither kid is a complainer. They’re doers.



# CHARACTERS



## CLARENCE FILLMORE

Leo's dad. Diligent, dedicated, no nonsense, patient. Relaxes by communing with nature. Clarence Fillmore can fix nearly anything that breaks in the Whippet Hotel. A long-time widower, he has a growing bond with Pilar, Remi's mom. Maintaining the Whippet Hotel requires an encyclopedic understanding of architecture, custom built machinery, cooling systems, heating systems, plumbing, electrical wiring, and unique contraptions in mixtures of old school and cutting-edge technology. Leo and Clarence live in the hotel's Basement boiler room. It's small but they make it work and have managed to turn it into their cozy home, an oasis from the hustle and bustle of the wacky Whippet Hotel.

## MS. SPARKS

Desk clerk and hotel general manager. She is very corporate, making rules and enforcing them in a calm, steely manner. She is all about efficiency, but Ms. Sparks does have a lighter side that reveals itself in private moments. With Mr. Whippet gone, Ms. Sparks is the defacto leader of the hotel.





# CHARACTERS



Mr. Phipps – the Hotel gardener/landscape guru.

Pilar – Remi's mom, head of Housekeeping, oversees ordering hotel supplies and is the resident expert on all. Off-hours she pursues her real joy – drawing and painting cool portraits and murals.

Bernard Frescobaldi – evil land baron, determined to buy the Hotel.

Captain Rickenbacker – a tech multi-multi-billionaire who gave it up to live a slower life. Loves living in the Whippet Hotel. Wears a red cape. Vivid imagination and spontaneous storyteller.

Mr. M – Captain Rickenbacker's imaginary arch enemy.

Lily Ann Yamato – Robotics genius, very private. She likes to test her robots in the hotel, and has a dog named Hiney who hates ducks.

George Powell – Merganser Whippet's lawyer – in covert communication with Leo.

Teddy Bump – Former child actor, loves popcorn.

Mr. Yancey – zillionaire.

Nancy Yancey – his wife. Sweet and friendly. Most of the time. The opposite at other times.

Jane Yancey – ♀, cranky, rich, spoiled, bored, suspicious heiress to the zillions. Jane is also lonely and we see early on that she yearns to be besties with Remi and Leo.

Amy-Amy Kurtzmellon – Long-stay tenant, prolific and secretive writer who has sold millions of books under different pen names. Her true identity is unknown to her legion of fans.

Merle – a flying goat Leo and Remi discover in the Farm Room.

Blop – a small, talkative robot that befriends Leo and Remi after they discover the Robot Room.

# MERGANZER WHIPPET



## MERGANZER D. WHIPPET

Mysterious builder and owner of the Hotel. Dapper. Carries a cane. **EVERYTHING** in the Hotel was thought of, designed, and constructed by Merganzer D. Whippet. Only he knows every intricate design secret of the Hotel, and how every custom-made system works.

Before Mr. Whippet disappeared, he took Leo under his wing, showing him around the hotel (to some extent), sharing with him stories of how things were invented and how the hotel runs, and trusting him with taking care of his beloved ducks, especially head duck, Betty.

# DUCKS

The ducks are among the many obsessions of Merganzer D. Whippet. He loves his ducks. A lot. They are pampered and given preferential treatment. Before his disappearance, Mr. Whippet trusted Leo with the management and care of the ducks.

Managing the hotel ducks is a many-times-a-day job of Leo's that can be a challenge because the ducks definitely have their own agendas. Leo rolls with it all, but Ms. Sparks hates the ducks and can't stand when they visit the lobby.

When the ducks are well fed and pampered, they are happy, but when they are hungry and left alone, they get restless and very irritable, wreaking havoc on the hotel and its unsuspecting guests.

BETTY is the head duck and hilarious third wheel for Leo and Remi. She has an air of importance, is a definite individual, is a born leader, and is a good deal smarter than most would believe. Betty has her own ankle "quaky-talkie" she uses to communicate with the other ducks. Betty is often useful when Leo and Remi are trying to solve a puzzle or elude detection from Ms. Sparks or nosy Jane Yancey.



# STRUCTURE

Each episode follows Leo and Remi as they do their respective jobs and unravel the ever-evolving mysteries of the Whippet Hotel.

Leo and Remi maintain a hidden map of the hotel and 'Investigation Board' of all the Hotel residents, guests, and employees, adding to it with each episode as the many mysteries of the Whippet are revealed. In about half the episodes, Leo and Remi find a new mystery box, each a different color, that has a cool mini-model of a theme room inside it. That and the puzzle in the box - which they solve - leads them to the new, never-seen-before themed room.

In the mystery theme rooms, Remi and Leo have a unique challenge - from playing a room-sized game of pinball to being on a farm and dealing with flying animals! After figuring out how to overcome and win the challenge, there's always a new Key Card for the kids. They collect them all, figuring these are clues to a bigger mystery. They are. Meanwhile, most episodes also reveal odd or downright suspicious behavior from one or all of the residents or Ms. Sparks, or shady unseen characters outside the Hotel gates.

Remi and Leo note them all on their 'Board' as their investigation unfolds. Some clues are 'hot' and helpful, some 'cold'. Though obsessed with the world of the Whippet, the friends are aware of how strange and borderline dysfunctional it is, and constantly joke about the ducks, the endless rooms, and the silly residents.

One young resident, Jane Yancey, 6 years old, is a constant in Remi and Leo's day - she snoops on them, appears out of nowhere wanting to play or tag long, is intrigued and asks lot of questions, ultimately wants to be the older kids' friend.



# PUZZLES



Leo and Remi discover the Whippet is full of puzzles leading to secret rooms that could help unravel the larger Hotel mysteries. The puzzles are found in plain sight, such as in the main elevator, a picture in the lobby, or the giant grand piano. Other times they can be found in odd places: a constellation seen from the roof, a duck's footprint, even inside a toilet!

An online component may be developed where the audience can piece together the puzzles and see how they fit into the larger mystery of the meticulously-designed hotel.

# SEASON ONE

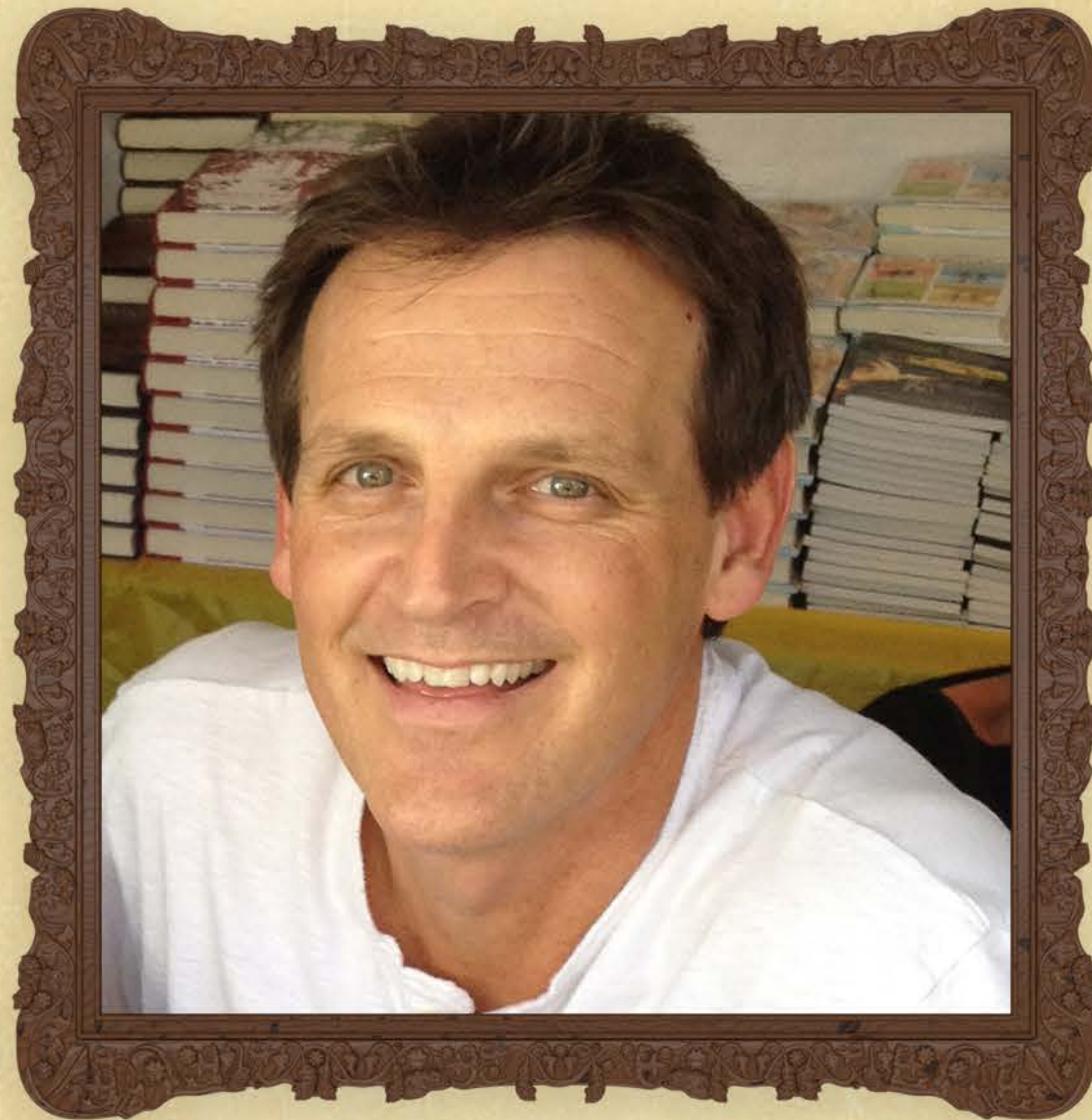
## SEASON ONE OVERVIEW

The main series mystery is the sudden disappearance of Merganzer D. Whippet. He's gone without a trace. This is strange on many levels, because Mr. Whippet is very compulsive and in-charge; he usually leaves detailed instructions about everything. In Episode 1, Leo and Remi meet and team up after Remi finds a "random" purple colored box. The contents are clues that lead the kids to a never-seen-before mystery Hotel room. It's a Pinball Room. After playing and completing the pinball challenge, Leo and Remi collect a Keycard. Another mystery! Though Leo and Remi suspect that the box, cool themed-room, and keycard may come from Merganzer, they have no direct proof.

Suspense, clues, and episodes build as more boxes (each a different color, each with a new puzzle to decipher) show up around the hotel, new floors and life-sized theme rooms (a Central Park room, a robot room, etc.) are discovered, and some of the Hotel residents as well as Ms. Sparks start to act more and more suspect. Betty, the head duck, is a trusted team member with Leo and Remi, acting as a diversion, a knowledgeable guide, and instinctual detective at times. Each episode will end with a cliffhanger - a new box found, or Leo and Remi trapped in a strange new room, and/or Jane Yancey on Remi and Leo's trail, or iffy/fishy behavior by an adult in the Hotel. Leo and Remi find six boxes throughout Season 1 and keep them secret (even from their parents) along with the six keycards. They record all their suspicions and clues on their hidden basement 'Investigations Board' under Leo's bed.

As the tension and intrigue grows, both Remi and Leo remain really into all the quirky aspects of the hotel - the amazing one-of-a-kind technology, the thrill of a new discovery every day, and managing a flock of cantankerous ducks. Season 1 culminates in Leo and Remi having to figure out a series of puzzles and using the keycards, remembering the color of the mystery boxes, and finding an old and unique key (Merganzer's that hangs in the Hotel lobby) to open the most mysterious door. The question of where Merganzer Whippet went is answered, and Leo and Remi learn that they've passed many tests and their lives are about to change. It's awesome and aspirational for Remi and Leo to live in the Whippet and in Season 2 they will have huge responsibility as a new, hidden part of the Hotel is revealed!

# THE TEAM

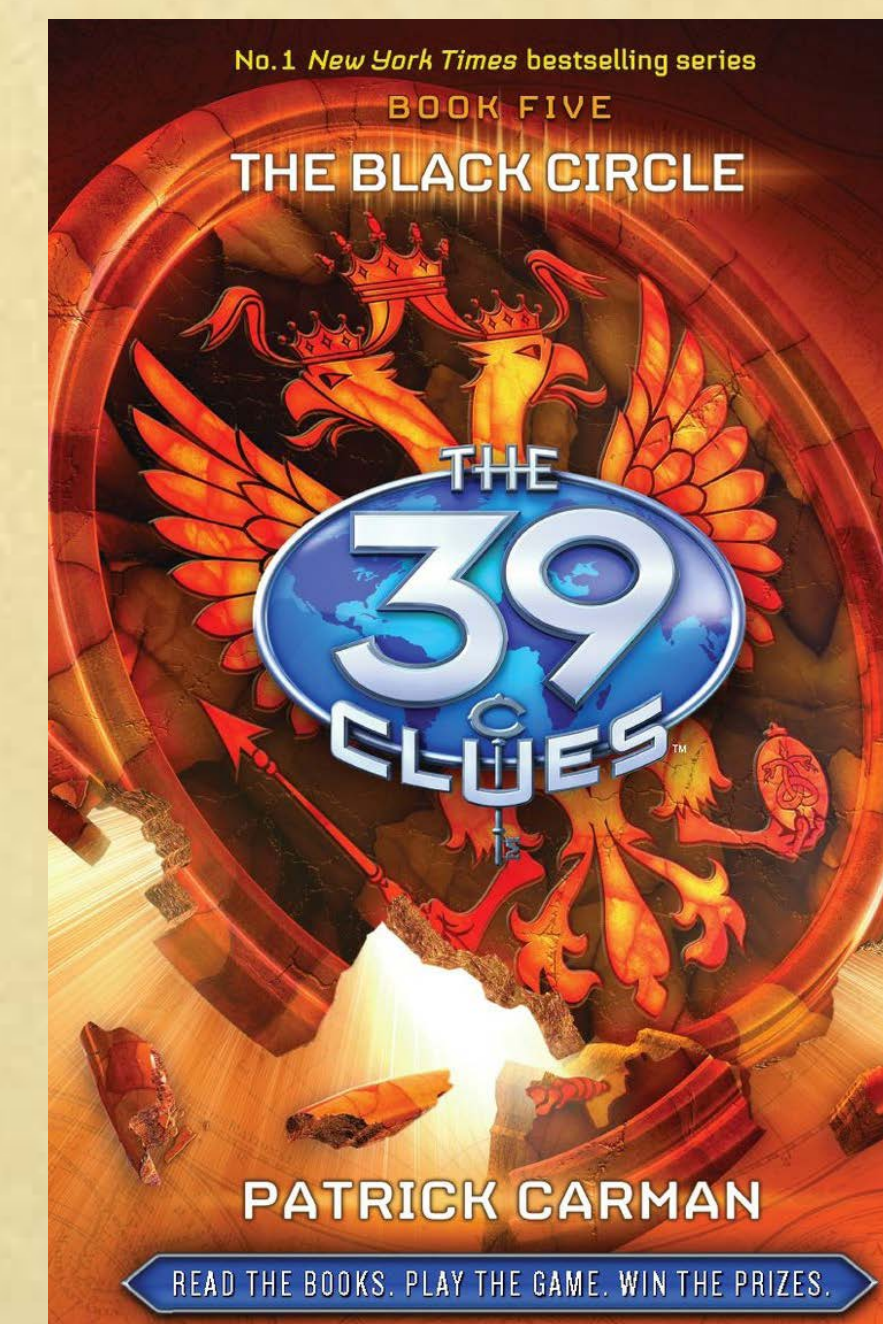
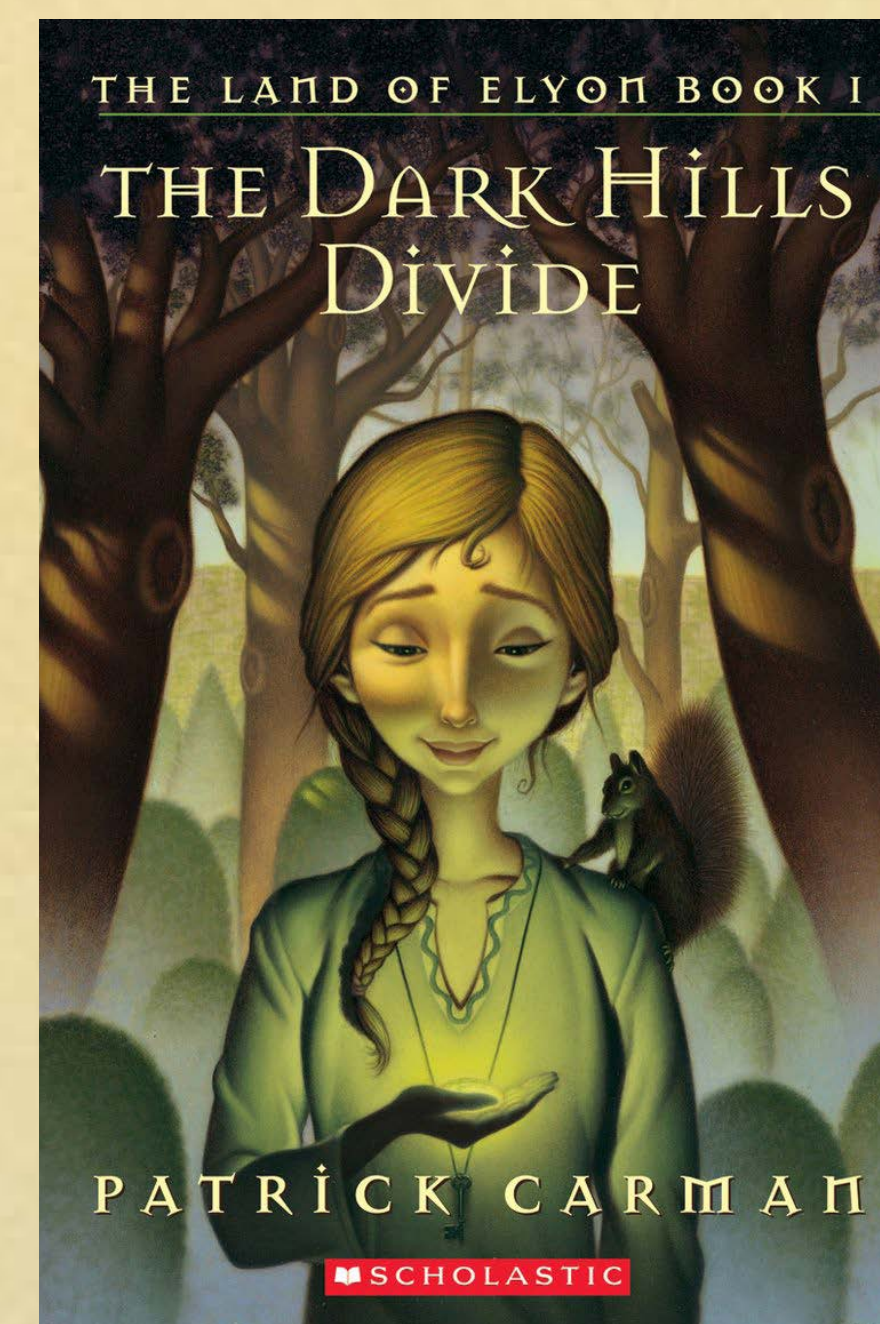
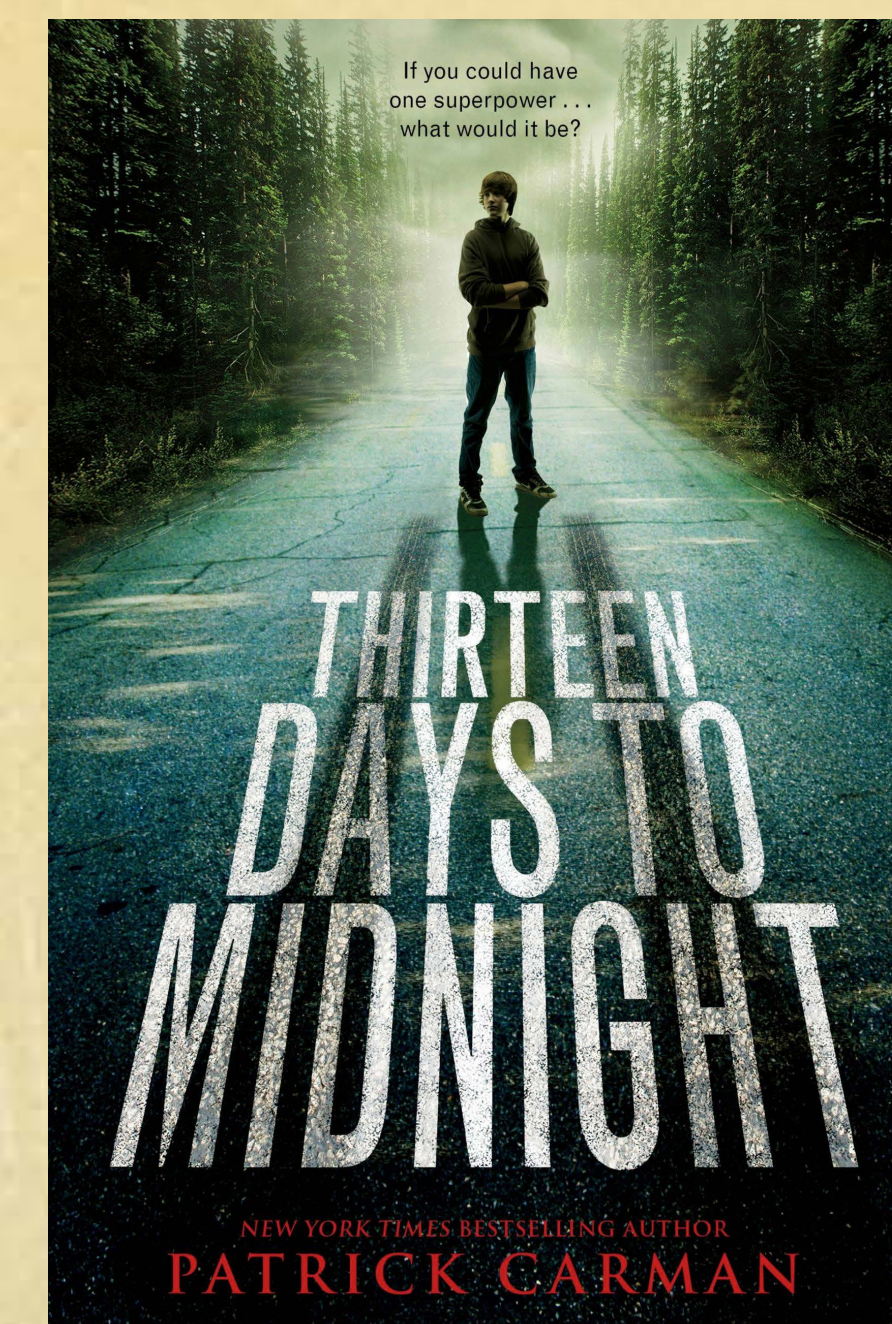
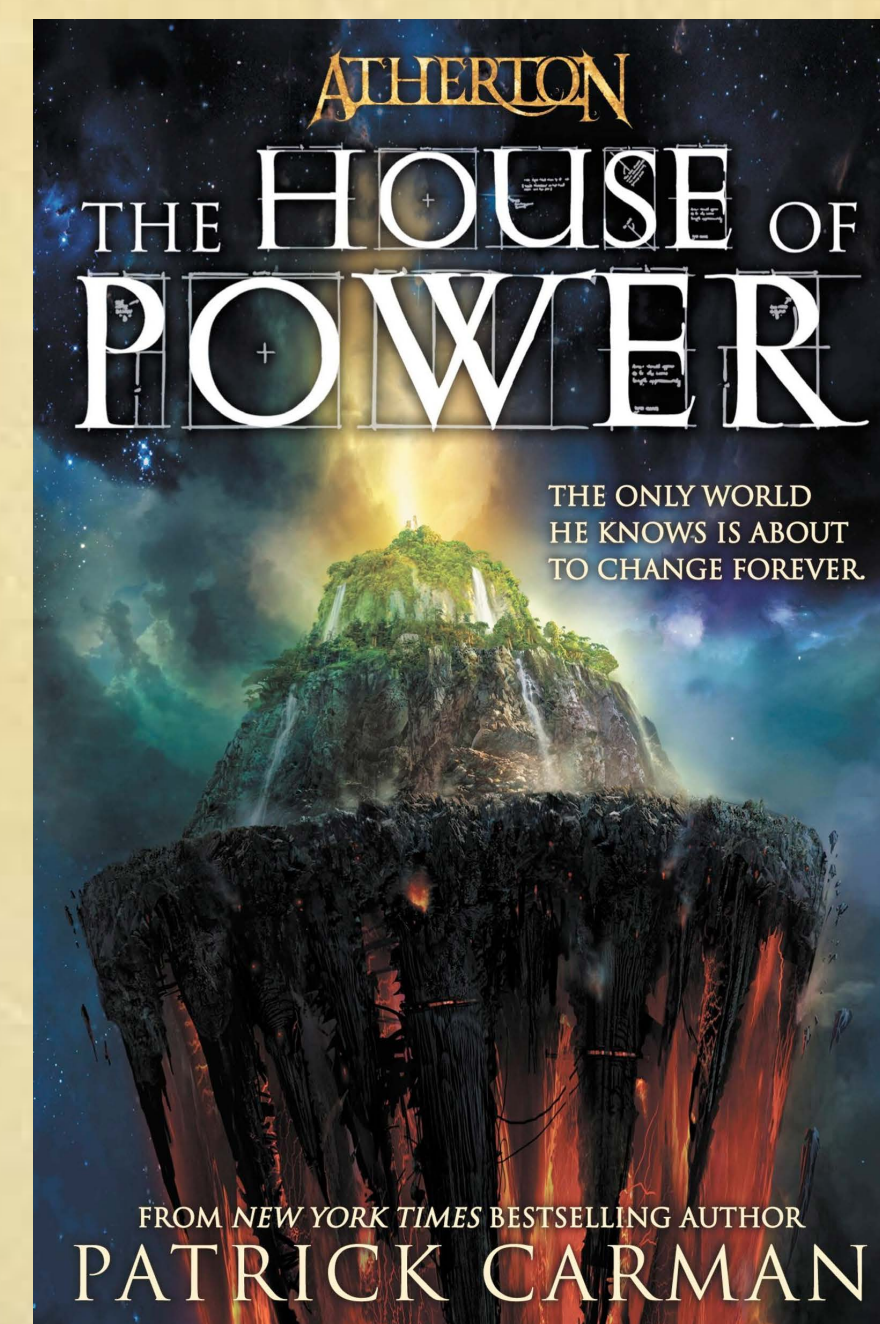


**PATRICK CARMAN**  
CREATOR, WRITER

Patrick Carman has 5 million books in print in 20+ languages across dozens of titles. He is known in the creative community as a top leader in 21st century story development and marketing and has spoken on the TED stage about the confluence of books and technology. He has created some of the most iconic multimedia reading brands in the world including Skeleton Creek, 39 Clues, and Voyagers.

A multimedia pioneer, Mr. Carman often uses technology, videos, and games to bring wired kids back to books. Millions of young readers have read, watched, and played multimedia books Mr. Carman has produced including The 39 Clues, Skeleton Creek, Trackers, and Voyagers.

Mr. Carman is an inexhaustible public speaker who presents at events throughout the year including the National Book Festival, the LA Book Festival, and the American Library Association national conference. He has spoken to hundreds of thousands of students at over 2000 schools across the country.





# THE TEAM

## RACHEL LIPMAN WRITER, SHOWRUNNER

Rachel Lipman began her writing career at age six with a note to her parents protesting their early bedtime policy. They sent it back with revisions. Currently, Rachel is an Emmy Award-winning television writer, story editor and producer of children's entertainment whose work has garnered three additional Emmy nominations, an Ani Award nomination, and Cynopsis Kids Imagination Award. Recent show-running credits include "Splash and Bubbles" for PBS Kids, and story consultant/writer on PBS Kids' "Let's Go, Luna." Other writing credits include: PBS Kids' "Ready, Jet Go!", "Dinosaur Train", "Pinkalicious" the upcoming "Elinor Wonders Why", Nickelodeon's "Abby Cadabby", "Fuzzly Catcher," "Llama Llama"/Netflix, "Goldie and Bear"/Disney, "Dorothy and the Wizard of Oz/WB and "Pound Puppies"/HUB. Earlier writing credits include Nickelodeon's "Rugrats", MTV's "Daria" and ABC's "Recess". Producing credits include Nickelodeon's "Hey, Arnold" and ABC's (live action sitcom) "Sabrina the Teenage Witch," Development partners include Henson, The Fred Rogers Company, PBS, Wind Dancer Productions, CAKE Entertainment and Amazon Studios.

## JOE PURDY WRITER, SHOWRUNNER

Joe Purdy has worked extensively in television, producing and writing for series at Netflix, Nickelodeon, Disney Jr, Disney Channel, Cartoon Network, ABC, The Jim Henson Company, and PBS. Currently, Joe is the showrunner on Netflix's 'Llama Llama', He has also run shows at Nickelodeon and PBS. Joe co-wrote the recent 'Hey Arnold!' movie, and, back in the day, was the story editor/co-head writer on the long-running Nickelodeon series. Joe has been story editor on many shows, including several for PBS ('Dinosaur Train', 'Arthur'), and is a creative consultant for Netflix and others. Joe has written features for Paramount, Warner Bros., and the Jim Henson Co. He is developing series for Apple TV, and with Starburns Industries, among others. He has also developed series (animated and live action) for Amazon Studios, Spike TV, Cartoon Network, Disney Channel, Nickelodeon, the NFL, and ABC. Joe has written freelance episodes for over 50 series. He's been nominated for several Emmys and won once. Joe has also had plays produced in New York and LA. He makes a very good omelet.

# EPISODES

## EPISODE 1 GROUND FLOOR

Leo meets Remi; Mr. Whippet is missing.

Leo meets Remi, the new bellhop, and shows her around as we see the strange, cool, mysterious Whippet Hotel through fresh eyes. Cautious at first, Leo's trust of Remi builds, as they spend more time together, and then she finds a mysterious purple box with a message inside to "play to win." Leo lets Remi in on his investigation of what happened to the hotel's designer/owner, Merganzer D. Whippet, who has disappeared. Leo and Remi solve a riddle in the purple box and end up on a never-seen-before floor in a Pinball Room. Leo and Remi officially team up (along with Betty the duck) as they play and win the room size pinball game, and get a mysterious keycard and message at the end, telling them to "stay true blue". Is this the only secret room in the Hotel?

## EPISODE 2 SUSPICIOUS MS. SPARKS

Leo and Remi investigate Ms. Sparks.

Although Betty keeps trying to get their attention, Leo and Remi send her up to the roof while they look for clues about Ms. Sparks, who has worked at the Hotel "forever," is evasive about Merganzer's disappearance, and is seen outside talking to an unknown person in a car. Remi then discovers that their mysterious keycard from the Pinball Room opens Sparks' office! The kids quickly look in, see plans for a new hotel on the wall, and narrowly escape discovery by Ms. Sparks. But something's still bothering them - they haven't checked on Betty in a while, and she's always been there when they need her. They figure out what "stay true blue" means - stick with your friends (especially your duck friends!) When they find her up on the roof, Betty shows Leo and Remi why she wanted them up there - she's found a blue mystery box.

## EPISODE 3 BABYSITTING JANE

Leo and Remi babysit Jane Yancey while they deal with the challenge of a mysterious Cake Room.

After they solve the riddle in the box, they end up with another message, "look out for the little things" and are about to head to a new unknown floor and room... Leo and Remi find themselves babysitting for bratty little Jane Yancey when her mother doesn't take "no" for an answer. Leo and Remi agree that even though they dread having her along, this may be what the message meant. As it turns out, Jane's curiosity and questions inadvertently help Leo and Remi discover the Cake Room! There, Leo and Remi (with Jane's help) have to follow detailed instructions and make several specific cakes in a fun, timed "Master Chef Jr."-esque scene! They complete the task on time, and festive balloons descend and upbeat music plays! This distracts Jane from seeing Remi and Leo find another, newer keycard.

## EPISODE 4

### THINGS THAT GO BUMP IN THE WHIPPETT

Leo's Dad and the Whippet are both under the weather.

Leo and Remi deal with all kinds of repairs, with no time to test out the new key card and figure out what it opens. As they work, they discover another hidden message, "take care". What could that mean? Just then, Clarence comes in, feeling sick. Leo immediately ditches plans for more investigation as he volunteers to take over his dad's jobs for the day. Remi helps with other tasks, and both realize that Leo's dad and the hotel both seem to be ailing - is that what the message means? Maybe when Leo's dad feels better, the hotel will, too? Together, the kids sneak back into Ms. Sparks' office with the new key card, where they see the blueprints for a new hotel, note that Merganzer's signature is missing from where he was to sign at the bottom of the blueprints, see a date 10 days away in red. Then, Remi spies a small model of a new Hotel. Is this to take the place of the Whippet? Leo and Remi sneak out in a laundry cart and are at the front door just as a Delivery Person enters with a box: "For Ms. Sparks - confidential."

## EPISODE 5

### A PARTY FOR A MISSING PARTY?

Leo and Remi see invitations for an upcoming birthday party for missing Merganzer Whippet.

Remi sneaks a peek as Miss Sparks opens the delivery box. In it are invitations to a birthday party for Merganzer Whippet. But, he's not here now, so, Remi speculates, maybe Sparks is trying to lure him back? Or, is someone else planning the party? The kids get called away by Mr. Phipps, the gardener, who has found a strange green box in a bird topiary he's just clipped. Early the next morning, Leo and Remi open the box and see it has a small model of a park and a riddle/message - "spend time in nature." They solve the riddle and travel to a newer, unknown floor and into... the Central Park Room. Remi and Leo overcome a challenge involving a runaway train, a boat race, and archery, and find a new keycard they collect before leaving. In the lobby, Ms. Sparks needs the kids to cover for her while she has her ballroom dancing class. Leo notices Miss Sparks' dancing shoes. They look familiar...

## EPISODE 6

### FICTION OR NON-FICTION?

Remi and Leo are alarmed when Amy-Amy's new novel parallels the Whippet Hotel, and has a shocking ending.

As Leo and Remi update the secret 'Investigations Board', they find another message, "get to the bottom of the story." Leo looks through an old book and finds a picture of Merganzer dancing, wearing a men's version of the style of shoes that Miss Sparks wore earlier. Leo remembers that Merganzer loves ballroom dancing. The kids vow to investigate. Then, Clarence calls - Emergency! - there's a fancy party for Amy-Amy's new book, and the Hotel's air conditioning is broken. As they help Clarence, Leo and Remi check out the new book, which is set at a Hotel much like the Whippet. They flip to the ending, and are alarmed to see the hotel residents take over when the owner goes missing! Leo and Remi promise each other that they WILL get to the "bottom of the story"- pinkie-swear.

## EPIISODE 7 NONSTOP BLOP

In the secret Robot Room, Leo and Remi meet talkative robot Blop, who wants to be their friend.

Another day, another mystery: From the Dining Room, Remi calls to tell Leo she just saw Jane Yancey come down the elevator holding a white box. Leo and Remi manage to distract Jane, making a switcheroo of boxes, giving Jane one full of cupcakes. Remi and Leo open the white box to discover a small robot room model inside, and a message: "Listen and learn." They find a new, strange half-floor ... the Robot Room. In the room, Leo and Remi navigate through a robot-world "video game", where they're chased by three 10-foot tall robots. Just in time, Betty shows up, as does BLOP, a comical, talkative robot. After collecting another keycard as they exit the Robot Room, Leo and Remi encounter Blop again, and realize what it means to listen and learn when Blop talks about weird mooing he's heard on one Hotel floor - where Teddy Bump lives.

## EPIISODE 8 MOO? WHAT MOO? Investigating Teddy Bump

Knocking at Teddy Bump's suite, Remi and Leo hear loud noises coming from behind every closed door. Teddy is friendly but tight-lipped. Who told them things were broken in his room? The noises from the other rooms are, Teddy says, just some friends who dropped by. Teddy pretends to not know Blop, but the robot is a motor-mouth and reveals too much about Teddy. Meanwhile, Remi is back at her bellhop position and sees Ms. Sparks outside talking to a construction foreman wearing a hardhat. Hmm. Suspicious. Later, Leo and Remi realize they have to stop motor-mouth Blop from telling EVERYONE everything he knows, and find him in the lobby holding court to a fascinated group of guests. Leo and Remi watch this scene and become trained on one thing - Blop is standing on a Red Box. A mystery box. And there's a mooing sound from inside it.

## EPIISODE 9 WORKING THE FARM

Leo and Remi cross paths with a strange figure in the secret room.

The red box has a small farm model in it. And a mini mooing cow. Leo and Remi try solve the riddle/message, "hard work pays off" and end up traveling to a mystery floor and into a Farm Room. A Flying Farm Room. That's what the message meant - farm work is some of the hardest there is! While working the farm, Remi and Leo evade a flying pig and goat, as well as a huge robot bull, and they keep thinking they see a shadowy figure of a person here and there. Leo and Remi get a new "prize" keycard, and escape from the room. Double mystery - why was there another person in a secret room, and who was it? Remi and Leo dash to the lobby just in time for the balloon delivery and to deal with a very temperamental band leader. The birthday party is at hand!

## EPISODE 10 IT'S HIS PARTY

In the secret Robot Room, Leo and Remi meet talkative robot Blop, who wants to be their friend.

The birthday party for Meganzer Whippet is full-fledged fun, but Leo and Remi are still trying to figure out who the Stranger was in the Farm Room, while having to help Sparks smoothly run the party. When Mr. Whippet's favorite song comes on, Ms. Sparks starts to dance and then, one-by-one, everyone then crowds the dance floor but only Leo and Remi seem to see Sparks dancing with a masked Stranger off to the side. That Stranger then dramatically blows out the candles on a large birthday cake... and disappears, shooting up through a skylight. The guests all love it, think it's all part of the party! Hyper-suspicious, Leo, Remi, and Betty sneak away from the party and snoopy Jane, to try to follow the Stranger.

## EPISODE 11 CHASING AND BEING CHASED Leo and Remi pursue the Stranger.

Remi and Leo chase the Stranger through the hotel. Captain Rickenbacker appears, also chasing someone - his invisible nemesis, Mr. M. He's convinced Leo and Remi are also chasing Mr. M. For the moment, it makes sense. At a fork in a secret tunnel, they part ways and Leo and Remi go through a secret passage that leads to the roof. There they lose the Stranger, but Betty joins in and helps track the Stranger to the top of the Double Helix elevator. The Stranger isn't there but a new mystery Yellow Box is! Inside it is an intricate color puzzle. Remi and Leo work it out and get onto the Duck Elevator. No button combo works till Remi figures it out - she pushes SIX colored buttons in the order of the colors of the boxes they found. The elevator takes them to unknown Floor 13. It's a fancy hallway with a confusing door with many locks. Leo and Remi work at it and find out that using the collected key cards from the various secret rooms unlocks the door! "We're closer to... something!" They hear music as they enter a cool, sitting room. It seem like someone was just there. Then Remi sees yet another door, with yet another unusual lock. This one is old fashioned, nothing like the kids have ever seen. Where is there a key that would ever fit this kind of lock? Remi and Leo search the area, try to use the keycards and other things they have, strategize about getting help from Clarence, maybe use tools to open the lock, etc. Then Leo recognizes something on the lock that reminds him of a key he's seen. He leads Remi and Betty back to the lobby. They hide behind huge plants and Leo points above the front desk where Ms. Sparks is - there's our key! It's the SILVER KEY hanging there, the original one Merganzer was given way back when! But, how do they get that key down from there... ?

## EPISODE 12 THE KEY TO MERGANZER

Leo and Remi's lives change forever!

In the lobby, the kids make a plan to get the Silver Key, but it takes Betty to help distract Ms. Sparks so they can all go back up the duck elevator, push the correct buttons and use the right combo of keycards and face the locked door in the sitting room. They try the Silver Key and it works! They discover they are in Merganzer's private Library. Inside, a thick dictionary lies open on a stand. One word is underlined... it looks like Mr. Whippet's name, but it's misspelled. "Merganser?" they discover its true meaning - "it's a type of duck!" No wonder Mr. Whippet always had a special affinity for Betty - he is named after a duck!

Another message is on the table, "a friend in need is a friend indeed!" Sure enough, they turn to loyal Betty, who has the key to unlock a box and there is the Deed of the Whippet Hotel. (a friend in DEED, they realize.) On the bottom of the deed are places for Remi and Leo to sign. Huh? In an understated way, Merganzer Whippet appears! He's delighted to see them, loves meeting Remi, and has a touching reunion with Betty! He tells them he's been watching them, sometimes from afar, and sometimes from nearby - he was even the mystery figure at his own birthday - he shows them the championship ballroom dance trophy he and Ms. Sparks won long ago. All is revealed - he tells the kids all the messages he left were tests of the qualities they would need to be owners of the hotel, because he wants to leave it in their hands! Ms. Sparks was only acting on his wishes, but he had sworn her to secrecy while he tested them. And, the blueprints they saw - those are plans for a new, bigger Whippet Hotel in Asia. Merganzer smiles, they're so fun to design, and one can't have too many hotels!

Leo and Remi show Merganzer their basement Detective Wall - all the rooms they've discovered, the complete map of the Hotel, etc. Merganzer is impressed. "I think you may have got it all..." Then he smiles, "Well maybe not all. Have you ever been on the staircase that goes down under here?" The kids and Betty look confused - huh? An elaborate staircase going down is revealed... Merganzer smiles again, Speaking of new hotels and new floors, he thinks the kids will be amazed by what's under this Whippet Hotel! Leo and Remi look at each other - No way! And this gets us into Season 2!