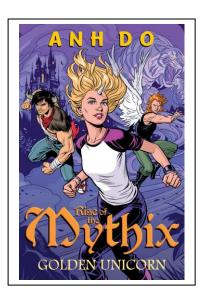
# Golden Unicorn: Rise of the Mythix 1

By Anh Do, illustrated by Chris Wahl

October 2019 ISBN 9781760525132 Paperback

Recommended for 10-14-year-olds



### **Summary**

The tyrant known as the Soul Collector hunts down anything that is beautiful, unusual or unique.

Kelly Swift is trying hard to be an average teenager, to fit in. But every day her powers are growing: she can run faster than the wind, she can hear people's thoughts—she is not normal.

When her mother is taken by the Soul Collector, Kelly can't linger in the shadows any longer. But who is she really? Can she be the one in the prophecy? Is she...the Golden Unicorn?

The Golden Unicorn, the Minotaur and the Griffin—only these three united to a common purpose can fell him who seeks to triumph over all...



Anh Do draws upon his lifelong interest in mythology to create the vibrant and relatable characters that appear in *Golden Unicorn: Rise of the Mythix 1*.

However, he has thoroughly updated the pacing and structure of this story to meet the expectations of modern young readers familiar with the Marvel and DC Universes.

The theme of ordinary teenagers recognising extraordinary attributes within themselves is given a fresh take in the character of Kelly Swift, who makes the unexpected journey from supermarket worker to superpower holder.

The text is amplified by illustrations which recall and build on classic superhero comics in their detail, drama and imagery.

#### Use in the curriculum

This series will provide fun reading for young reluctant and confirmed readers alike.

Heavily illustrated, it provides extra resources for the study of:

- mythology
- illustration and visual literacy
- genre
- themes of good and evil, greed and courage.



Visit <a href="https://www.allenandunwin.com/resources/for-teachers">https://www.allenandunwin.com/resources/for-teachers</a> for free down-loadable teachers notes, reviews by teachers, extracts and more. And sign up to the Allen & Unwin e-newsletter to receive monthly updates on new resources!

## In the classroom...



#### **Themes**

adventure
superheroes
good vs evil
greed
courage

#### Discussion questions

#### **Cover Design**

- Look closely at the cover and carefully consider its title, fonts, colours, illustrations (what do the three characters suggest about the type of story to come?) and other effects, such as embossing the book's title and author's name.
  - What do these elements make you feel, what genre of book do you expect, and what sort of things do you think might occur in the novel? Write a brief paragraph detailing your expectations.
  - After finishing the novel, go back to this paragraph to see whether your predictions of genre and events were correct.
- Why do you think the author named the series 'Rise of the Mythix'?

#### **Comprehension Questions: Chapter 1**

- William James found a chalice in the desert. By what name is this chalice better known? (page 3) Why is it famous in history?
- What other treasure did William James find and what supernatural power does this treasure give him? (page 4)
- What do you think the author meant when he wrote, "It amused William to think these artefacts of heaven and hell were here together, their forces united in defiance of their creators"? (page 4)
- Describe Stanley Solomon. What is he employed to do for William James?
- Why is William James known as the Soul Collector? What happens in Chapter 1 with the young boy, Roland Hill, to illustrate why James is the Soul Collector?

#### Characterisation

- How does Kelly Swift's character change over the course of the novel? Provide incidents in the novel that illustrate this change.
- Although terrified of William James, why does Stanley Solomon want to help Kelly?
- Did you feel any sympathy for William James? Give examples from the text that might explain why he has become so cruel to everyone around him.

#### **Visual literacy**

- Rather than using words, Marvel and DC comics often depict loud sounds, rapid movement or a character's thoughts visually. Turn to page 26 and describe how Kelly's superhuman speed is shown visually in the illustration.
  - Find three other examples each of sound, movement and thought shown visually later in the novel.
- "The world will suffer at his hands, yet hope remains." (page 52) How would you describe the font used to show the prophesy and why do you think it was chosen?

## In the classroom...



#### Mythology

- Write a paragraph about each of the following creatures in ancient mythology: the unicorn, the minotaur and the griffin. Include the special attributes each possesses.
- What do people most often mean when they call something a unicorn?

#### **Literary devices**

• On page 200, the author describes an attempt to capture Kelly's soul on canvas. This scene uses a series of adjectives and verbs that suggest action and colour. List three adjectives and three verbs that make this scene so exciting.

#### Just for fun

- The Northern Kingdom has a social media platform called LifeScape. Look at Kelly's feed (page 37) and come up with three headlines for stories that William James's feed might display.
- Where will the Mythix story go from here? List three things that might happen in Book Two. [Hint: at least one new character is shown in an ad at the back of this book.]
  - Write a sentence that could open the next book.
- Who would you cast in the movie of the Golden Unicorn: Rise of the Mythix 1?
- Who was your favourite character and what three questions would you ask them in an interview?
- Which superpower would you most like to possess?

#### About the creators

#### Anh Do

Anh Do is one of Australia's best-loved storytellers. His junior fiction series WeirDo, Hotdog! and Ninja Kid are adored by millions of kids around the country, having sold in excess of 2.5 million books.

In his new series, Wolf Girl and Rise of the Mythix, Anh brings his talent for break-neck plots and brilliant, relatable characters to a slightly older audience.





#### **Chris Wahl**

Chris Wahl is an award-winning Australian illustrator and comic artist whose list of clients include Marvel, The Phantom, MAD magazine, Titan Comics, Lucasfilm and Hasbro.

In high school, he gained notoriety by drawing caricatures of his teachers for the school paper. He still loves expressing himself through visual media. Nowadays, he is chiefly inspired by all things popular culture, other artists, and new technology.