PARTNER BONUS 04



The Cover Words Swipe File

Lines ready to paste into every cover box.

Clueboo

For buyers of Clueboo · Memory Escape Books for KDP

PARTNER BONUS 4

The Cover Words Swipe File

The Cover tab lets you write your own words on the front and the back. Here are lines ready to paste into each box, in the length each box takes.

Replace {N} with the name the family uses (Nana, Pop, Mamá). An empty box in Clueboo keeps Clueboo's own line, so use only the ones you like. Check every claim against your own book: if your book has 36 questions, do not paste the line that says 72.

Small line above the title (44 characters)

- A Memory Escape Book
- A Puzzle Journal for Two
- A Family Keepsake
- A Life Story in Six Locks
- For Grandparents Day
- A Book to Fill In Together
- Large Print Edition
- The {SURNAME} Family Edition

Tagline, under the title (150 characters)

1. Six locks. One life. A book only {N} can fill.
2. Every answer opens a story {N} has never told you.
3. Solve the lock. Then ask {N} what was behind it.
4. The stories {N} tells are better than the puzzles. Just.
5. A journal that will not sit empty on the shelf.
6. {N} tells. You solve. The book remembers.
7. Six small locks between you and {N}'s best stories.
8. For one long afternoon with {N}.
9. Open it together. Finish it in {N}'s handwriting.
10. Not a book of questions. A reason to ask them.
11. Behind every puzzle, a time of {N}'s life.
12. The escape room that ends in a family story.
13. A keepsake you have to earn, one lock at a time.
14. What did {N} keep in here? Solve it and see.

15. Six clues to the person you thought you knew.
16. A life in six chapters, and a key for each.
17. Bring a pencil. Bring {N}. Bring time.
18. The answers are page numbers. The prize is the story.
19. For the stories that only come out when somebody asks.
20. One book. One {N}. Nobody else's story.

Back cover headline (90 characters)

1. Can you open all six?
2. Her stories. Your handwriting.
3. Every family has a locked box.
4. The gift is the afternoon.
5. Ask before it is too late to ask.
6. This book needs two people.
7. Solve it. Then listen.
8. The questions you never thought to ask.
9. A life story, one lock at a time.
10. What the photographs do not say.

Back cover points (up to six, 80 characters each)

- Six times of a life, each behind a puzzle
- 72 memory questions with room to write
- Three levels of hints, then full answers
- For a child of 8 to 12 and a grown-up
- For an adult son or daughter and a parent
- Large print, gentle puzzles, room to write
- No app and no scissors: just a pencil
- A family tree, a recipe and a letter to keep
- Made to be finished in one long visit, or six short ones
- Every answer is a page number: turn to it and see
- Six golden letters spell the last key
- Keepsake pages for photographs and names

Back cover text you can edit

Somewhere in {N}’s house there is a box that has not been opened for years.

This book is that box. Six locks, six puzzles, and behind each one a time of {N}’s life: the house they grew up in, the first job, the day everything changed.

One of you solves. {N} tells. And before the afternoon is over, the stories you came for are written down in {N}’s own hand.

Most memory journals ask two hundred questions and are never finished.

This one asks you to open a lock first. The answer to each puzzle is a page number. Turn to it, find the right stamp, and you have earned the next part of {N}’s story.

Hints and answers are at the back. The stories are not: only {N} has those.

Rules that keep a cover honest

- Do not write “bestseller”, “#1” or any award the book has not won.
- Do not promise that the book is fun for every age: say who it is for.
- Keep the white box on the back empty. KDP prints the barcode there.