



# The MOONWATER HOTEL

THE FIRST DOOR

# Índice

The Moonwater Hotel: The First Door

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# The Moonwater Hotel: The First Door

A mysterious English reading adventure for families

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A2+/B1 English Reader



# Copyright and Usage Note

This book was created as a family English reading project.

It is designed for shared reading, conversation and enjoyment.

You may adapt the activities, repeat chapters, simplify questions or read aloud together.

# Foreword

Learning English does not always have to feel like studying.

Sometimes, the best way to learn is to enter a story, follow a mystery, laugh at a strange moment, and want to know what happens next. This book was created for that purpose: to give families a simple but exciting English adventure they can read together in short sessions.

The language in this story is controlled, but not childish. The chapters are written for readers who already know some English and want to become more comfortable with longer sentences, natural dialogue and repeated useful vocabulary. You do not need to understand every single word. It is enough to follow the story, enjoy the characters and slowly become more confident.

Read aloud if you can. Stop when something is funny, strange or interesting. Guess what will happen next. Change voices for the characters. Ask questions. Repeat useful expressions. The goal is not perfection. The goal is contact, curiosity and continuity.

Welcome to the Moonwater Hotel.

The tide is going out.

The first door is about to open.

# How to Use This Book

This book is designed for shared family reading.

Each chapter should take around 15-20 minutes to read aloud, depending on how often you stop. You can read the whole chapter in one session, or divide it into two shorter parts.

A simple routine:

1. Read the helpful words before the chapter.
2. Read the story aloud.
3. Let different people play different characters.
4. Do not stop for every unknown word.
5. At the end, answer the easy questions together.
6. Choose one or two useful expressions and try to use them during the week.

You can use Spanish whenever you need it. The important thing is to stay inside the story and enjoy the mystery.

# Main Characters

## Nora Bell

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Nora notices small details that other people miss. She likes maps, hidden messages and strange sentences written in old books. She is careful, but when something feels important, she becomes very brave.

## Sam Bell

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Sam is Nora's younger brother. He is funny, curious and not very good at staying away from trouble. He often says the wrong thing at the right time.

## Aunt Iris

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Iris Bell wanted a quiet weekend by the sea. Unfortunately, the Moonwater Hotel had other plans. She is practical, protective and more connected to the mystery than she first believes.

## Mr Vale

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Mr Vale is the manager of the Moonwater Hotel. He is polite, elegant and mysterious. He knows the rules of the hotel, but he does not always explain them.

## Morrow

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Morrow is a black cat with one white paw and a blue collar. He appears when something important is about to happen. He usually knows the way, but he does not like waiting.

# Chapter 1 — The Door Beneath the Tide

## Helpful words

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English	Español
tide	marea
lighthouse	faro
guest	huésped
key	llave
corridor	pasillo
whisper	susurro
sand	arena
strange	extraño
wooden box	caja de madera
riddle	acertijo
to disappear	desaparecer
to choose	elegir

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The Moonwater Hotel stood at the end of a long beach, where the road became narrow and the sea wind was strong enough to push sand against the windows. It was not a modern hotel, with bright lights and glass doors. It was an old white building with blue balconies, green plants around the entrance, and hundreds of small shells hidden in the walls, as if the sea itself had helped to build it.

Nora noticed the shells immediately.



“Look at that,” she said, touching the wall beside the main door. “There are shells inside the stone.”

Her younger brother, Sam, looked up from his backpack and smiled.

“Maybe the hotel was built by mermaids,” he said.

Their aunt Iris laughed and pulled her suitcase over the small step at the entrance.

“Or maybe by builders with a lot of free time,” she said. “Come on. We are here for one quiet weekend. No mysteries, no strange adventures, no dangerous caves, and definitely no mermaids.”

That was the problem with Aunt Iris. She was kind, funny and almost always right, but whenever she said that nothing strange was going to happen, something strange usually happened very soon.

Inside, the hotel smelled of old wood, clean towels and salt from the sea. The reception desk was empty, but there was a silver bell on it and a small sign that said:

**Ring once for service. Ring twice for trouble. Do not ring three times.**

Sam read the sign aloud and immediately reached for the bell.

“Sam,” said Aunt Iris.

“What? I was only going to ring once.”

“You were going to ring three times.”

“I was going to ring once very slowly.”

Before Aunt Iris could answer, a voice came from behind a tall plant near the stairs.

“That is usually how trouble begins.”

An old man stepped out from behind the plant. He was thin and elegant, with white hair, round glasses and a dark blue jacket that looked too formal for a beach hotel. He smiled at them, but Nora had the uncomfortable feeling that he had been watching them for a while.

“Welcome to the Moonwater Hotel,” he said. “I am Mr Vale, the manager. You must be Miss Iris Bell and the two young guests.”

“Yes,” said Aunt Iris. “This is Nora, and this is Sam.”

Mr Vale looked at the children for a second longer than necessary.

“Of course,” he said softly. “Nora and Sam.”

Nora frowned. There was something strange in the way he said their names, almost as if he had heard them before.

Mr Vale gave Aunt Iris an old brass key with a blue ribbon tied to it.

“Room 214,” he said. “Second floor, at the end of the west corridor. Breakfast is from eight to ten. The beach gate closes at sunset. And please, if you hear music during the night, do not follow it.”

Sam’s eyes opened wide.

“What music?”

Mr Vale smiled again.

“Old pipes. Old hotel. Old stories. Nothing important.”

Aunt Iris gave the children a look that clearly meant: do not ask more questions. But that only made Nora more interested.



They went upstairs to their room, which had two small beds, one larger bed, a round window and a view of the sea. The water was grey-blue under the afternoon sky, and far away, on a black rock, a lighthouse stood alone. It looked

thin and serious, like a guard who had been standing there for a hundred years without sitting down.

Sam dropped his backpack on the floor and ran to the window.

“That lighthouse is cool,” he said. “Can we go there?”

“No,” said Aunt Iris. “It is on a rock in the sea.”

“So... maybe tomorrow?”

“No.”

Nora was still thinking about the sign on the reception desk and Mr Vale’s warning about music. She opened the little hotel guide on the table, expecting to find normal things: breakfast times, restaurant menu, emergency numbers. Instead, on the first page, someone had drawn a small blue door in the corner.

Under the door, in tiny handwriting, there were five words:

**The tide remembers everything.**

Nora stared at the sentence. Then she showed it to Sam.

He read it, looked at the sea, and then looked back at her.

“That sounds like a mystery,” he whispered.

“It sounds like old hotel decoration,” said Nora, although she did not believe it.

Aunt Iris was unpacking and did not notice them. So Nora carefully tore a small piece from a blank page at the back of her notebook and copied the sentence. She did not know why, but she felt sure it was important.

Later that afternoon, while Aunt Iris rested in the room, Nora and Sam went downstairs to explore the hotel. They promised to stay inside, which was technically true for almost seven minutes.

The ground floor had a reading room with red armchairs, a dining room with long windows, and a corridor full of old photographs. Most of the pictures showed the hotel many years ago: guests in old clothes, children with wooden toys, women carrying umbrellas on the beach, and fishermen standing beside enormous fish.

At the end of the corridor, Nora stopped.

One photograph was different.

It showed the beach at low tide. In the picture, the sand was dark and wet, and near the water there was a square shape, like the top of a door. Three people stood around it, but their faces were blurred, as if they had moved just as the camera took the photo.

Sam leaned closer.

“That looks like a door under the sand.”

Nora felt a small cold feeling in her stomach.

“The tide remembers everything,” she said.

At that moment, something brushed against Sam’s leg. He jumped and nearly hit the wall.

A large black cat was sitting behind him. It had yellow eyes, one white paw and a blue collar with a tiny silver key hanging from it.

Sam put a hand on his chest.

“You scared me.”

The cat blinked slowly.

Nora bent down to look at the key.

“Why does a cat have a key?”

“Maybe it is the manager,” said Sam.

The cat turned and walked away down a narrow side corridor. Then it stopped, looked back at them, and gave a small impatient sound.

Nora and Sam looked at each other.

“We should not follow a strange cat,” said Nora.

“Correct,” said Sam. “But we are going to.”

The cat led them through a side door and into a small garden behind the hotel. From there, a wooden gate opened directly onto the beach. The sun was lower now, and the tide was going out, leaving long shining lines on the sand.

The cat walked quickly across the beach, never looking back for long. Nora and Sam followed at a distance, trying not to run because running after a mysterious cat felt even more suspicious than walking after one.

Near three black rocks, the cat stopped. It scratched at the wet sand with its white paw.

Sam knelt down.

“There is something here.”



Together, they pushed the sand away until their fingers touched wood. A few minutes later, they had uncovered a small wooden box. It was dark, heavy and covered with tiny marks that looked like waves, stars and birds.

On the front of the box there was a keyhole.

The cat sat beside it and looked at them.

Nora pointed to the key on its collar.

“Are you serious?”

The cat lowered its head, as if this was the obvious next step.

Very carefully, Nora took the tiny key from the collar and put it into the lock. For one second, nothing happened. Then the box clicked open by itself.

Inside there was a folded map, a flat blue stone, and a note written in elegant black ink.

Sam picked up the note and read:

“When the lighthouse blinks three times, find the place where the sea has gone. Put the moon in the water, and the old door will wake.”

There was a silence.

Then Sam said, “I understand exactly none of that.”

Nora opened the map. It showed the Moonwater Hotel, the beach, the rocks and the lighthouse. A blue line ran from the hotel to the place where they were standing, and then continued further out, across the wet sand, to a large X near the edge of the sea.

“The place where the sea has gone,” Nora said slowly. “That means low tide. The water was there before, but now it has gone back.”

Sam looked at the lighthouse. Its light was beginning to shine against the darkening sky.

Once.

A few seconds later, again.

Twice.

Nora and Sam did not move.

The lighthouse blinked a third time.

The blue stone inside the box began to glow.

“Nope,” said Sam. “That is not a normal stone.”

Nora picked it up. It was cold, much colder than it should have been, and its light moved under the surface like moonlight on water.

“The note says, ‘Put the moon in the water,’” she said.

Sam pointed to a shallow pool left by the tide. The pool was so still that it reflected the evening sky perfectly.

“Maybe that?”

Nora placed the blue stone in the pool.

For a moment, the world seemed to hold its breath.

Then the reflection of the moon appeared in the water, even though the real moon was not yet visible in the sky. The reflected moon grew brighter and brighter until the sand around the pool began to shake.

Sam grabbed Nora’s arm.

“I think we found the old door.”

A square line appeared in the wet sand. Then another line. Then a rectangle. Sand slid away from the edges, and slowly, silently, a blue door rose from beneath the beach. It was not lying flat under the sand as they had expected. It was standing upright, impossible and dry, with silver shells around its frame and no handle.

In the centre of the door, words appeared one by one:

**Guests may enter. Guardians must choose.**

Nora felt the wind change. It was no longer warm and salty. It was cold, like air from a deep cellar.

“We should get Aunt Iris,” she said.

“Yes,” said Sam.

Neither of them moved.

The black cat walked to the door and touched it with its white paw. The door opened just enough to show a staircase going down into blue darkness.

From somewhere below, they heard music.

It was quiet and far away, but beautiful. A simple melody, played on something like a flute.

Sam whispered, “Mr Vale said not to follow the music.”

“I know.”

“So we are definitely in trouble.”

Behind them, someone cleared his throat.

They turned around so fast that Sam almost fell into the pool.

Mr Vale was standing on the beach with Aunt Iris beside him. Aunt Iris looked worried, angry and confused all at once, which was impressive.

“Nora,” she said. “Sam. Explain.”

Sam pointed at the impossible blue door.

“In our defence, the cat started it.”

The black cat sat down proudly, as if this was true and also not a problem.

Mr Vale looked at the open door, then at the children, and then at Aunt Iris.

“Well,” he said quietly, “it seems the hotel has made its decision.”

Aunt Iris stared at him.

“What decision?”

Mr Vale did not answer. Instead, he took a small book from inside his jacket. It was old, with a cover made of dark blue leather. On the front, in silver letters, were the words:

**The Moonwater Guest Book**

The book opened by itself.

Its pages turned quickly, although there was no wind. Then the pages stopped, and new writing appeared in black ink.

Nora Bell. Sam Bell. Iris Bell.

Below their names, one more sentence appeared.

**The first door has opened. The first guardian must choose: sand, sea or sky.**



The music below the beach grew louder.

The blue door opened wider.

And from the darkness under the sand, a voice whispered:

“Choose before the tide returns.”

**To be continued...**

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## **Easy comprehension questions**

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1. What is the name of the hotel?
2. What animal leads Nora and Sam to the beach?
3. What do they find under the sand?
4. What happens when Nora puts the blue stone in the pool of water?
5. What three options appear in the Guest Book?

## **Useful expressions**

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- **That sounds like a mystery.** → Eso suena a misterio.
- **We should not follow a strange cat.** → No deberíamos seguir a un gato extraño.
- **In our defence...** → En nuestra defensa...
- **The hotel has made its decision.** → El hotel ha tomado su decisión.
- **Choose before the tide returns.** → Elige antes de que vuelva la marea.

## Chapter 2 — Sand, Sea or Sky

### Helpful words

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English	Español
choice	elección
tide	marea
to return	volver
to glow	brillar
warning	advertencia
footprint	huella
ceiling	techo
to trust	confiar
rule	regla
to sink	hundirse
to breathe	respirar
chamber	cámara / sala
to disappear	desaparecer
safe	seguro / a salvo

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The blue door stood in the wet sand as if it had always been there.

It was tall, old and impossible. Silver shells decorated its frame, and blue light moved around it like tiny stars under water. The sea was behind it. The hotel was behind them. The lighthouse watched from its black rock, far away, with one pale light at the top.



For a few seconds, nobody moved.

Then Aunt Iris found her voice.

“No,” she said.

Sam looked at her. “No what?”

“No door. No blue light. No strange book. No choosing anything. We are going back inside, and we are going to have a very normal conversation with a very normal hotel manager.”

Mr. Vale, who was still holding the dark blue Guest Book, raised one eyebrow.

“I am not sure I can promise the normal part,” he said.

Aunt Iris turned to him so quickly that her coat moved in the sea wind.

“Then start with the truth.”

Mr Vale looked at the open book. The words were still shining on the page:

**The first guardian must choose: sand, sea or sky.**

Nora read the sentence again. The letters did not look written. They looked alive, as if the ink was breathing.

“What does it mean?” she asked.

“It means,” said Mr Vale, “that the hotel has opened the first door.”

“Yes, we can see that,” said Sam. “The big glowing door is a strong clue.”

Nora gave him a look, but she almost smiled.

Mr Vale closed the Guest Book halfway, then opened it again. The same words returned.

“The Moonwater Hotel does not force guests to enter,” he said. “But when a door wakes up, it asks a question. And if the question is answered, the path opens.”

“And if we do not answer?” asked Aunt Iris.

Mr Vale looked at the sea.

The water was closer than before.

“If you do not answer,” he said, “the tide will answer for you.”

Sam took one small step away from the water.

“I don’t like that sentence.”

“Neither do I,” said Nora.

Morrow, the black cat, sat beside the blue door and began to clean his white paw. He looked completely calm, which made everything feel even stranger.

Aunt Iris crossed her arms.

“They are children,” she said. “They are not guardians. They are not choosing anything.”

Mr Vale did not answer at once. He looked at Nora, then at Sam, then at Aunt Iris.

“The Guest Book wrote three names,” he said quietly.

Aunt Iris looked at the page again. Nora saw her face change when she read the names.

Nora Bell. Sam Bell. Iris Bell.

For a moment, Aunt Iris did not look angry. She looked afraid.

“Why our names?” Nora asked.

“That,” said Mr Vale, “is one of the first questions.”

“And do you have an answer?” asked Aunt Iris.

“I have several answers,” said Mr Vale. “Most of them are incomplete, and some of them may make you more annoyed with me.”

“That is already happening,” said Aunt Iris.

Sam pointed at the door. “Maybe we should choose sky. Sky sounds safest. It is up. Water and sand are down, and down is usually where scary things live.”

Nora looked at the door carefully. There were three carved pictures on it. Near the bottom, there was a shell half-buried in sand. In the middle, there was a wave. Near the top, there was a small lighthouse under three stars.

Sand. Sea. Sky.

The words on the Guest Book began to shine brighter.

A cold wind came from the open space around the door, although there was no space behind it. Nora could see only blue darkness inside, and stairs going down.

“That door does not look like sky,” she said.

“It could be a trick,” said Sam. “Maybe you go down first and then up. Like in some museums.”

“This is not a museum.”

“That is also clear.”

Aunt Iris took Sam’s hand, then Nora’s.

“We are leaving.”

She pulled them gently but firmly toward the hotel.

At that exact moment, the blue door made a low sound.

It was not loud, but Nora felt it in her chest.

The wet sand around their feet shifted. Not much. Just enough to make them stop.

Small lines appeared in the sand between them and the hotel. The lines moved by themselves, drawing a circle around the group. Then three words appeared on the ground, written in wet sand:

**SAND SEA SKY**

Sam stared at the words.

“The beach can write,” he said. “That is new.”

Aunt Iris looked at Mr Vale.

“Stop this.”

“I can’t,” said Mr Vale. “Not now.”

“Then who can?”

Mr Vale looked at the children.

Nora did not like that answer.

The tide moved again. A thin line of water ran toward the circle and touched the word **SEA**. The letters glowed blue. Then the water pulled back.

Morrow stood up and walked around the three words. He smelled **SKY**, ignored **SEA**, and placed his white paw directly on **SAND**.



Sam opened his mouth.

“Oh. The cat is voting.”

“Morrow does not vote,” said Mr Vale. “He suggests.”

“So the cat has a job,” said Sam.

“The cat has many jobs.”

Nora crouched beside the words. The sand under **SAND** was dry, even though everything around it was wet. She touched it with one finger.

It was warm.

“The first clue was in the hotel guide,” she said slowly. “The tide remembers everything. Then Morrow took us to the sand. The box was under the sand. The door came from under the sand.”

Sam nodded. “And now the cat says sand.”

“Morrow suggests sand,” corrected Mr Vale.

Aunt Iris shook her head.

“No. Absolutely not. We are not making magical decisions because a cat has opinions.”

Morrow looked offended.

Nora stood up.

“I don’t think it is only the cat,” she said. “The question is not asking where we want to go. It is asking what this door is.”

Sam looked at the blue door.

“A sand door?”

“A door beneath the tide,” said Nora. “A door hidden under the beach. A door that woke when the sea went away. I think the first answer has to be sand.”

Aunt Iris looked at Nora with a mixture of pride and fear.

“You sound too sure.”

“I’m not sure,” said Nora. “But it makes sense.”

Mr Vale nodded once.

“Sense is useful here,” he said. “But so is courage.”

Sam took a deep breath and looked at the water. It was closer now, moving in thin silver lines over the beach.

“I still prefer sky,” he said. “But I admit sand has better evidence.”

Aunt Iris closed her eyes for one second.

“We are not entering that door alone,” she said.

“No,” said Mr Vale. “You are not.”

“Are you coming with us?”

Mr Vale looked at the blue doorway. For the first time, he seemed less certain.

“I can walk with you to the first chamber,” he said. “No further, unless the room allows it.”

“The room allows it?” repeated Aunt Iris.

“The rooms have rules.”

“Of course they do,” said Sam. “Normal rooms are boring now.”

The sea moved again. This time, the water touched the edge of the blue door and hissed softly, like a candle in rain.

The Guest Book turned a page by itself.

New words appeared.

**Choose before the tide returns.**

Aunt Iris looked at Nora and Sam.

“This is not permission to be reckless,” she said. “If we go in, we stay together. We do not run. We do not touch strange things. We do exactly what I say.”

Sam raised a hand.

“What if the cat says something different?”

“The cat is not in charge.”

Morrow gave a short, sharp sound.

Aunt Iris pointed at him.

“You are also not in charge.”

Nora almost laughed, but the blue door glowed brighter, and the laugh disappeared before it reached her mouth.

Mr Vale stepped closer to the words in the sand.

“The choice must be spoken,” he said.

Nora looked at Sam. Sam looked at Aunt Iris. Aunt Iris looked at the door, then at the water, then at the hotel.

Finally, she nodded once.

“Together,” she said.

Nora swallowed.

“We choose sand.”

Nothing happened.

Sam leaned forward.

“Maybe louder?”

Nora tried again, this time with Sam and Aunt Iris speaking with her.

“We choose sand.”

The word **SAND** rose from the beach in a shower of golden dust. For a moment, the letters floated in the air in front of the blue door. Then they broke into thousands of tiny lights and disappeared into the keyhole.

The door opened wider.

Behind it, the stairs were no longer dark. They were made of pale stone, and thin lines of sand ran down the sides like slow waterfalls. The air smelled dry and old, like a closed room in summer.

Morrow walked in first.

“Of course he does,” said Sam.

Mr Vale followed, holding the Guest Book close to his chest. Aunt Iris went next, but she kept one hand on Sam’s shoulder and the other near Nora’s arm, as if she could hold the whole family together by force.

Nora stepped through the door last.

For one strange second, she felt water above her head.

She looked up and gasped.



The ceiling was not stone. It was the beach.

Above them, through a clear blue surface, Nora could see the wet sand, the black rocks, and the moving shapes of waves. It was like standing under a glass floor while the sea walked over it.

Sam stared upward.

“That is... amazing.”

“Do not touch the ceiling,” said Aunt Iris immediately.

“I wasn’t going to.”

“You were thinking about it.”

“I think about many things.”

The stairs led down in a gentle curve. The blue door remained open behind them, but it looked smaller with every step they took, as if distance worked differently there.

Nora counted the steps to feel calmer.

One. Two. Three. Four.

At step twelve, the sound of the sea disappeared.

At step twenty, the air became warmer.

At step thirty, they reached a round chamber.

The Sand Room was not very large, but it felt deep, as if it had been waiting under the beach for longer than the hotel had stood above it. The walls were made of pale stone mixed with shells. The floor was covered with soft golden sand. In the centre of the chamber stood a low table, and on the table there were three empty glass bowls.

Around the walls were objects half-buried in sand.

A small toy boat. A broken watch. A pair of old glasses. A red ribbon. A silver spoon. A photograph frame with no photograph inside.

Sam pointed at the objects.

“Treasure?”

“Not exactly,” said Mr Vale.

“Dangerous treasure?”

“Also not exactly.”

Aunt Iris looked around the room.

“What is this place?”

Mr Vale opened the Guest Book. The pages moved slowly, as if searching for the right words.

“The Sand Room keeps what the tide brings back,” he said. “Lost objects. Lost messages. Lost memories. Sometimes lost promises.”

Nora looked at the broken watch. Sand had filled its glass face, but the hands were still moving.

“That watch is working,” she said.

“It remembers time,” said Mr Vale.

“That is not an explanation.”

“No,” he said. “But it is true.”

Sam crouched near the toy boat.

“Can I touch it?”

“No,” said Aunt Iris and Mr Vale at the same time.

Sam pulled his hand back.

“Fine. I was only asking.”

Morrow walked to the low table and jumped onto it. He looked into the first glass bowl, then into the second, then into the third. All three were empty.

“What are the bowls for?” asked Nora.

Mr Vale’s face became serious.

“For the room to decide what you are ready to see.”

Aunt Iris took a slow breath.

“I do not like rooms that decide things.”

“Most people don’t,” said Mr Vale.

Then something moved behind them.

Nora turned quickly.

At first, she thought it was only sand sliding down the wall. But then she saw the marks on the floor.

Footprints.

They appeared one by one in the golden sand.

Small footprints, but not a child’s. Too narrow. Too careful.

They crossed the room from the far wall to the low table, as if an invisible person had just walked past them.

Sam moved closer to Aunt Iris.

“Please tell me old rooms sometimes make fake footprints.”

Mr Vale did not answer.

That was answer enough.

The footprints stopped in front of the middle glass bowl. A thin stream of sand rose from the floor and poured into it. The sand turned blue for a moment, then became still.

Nora stepped closer.

Inside the bowl, something was forming.

A picture.

No, not a picture.

A photograph.

It appeared slowly under the sand, as if the room was remembering it piece by piece.

A girl stood in front of the Moonwater Hotel. She looked about Nora's age. Her hair was tied with a ribbon, and her dress was old-fashioned. She was smiling, but her eyes looked worried.

Aunt Iris made a small sound.

Nora turned to her.

“What is it?”

Aunt Iris did not answer. Her face had gone pale.

The sand inside the bowl moved again. Under the girl's feet, words appeared in tiny dark letters:

**Elena Bell. Summer, 1927.**



Nora looked from the name to Aunt Iris.

“Bell,” she whispered.

Sam’s voice was very quiet.

“Is she family?”

Aunt Iris stared at the photograph as if she had seen a ghost from a story she had tried very hard to forget.

“I don’t know,” she said.

But Nora could hear that this was not the whole truth.

Morrow jumped down from the table and walked toward the far wall. He stopped beside a patch of sand that looked darker than the rest. Then he looked back at them.

The footprints had not disappeared.

In fact, now there were more of them.

Fresh footprints.

Leading to the wall.

Leading through the wall.

And from behind the stone, very faintly, someone whispered:

“Iris?”

Aunt Iris stopped breathing.

The blue door behind them began to close.

**To be continued...**

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## Easy comprehension questions

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1. What three choices appear in the Guest Book?
  2. Why does Nora think they should choose sand?
  3. What does Morrow do to suggest the answer?
  4. What kind of room do they find behind the blue door?
  5. What name appears in the photograph?
- 

## Useful expressions

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- **The hotel has opened the first door.** → El hotel ha abierto la primera puerta.
  - **The tide will answer for you.** → La marea responderá por vosotros.
  - **It makes sense.** → Tiene sentido.
  - **We stay together.** → Permanecemos juntos.
  - **That was answer enough.** → Aquello ya era suficiente respuesta.
- 

## Talk together

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1. Would you choose sand, sea or sky? Why?
2. Do you think Mr Vale is helping them or hiding too much?
3. What do you think happened to Elena Bell?

## Chapter 3 — The Sand Room

### Helpful words

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English	Español
room	habitación
object	objeto
buried	enterrado
photograph	fotografía
compass	brújula
home	hogar
unfinished	pendiente
memory	recuerdo
to belong	pertenecer
to warn	advertir
old guest	antiguo huésped
wave	ola

### Coming soon

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This chapter is planned but not written yet.

The Sand Room is full of objects that the tide has remembered: lost toys, letters, keys, broken shells and old photographs. Mr Vale says the room does not show treasure. It shows unfinished matters.

Nora finds an old photograph of a girl who looks strangely connected to Aunt Iris. The name on the back is **Elena Bell**.

Aunt Iris becomes upset and says she does not know anything about Elena, but Nora can see that the name means something to her.

Sam finds a compass that does not point north. It points to **home**.

## Cliffhanger

The photograph changes. It now shows Elena entering a second door marked with a wave.

## Easy comprehension questions

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1. What kind of objects are in the Sand Room?
2. What does Nora find?
3. What name is written on the photograph?
4. What does Sam's compass point to?
5. What appears on the photograph at the end?

## Useful expressions

---

- **This does not belong to us.** → Esto no nos pertenece.
- **It points to home.** → Señala hacia el hogar.
- **The room remembers things.** → La habitación recuerda cosas.
- **That name means something.** → Ese nombre significa algo.
- **The picture is changing.** → La imagen está cambiando.

## Talk together

---

- What object would the Sand Room show you?
- Why do you think Aunt Iris is worried?
- Would you trust the compass?

# Chapter 4 — The Rule of the Tide

## Helpful words

---

English	Español
rule	regla
tide	marea
to enter	entrar
to take	coger
to give	dar
promise	promesa
to mean it	decirlo de verdad
family	familia
wall	pared
sand	arena
slowly	lentamente
voice	voz

## Coming soon

---

This chapter is planned but not written yet.

Mr Vale explains three important rules:

1. Never enter a door when the tide is coming in.
2. Never take what the room has not given you.
3. Never make a promise to the sea unless you mean it.

Sam almost breaks one rule when he touches the compass, but Morrow stops him. Aunt Iris demands the truth, and Mr Vale reveals that the Bell family has been connected to the Moonwater Hotel before.

The Sand Room begins to fill with sand.

## Cliffhanger

Aunt Iris hears Elena's voice calling her from behind the wall.

## Easy comprehension questions

---

1. What are the three rules?
2. Which object does Sam almost touch?
3. Who stops Sam?
4. What does Mr Vale reveal about the Bell family?
5. Whose voice does Aunt Iris hear?

## Useful expressions

---

- **Never enter when the tide is coming in.** → Nunca entres cuando la marea está subiendo.
- **Do not take it.** → No lo cojas.
- **Only promise it if you mean it.** → Promételo solo si lo dices de verdad.
- **My family?** → ¿Mi familia?
- **Someone is calling me.** → Alguien me está llamando.

# Chapter 5 — The Girl in the Photograph

## Helpful words

---

English	Español
girl	niña
photograph	fotografía
to disappear	desaparecer
story	historia
invented	inventado
crack	grieta
passage	pasillo
water mark	marca de agua
trapped	atrapada
alive	viva
to remember	recordar
staircase	escalera

## Coming soon

---

This chapter is planned but not written yet.

Nora learns that Elena Bell disappeared at the Moonwater Hotel many years ago. Aunt Iris remembers an old family story, but she always thought it was invented.

Elena's voice seems to come from the living photograph. Sam uses the compass to find a crack in the wall. Behind it, there is a narrow passage with water marks.

The family understands that Elena is not dead. She is trapped inside a hidden part of the hotel.

## Cliffhanger

The wall opens, and a staircase appears. It does not go down into earth. It goes down into water filled with pale light.

## Easy comprehension questions

---

1. Who is Elena Bell?
2. What did Aunt Iris think about the old family story?
3. What does Sam use to find the crack?
4. Where is Elena trapped?
5. Where does the staircase go?

## Useful expressions

---

- **I thought it was only a story.** → Pensaba que solo era una historia.
- **She disappeared here.** → Desapareció aquí.
- **The voice is coming from the photograph.** → La voz viene de la fotografía.
- **There is a crack in the wall.** → Hay una grieta en la pared.
- **She is trapped.** → Está atrapada.

## Talk together

---

- Why do families sometimes forget old stories?
- Would you go down the staircase?
- What do you think Elena wants?

# Chapter 6 — The Sea Corridor

## Helpful words

---

English	Español
corridor	pasillo
under the sea	bajo el mar
to breathe	respirar
fish	pez
glass	crystal
symbol	símbolo
shell	concha
moon	luna
song	canción
key	llave
afraid	asustado
tiny city	ciudad pequeña

## Coming soon

---

This chapter is planned but not written yet.

Nora, Sam, Aunt Iris and Morrow enter the Sea Corridor. It seems to run under the sea, but they can breathe. Fish move beyond walls that look like glass.

Sam is afraid, but he hides it with jokes. Nora sees the same symbols again and again: shell, moon, lighthouse.

Aunt Iris begins to remember a song her grandmother sang to her when she was little. The song is the same melody they heard below the blue door.

## Cliffhanger

When Iris sings the final line, the water behind the walls disappears and reveals a tiny drowned city.

## Easy comprehension questions

---

1. Where is the Sea Corridor?
2. Can the family breathe there?
3. What symbols does Nora see?
4. Who remembers an old song?
5. What appears when Iris sings?

## Useful expressions

---

- **We can breathe.** → Podemos respirar.
- **This is impossible.** → Esto es imposible.
- **I know this song.** → Conozco esta canción.
- **The song is a key.** → La canción es una llave.
- **Look behind the wall.** → Mira detrás de la pared.

# Chapter 7 — The Drowned Model

## Helpful words

---

English	Español
model	maqueta
coast	costa
tiny	diminuto
to change	cambiar
system	sistema
to protect	proteger
figure	figura
to move	moverse
lighthouse	faro
to touch	tocar
flood	inundarse
real	real

## Coming soon

---

This chapter is planned but not written yet.

The drowned city is not a real city. It is a magical model of the Moonwater Hotel and the coast. Every open door changes something inside the model.

Mr Vale cannot enter this room. Only guardians can. Nora understands that the hotel is a protection system, but she does not yet know what it protects.

Sam sees a tiny figure moving in the model. It looks like Elena. Then he notices something important: a door in the lighthouse.

## Cliffhanger

The model begins to flood, and the water moves toward the tiny figure of Elena.

## Easy comprehension questions

---

1. What is the drowned city really?
2. Who cannot enter the room?
3. What does Nora understand about the hotel?
4. Who does Sam see inside the model?
5. What starts to happen at the end?

## Useful expressions

---

- **It is only a model.** → Es solo una maqueta.
- **Only guardians can enter.** → Solo los guardianes pueden entrar.
- **The hotel protects something.** → El hotel protege algo.
- **That figure is moving.** → Esa figura se está moviendo.
- **The model is flooding.** → La maqueta se está inundando.

## Talk together

---

- What do you think the hotel protects?
- Why can only guardians enter?
- What would you do to help Elena?

## Chapter 8 — The Lighthouse Choice

### Helpful words

---

English	Español
lighthouse	faro
signal	señal
irregular	irregular
help	ayuda
phone signal	cobertura
path	camino
to cross	cruzar
moon	luna
lock	cerradura
keyhole	ojo de cerradura
base	base
first	primero

### Coming soon

---

This chapter is planned but not written yet.

The blue door returns the family to the beach, but it is almost night. The lighthouse blinks in an irregular way, as if it is asking for help.

Aunt Iris wants to call emergency services, but there is no phone signal. Mr Vale says the lighthouse is not always in the same place. It can only be reached when the tide, the moon and the Guest Book agree.

Morrow crosses first and marks the path.

## Cliffhanger

At the base of the lighthouse, the family finds a door with three locks: one for sand, one for sea and one for sky.

## Easy comprehension questions

---

1. Where does the blue door take them?
2. What is strange about the lighthouse light?
3. Why can't Aunt Iris call for help?
4. Who crosses first?
5. How many locks are on the lighthouse door?

## Useful expressions

---

- **It is asking for help.** → Está pidiendo ayuda.
- **There is no signal.** → No hay cobertura.
- **We have to try.** → Tenemos que intentarlo.
- **Stay close.** → Manteneos cerca.
- **There are three locks.** → Hay tres cerraduras.

# Chapter 9 — The Three Keys

## Helpful words

---

English	Español
key	llave
memory	recuerdo
promise	promesa
brave	valiente
to admit	admitir
afraid	asustado
truth	verdad
to hide	ocultar
first	primero
echo	eco
time	tiempo
to save	salvar

## Coming soon

---

This chapter is planned but not written yet.

The three keys are not physical keys.

The sand key is a memory accepted. Nora offers it when she admits that she has been afraid from the beginning, but kept looking carefully.

The sea key is a true promise. Aunt Iris promises not to hide the family story anymore.

The sky key is a brave decision. Sam decides to enter first, although he does not want to.

The lighthouse door opens.

## Cliffhanger

Inside, they find Elena, not as a normal girl, but as an echo between times. She says that closing the door will save the hotel, but she will disappear.

## Easy comprehension questions

---

1. Are the three keys physical keys?
2. What does Nora offer?
3. What does Aunt Iris promise?
4. What brave decision does Sam make?
5. What does Elena say at the end?

## Useful expressions

---

- **I was afraid.** → Tenía miedo.
- **I promise.** → Lo prometo.
- **I will go first.** → Iré primero.
- **She is an echo.** → Ella es un eco.
- **If you close the door, I disappear.** → Si cierras la puerta, desaparezco.

## Talk together

---

- Which key is the hardest: memory, promise or decision?
- Is Sam brave even if he is afraid?
- What should they do about Elena?

# Chapter 10 — The First Guardian

## Helpful words

---

English	Español
guardian	guardián
cruel	cruel
choice	elección
rule	regla
path	camino
to free	liberar
memory	recuerdo
guest book	libro de huéspedes
morning	mañana
quiet	tranquilo
second	segundo
door	puerta

## Coming soon

---

This chapter is planned but not written yet.

Nora refuses to accept a cruel choice. Sam notices that the Guest Book never said they had to close the door. It said they had to choose.

Aunt Iris understands that being a guardian does not mean obeying old rules without thinking. Together, they find a third option: they do not close the door or leave it open. They create a new guardian path.

Elena does not disappear. Her memory is freed and moves into the Guest Book. Mr Vale reveals that the Moonwater Hotel had been waiting for a family able to change a rule.

The tide returns, but this time it covers the first door gently.

## Final image

That morning, the Moonwater Hotel looks quiet again.

But on the last page of the Guest Book, three new words have appeared during the night:

**The second door.**

## Easy comprehension questions

---

1. What choice does Nora refuse?
2. What does Sam notice about the Guest Book?
3. What does Aunt Iris understand about guardians?
4. What happens to Elena's memory?
5. What words appear in the Guest Book?

## Useful expressions

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- **There must be another way.** → Tiene que haber otra forma.
- **The book said choose.** → El libro dijo elige.
- **We can change the rule.** → Podemos cambiar la regla.
- **Her memory is free.** → Su recuerdo es libre.
- **The second door.** → La segunda puerta.

# Final Recap

## Current reading recap

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Nora, Sam and Aunt Iris arrive at the Moonwater Hotel for what should be a quiet weekend by the sea.

The hotel is old, beautiful and strange. Mr Vale, the manager, welcomes them with polite words and mysterious warnings. Nora notices hidden details: shells in the walls, an unusual sign at reception, a small blue door drawn in the hotel guide and the sentence:

**The tide remembers everything.**

Nora and Sam follow a black cat with one white paw to the beach at low tide. There, they find a wooden box buried in the wet sand. Inside the box are a map, a blue stone and a note with a riddle.

When Nora places the blue stone in a pool of water, a blue door rises from beneath the beach.

Mr Vale and Aunt Iris arrive. The Moonwater Guest Book opens by itself and writes three names:

Nora Bell. Sam Bell. Iris Bell.

Then it gives them their first choice:

**sand, sea or sky.**

## Full-book recap

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Coming soon.

When chapters 2-10 are written in full, this section should summarize the complete first adventure: the Sand Room, Elena Bell, the Sea Corridor, the lighthouse, the three keys and the first guardian choice.

# Vocabulary Bank

## The Hotel

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English	Español
guest	huésped
room	habitación
corridor	pasillo
key	llave
manager	gerente / encargado
reception desk	mostrador de recepción
stairs	escaleras
window	ventana
bell	campana / timbre
door	puerta

## The Sea

---

English	Español
tide	marea
wave	ola
sand	arena
shell	concha
rock	roca
lighthouse	faro

English	Español
pool	charco
moonlight	luz de luna
beach	playa
water	agua

## Mystery

---

English	Español
secret	secreto
map	mapa
clue	pista
riddle	acertijo
whisper	susurro
shadow	sombra
hidden	oculto
strange	extraño
to disappear	desaparecer
to discover	descubrir

## Decisions

---

English	Español
choice	elección
promise	promesa
rule	regla

<b>English</b>	<b>Español</b>
danger	peligro
memory	recuerdo
brave	valiente
careful	cuidadoso
to trust	confiar
to protect	proteger
guardian	guardián

# Family Reading Challenges

1. Choose one character and read all their dialogue aloud.
2. Find five mystery words in one chapter.
3. Retell one chapter in five sentences.
4. Predict what will happen in the next book.
5. Choose your favourite useful expression and use it during the week.
6. Draw a map of the Moonwater Hotel.
7. Invent the title of the second book.
8. Explain in Spanish what a guardian is.
9. Read one scene twice: first slowly, then with emotion.
10. Choose one chapter and turn it into a short family theatre scene.

# About This Reader

*The Moonwater Hotel: The First Door* is an A2+/B1 English reader for families.

It is designed for shared reading, not silent study. The story gives readers repeated useful language inside a mystery adventure, with short support sections to help conversation.

Current status:

- Chapter 1 is complete.
- Chapters 2-10 are structured as "Coming soon" pages with canon outlines.
- The final support sections are ready as a base.

The next editorial step is to write chapters 2-10 in full, using chapter 1 as the style and continuity canon.