

MILLE HISTOIRES FABULEUSES

2015

*A Selection of French Titles
For Film and TV Rights*



The Bureau international de l'édition française (BIEF) is a non-profit organisation representing 270 publishers. BIEF ensures the collective presence of French publishing in many international book fairs, organizes professional seminars between French and foreign publishers and conducts marketing research in the publishing sector throughout the world. In cooperation with SCELFF, BIEF develops its promotion of French books for film adaptations by proposing professional meetings between publishers and foreign producers, producing catalogues, creating and running an Internet site, shoot-the-book.com. BIEF's office in New York, The French Publishers' Agency, presents French publishing to American publishers and producers.

Cover
Alyssa – Bauthian & Morse
© Éditions Soleil

LOOKING FOR A STORY?

FIND THE BOOK!

Publishing is a rich source of subjects and stories just begging to be adapted for the screen. The books presented here were written by the finest connoisseurs of drama, suspense or romance – authors! Then selected by professionals who chose to invest in them – publishers! Finally, brought to life by a wide section of the public – readers and filmgoers. To highlight the interest these stories hold for professionals in the film industry, we prepared this catalogue of titles, selected by their publishers for their potential and availability, specifically for the MIFA 2015.

Each book is presented in its main storylines, with a synthesis of key information and the person to contact if you would like to know more. You will also find them, with other titles, on the Internet site: www.shoot-the-book.com. This WebSite is a bridge between the written word and the screen; a place where film and TV rights managers in French publishing houses can present books they believe to have a strong potential for screen adaptation. Thanks to a multi-criteria search engine, professionals visiting the site can select titles by category, by key words, characters, period, etc. depending on the project they have in mind. They can also leave a message to a group of publishers if they need more detailed information.

Enjoy reading!

Contact

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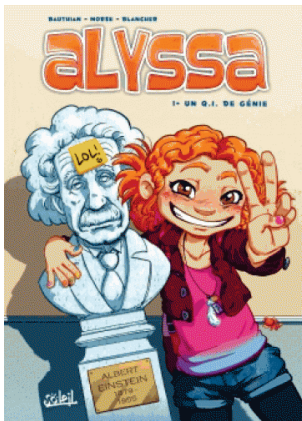
Alyssa. The IQ of a Genius

Isabelle Bauthian, Rebecca Morse

COMEDY

GRAPHIC NOVEL

Alyssa, an IQ of 160 and two years ahead in school, a genius who has decided to go incognito!



SETTING

Today, in an urban setting. Takes place over one school year.

MAIN CHARACTERS

Alyssa (Female, Teenager)

Nadia (Female, Teenager)

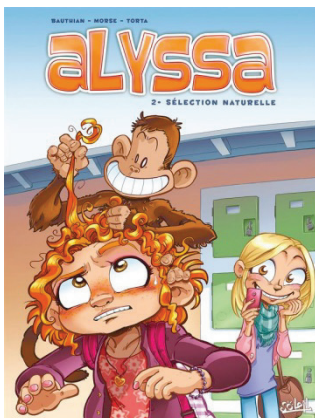
Mél (Female, Teenager)

FILM/TV REFERENCES

Big Bang Theory for the young,
Disney's Recess / *La Cour de récré.*

FIND OUT MORE

2 volumes available.



Alyssa is not quite like other young girls of her age, what with her IQ of 160 and two years' advance on her schoolmates; she's a real brainbox. When her entire family move to a new town, it's a godsend for Alyssa: a new school, a new life. Here, nobody knows her: she can pass herself off as one of the crowd and no longer be regarded as the school egghead. But to lead a 'normal' life, she must pretend to be cool and 'in'. She reckons she must learn to love shopping, follow the most unlikely sitcoms, wear make-up and watch unbelievably boring movies. In her crowd of friends, there's Nadia, a strong character with a passion for clothes, Mél, the sporty type and Elodie, the small, fragile one, a boost for Alyssa's integration. Alyssa's secret weapon is observation and adaptation, but naturally, having a secret identity isn't always easy: pretending you've never heard of Kant, being unable to decipher txt-speak, confusing starlets and the latest female pop singers and making a hash of applying fake fingernails...

At home, her parents are often exasperated by her offspring's pragmatism, but they realise they must help her integrate and attempt, with difficulty, to applaud even the most futile aspects of teenage life. As for her little brother, Alyssa tries to teach him the basics of science, even if he's pretty unresponsive. On the other hand, he proves extremely useful in Alyssa's quest for credibility. Only Lea, a Goth, manages to guess the truth. She knows Alyssa's true identity; this secret bond between them forms the beginning of a true friendship. Alyssa has just about succeeded in hoodwinking everyone, but she nearly blows her cover with her enthusiasm for the new boy: the charming Damien, an assumed egghead and the class scapegoat. How will Alyssa manage to juggle her friends and this budding infatuation? Nevertheless, she hopes to let Damien know that there is one intelligent girl in the school, and that's her! But he's going to take some convincing. Fortunately high-school life is full of outings, celebrations and events that can provide ideal opportunities for revelations! Bauthian and Morse take delight in exploring the roles boys and girls are expected to play in school. No, the world isn't totally made up of princesses, scientists and firemen.

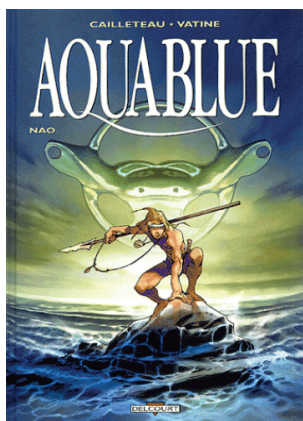
Aquablue. Nao

Thierry Cailleteau, Olivier Vatine

ADVENTURE • SCI-FI

GRAPHIC NOVEL

Nao, a human, is fighting for the freedom of the planet Aquablue. But he is also heir to their greatest enemy, a powerful family of Earth-dwellers, the Morgensterns.



SETTING

In the distant future. A planet almost covered by water and a town on Earth. The whole story is spread over 20 years.

MAIN CHARACTERS

Nao (Male, Twenties)
Maurice Dupré (Male, Forties)
Melkeiok (Male, Fifties)

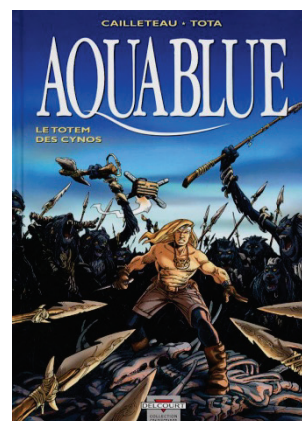
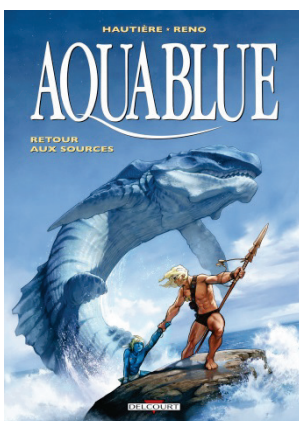
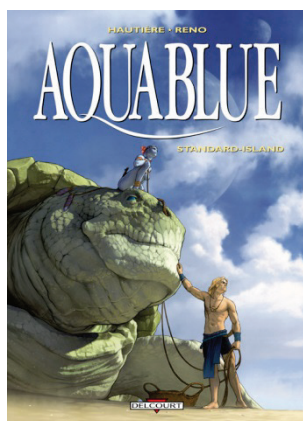
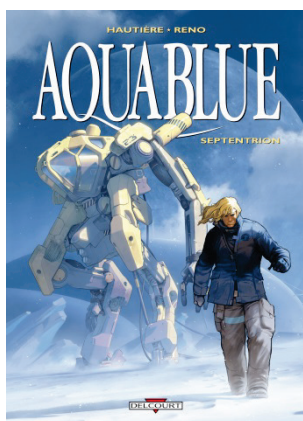
FILM/TV REFERENCES

Avatar, Rahan,
Les Mondes engloutis.

FIND OUT MORE

Aquablue is an epic set against the ocean, a humanist narrative for a very wide public which invites reflexion on ecology and pacifism. 14 volumes available.

Sole survivor of an accident in space, orphan Wilfrid Morgenstern and his robot Cybot, after eight years in orbit, land on Aquablue, a planet whose surface is 97% water. This ocean-planet is inhabited by peaceful fishermen who live in harmony with nature and the sea in particular. The people of Aquablue believe in Uruk-Uru, a maritime creature which appears only to the inhabitants of Aquablue once a century, to designate their chosen one. As soon as the Earth-dweller arrives, Uruk-Uru appears and appoints him the chosen one, hence the guide of the people of Aquablue. Wilfrid is baptised Nao and is given a relic, a privileged link to Uruk-Uru. Brought up and educated as a member of the Aquablue tribe, Nao, at the age of 18, has reached the point where a day's rite of passage will make him a man. He may now choose the woman who will follow him all his life and start a family: his choice is Mi-Nuee, the chief's daughter. An ethnologist, Maurice Dupré, who has come with a team to study the people of Aquablue, is astonished to find a human here, and invites him to go back to Earth with them. Nao refuses, because he now feels at home in Aquablue with his own people. Dupré repairs the old robot, Cybot. While repairing the robot, Dupré discovers the identity of Nao. This idyllic life is shattered by the arrival of the war-like TEXEC organization, with their paramilitary militia, under the orders of Ulla Morgenstern, Nao's aunt. TEXEC has bought the planet to turn it into a complex of centres that use water as their resource. It will mean the death of Aquablue. Dupré tells Nao who he really is, explaining that if he returns to Earth to claim his heritage, he would deprive his aunt of her fortune and could save his people. Nao doesn't take long to decide. His arrival on Earth - the arrival of the Morgenstern son and heir - is a gigantic event! A lawsuit begins, obliging Nao to stay on Earth. Nao wins, but TEXEC's lawyers have managed to suspend the decision. So Nao decides to return to his people on Aquablue to continue the fight. The struggle is a bitter one. Nao and his team go to the very heart of Aquablue to seek the help of the first man and put a stop to this colonial barbarism. His people now free, Nao has to go back to Earth to conclude the lawsuit. Aquablue can now live in harmony with nature once again.



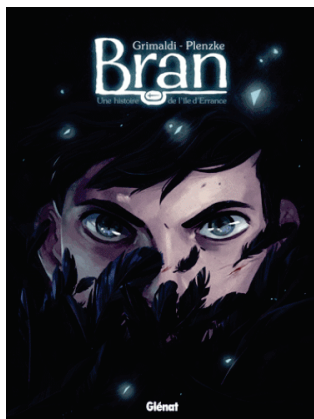
Bran

Grimaldi, Maike Plenzke

ADVENTURE • FANTASY

COMIC BOOK

Bran, an arrogant young prince, finds himself transformed into a crow by a Creature. Macha, a fox-witch, helps him get his own body back.



SETTING

A world of Fantasy.

MAIN CHARACTERS

Bran (Male, Twenties)

Macha (Female, Twenties)

FILM AND FOREIGN RIGHTS GUIDE

Germany.

On the Island of Errance, Humans are extremely wary of the Creatures, magic beings with dreadful powers. During a hunt in the Forbidden Forest, the arrogant young Bran mortally wounds a doe with golden antlers, which turns out to be one of the Creatures. She casts a horrible spell on him: each day, Bran will turn into a crow and only return to human form when night falls. Rejected by his own family, Bran finds refuge with Macha, a beautiful Creature-witch who can turn herself into a fox. Lost in a world he doesn't understand, Bran decides to assist her on a quest: she is seeking a potion to save a young faun on the brink of death. This potion, made of herbs, could also cure Bran's problem...

Their quest takes them to the well-guarded territory of the Fomoires, the terrible giants who guard these lands. With great difficulty, they manage to lay their hands on the magic herbs. Exhausted and wounded, they are given refuge by old Airmed who, by accident, tells Bran the truth: his affliction is the one and only incurable curse. Feeling betrayed, Bran runs away with the herbs, chased by Macha. At the top of a cliff, they have a violent encounter and the herbs fall far below. Without hesitation, Bran jumps from the cliff into the void. By good fortune, the sun rises and transforms him into a crow. He manages to catch the miraculous herbs and carry them between his talons. The young faun can be saved. Finally, Bran has not found the solution to his own affliction but he has regained his humanity and a wonderful partner.



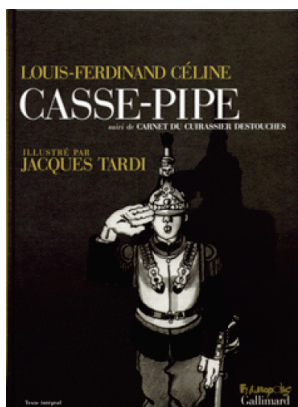
Cannon Fodder

Louis-Ferdinand Céline, Jacques Tardi

HISTORICAL • WAR

ILLUSTRATED NOVEL

The tough apprenticeship of military life by a young recruit who joined up before WW1.



SETTING

The barracks of the 17th Cuirassiers in 1912.

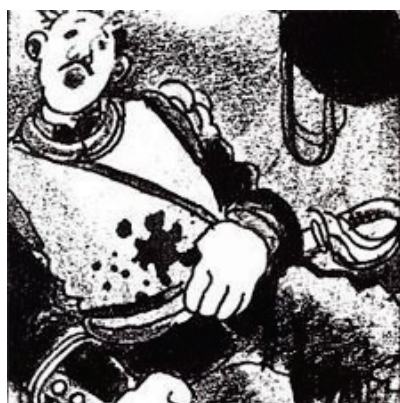
MAIN CHARACTERS

Ferdinand, narrator (Male, Twenties)

Brigadier Le Meheu (Male, Thirties)
"Maréchaogi" Rancotte, sergeant (Male, Thirties)

FILM AND FOREIGN RIGHTS GUIDE

Film rights available.



Ferdinand gives a delirious description of one rainy night when, as a volunteer, he joins the 17th Cuirassiers, a regiment of heavy cavalry. There, he makes the acquaintance of Brigadier Le Meheu and Sergeant Rancotte, a pair of irascible and uncouth NCOs, and a troop of unshaven, subservient soldiers who are accustomed to severe reprimands as to grime and stench. The unit sets off in the pouring rain to relieve the guard on the powder magazine. They wander about, soaked to the skin, shivering and blinded by the force of the deluge. At one point, they're nearly trampled to death by horses that have escaped from the stables. Then they are obliged to wait because no one – not even Brigadier Le Meheu – can remember the password they need to relieve the watch. The Brigadier returns to the guardroom to get the paper with the wretched word, fearing he might run into 'Maréchaogi' Rancotte. As for his soldiers, they decide to seek shelter in a stable and stumble upon the guard, L'Arcille, an insult-spewing drunk surrounded by dung who's lamenting the escape of several horses. And there they end up, sprawled on top of each other in a tangled mass and suffocating from the stench of manure, completely blotto, snoring, trading insults and clumsily jabbing themselves on their cumbersome gear. Le Meheu eventually reappears, he also in a state of inebriation. All of a sudden, they're awakened by the booming voice of Rancotte snarling at them. They try their best to hide, but he finds them and yells at them. Once back in the guardroom, Rancotte takes a roll call and notices that the man guarding the powder magazine hasn't been replaced since the previous evening. Whereupon Le Meheu confesses that he'd forgotten the password; so they look for it, but the paper has disappeared. Le Meheu is convinced it's the name of a flower, but Rancotte finds the idea absurd and loses patience. They decide to ask the orderly, but find him fast asleep. At which point, Rancotte begins to see red. The orderly has an epileptic fit, during which he repeats, over and over, the word 'daisy'. Le Meheu is sure this must be the password and goes off to try it, leaving Rancotte furious. In his rage, he gives the order to sound the reveille. Dawn breaks.... And that's just the beginning of a whole series of hilarious episodes in Ferdinand's introduction to the soldier's life, and the harrowing training he endured.

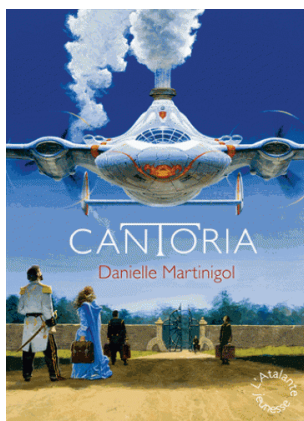
Cantoria

Danielle Martinigol

ADVENTURE • SCI-FI

CHILDREN'S NOVEL

You will be enchanted by this musical universe, a symphony of Adventure, Love and Elsewhere.



SETTING

Somewhere in the future, in a world based exclusively on music.

MAIN CHARACTERS

Arth (Male, Teenager)

Khena (Female, Teenager)

Sotto (Male, Thirties)

PROMOTIONAL MATERIAL AVAILABLE

English synopsis.

English translation of the first three chapters.

Cantoria is a world of singers. Cantoria is a world where the only exploitable energy is the human voice. However, all singers are not equal. The low-Singers of the people are exploited to produce electricity that powers the singing stations or the furnaces of the steam planes. The high-Singers of the noble classes dedicate their voices either to the choir masters for the worship of the goddess Astrale, or to princely pilot captains to let them propel their space ships – the organ ships – through the solar system.

Arth, a teenager living in a distant land, far from all those in power, rebels against the rigidity of this system. Arth possesses an extraordinary voice, unique in its genre. He has lost his heart to young Khena, the daughter of prince Vilanelle. Her voice has been modified to create a Note, deliberately adjusted for the worship of the goddess Astrale.

When Khena, now an organ ship singer, is obliged to depart for the outer limits of the solar system, Arth and his friends, low-Singers and revolutionaries, become stowaways on an incredible trip to the planet Astralia, on a mission to discover if the origins of magic are divine or scientific...

But there is a menace prowling in space, something capable of destroying song, something that could even threaten the survival of Cantoria. The time to fight is drawing near; all the more so as the enChanters activate in the shadows...

Could singing prove to be a weapon?

Chamalo

COMEDY

Charlotte Moundlic, Marion Billet

CHILDREN'S PICTURE BOOK

Chamalo, the 3-6 year-olds' hero! A book of everyday adventures to share with all the family. Themes of daily life to live together in harmony.



SETTING

Contemporary, everyday scenes.

MAIN CHARACTERS

Chamalo (Male, under 10/12)

Mummy Cat (Female, Thirties)

Daddy Cat (Male, Thirties)

FILM AND FOREIGN RIGHTS GUIDE

Foreign rights available except: China, Italy, Korea.

PROMOTIONAL MATERIAL AVAILABLE

Series of Illustrated books for children 3-6.

Sales in France, all editions:

170,000 copies.

Whether he's at school, or hunting for Easter eggs, on holiday or having a birthday party, Chamalo is always surrounded by his loved ones: Daddy, Mummy, his grandparents, his cousin Chalala and all his pals, Chamalo doesn't have time to get bored. The characters:

- Chamalo: a little cat of 4, an only child. A bit shy and lacking confidence, but outside the family, thanks to his friends, he's finding his way and gaining self-assurance.

- Daddy Cat and Mummy Cat: a modern young couple. Daddy looks after Chamalo a lot and he often does the cooking. They live in a flat.

- Granpa Cat and Grandma Cat: Mummy's parents, they come to see Chamalo regularly and on all the special occasions. They often take him on holiday with his cousin Chalala.

- Chalala: Chamalo's cousin, very pretty and feminine. She's five, and plays the big sister to impress her little cousin.

- Papouille: A very bright, independent little frog, bursting with energy. She's Chamalo's best friend and the sister he never had, and she does all the things he doesn't dare try. She often quarrels with Chalala because she's jealous.

- Manu: A little 2-year-old tortoise, the neighbour's son. As he's too young to speak correctly and follow the older children, he's often side-lined in their games. Chamalo treats him like a baby.

19 titles available: *Chamalo is Scared of Everything*, *Chamalo Loves School*, *Chamalo Hunts for Easter Eggs*, *Chamalo Sleeps Over at Papouille's*, *Chamalo is Jealous*, *Chamalo and the King Cake*, *Chamalo and his Baby-Sitter*, *Chamalo's So Silly*, *Chamalo's Xmas*, *Chamalo's Birthday*, *Chamalo Doesn't Want to Eat his Soup*, *Chamalo Doesn't Want to Lend Anything*, *Chamalo Refuses to Go to Bed*, *Chamalo Takes the Train*, *Chamalo Lends his Potty*, *Chamalo Goes Back to School*, *Chamalo Goes to the Pool*, *Chamalo Goes to the Beach*, *Chamalo Goes to the Doctor's*.

Also available, 16 'discovery' titles (numbers, shapes, colours, water, opposites...).



Grass-Snake Season

Jean-Marie Michaud, Serge Lehman

SCI-FI • ACTION

COMIC BOOK

"As ethical as a mechanic. As mute as a warrior. As stoic as a functionary." Serving intergalactic travellers, Intersection 55 is a cold world. But the Snake is coming! Network breakdown or a return to a forgotten state of the divine?



SETTING

Somewhere in the future, in another galaxy.

MAIN CHARACTERS

Rhea Davenham (Female, Thirties)
Derec Finn (Male, Thirties)

FILM AND FOREIGN

RIGHTS GUIDE

World English translation rights sold to Titan Comics.

Film rights available.

PROMOTIONAL MATERIAL AVAILABLE

English translation of the first book.

FIND OUT MORE

Trilogy.

In a familiar yet very distant future, man has a network of space doorways at his disposal – chutes that enable him to pass from one solar system to another, thereby dominating the Milky Way. The chutes were built long before the arrival of life on Earth by the Mohais, a race of engineers. But something happened. A hostile intelligence split up the network and scattered its creators all along the routes, for which no maps have existed since. Reduced to a primitive tribal state, the Mohais became functionaries: their technical gestures were transformed into rituals. When man took control of the first strategic intersections, they did not put up any resistance. Today they assist in controlling interstellar traffic, gradually relearning their history from what travellers in transit may tell them. *Grass-Snake Season* is the story of two young functionaries on Intersection 55, Rhea Davenham and Derec Finn, and a handful of Galactic travellers: Diane Bendix the starry Sentinel, Jarmil the ant-man diplomat, Xtalassar the armoured and many others. For thirty hours they are all faced with an unrelenting phenomenon that appears to be both a breakdown in the network and a return to a forgotten state of the divine. To escape the worst, they have to go down into the depths of the Intersection, experience a world with different physical laws and confront a form of knowledge bordering on madness. But the stakes are high: the control of a hundred billion stars.



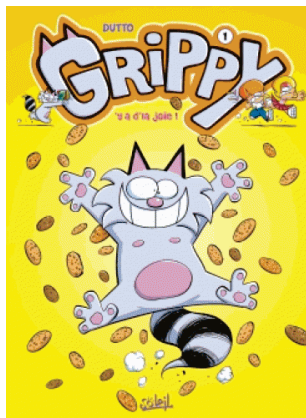
Grippy. Joy Unlimited!

Olivier Dutto

COMEDY

COMIC BOOK

Discover the secret life of a household pet!



SETTING

Nowadays, a residential area,
a house, a garden.
Scenes from everyday life.

MAIN CHARACTERS

Grippy (a cat)
Mamie (Female, Sixties)
Melville (a penguin)

FILM/TV REFERENCES

Oggy et les cafards.

FIND OUT MORE

Olivier Dutto, author of best-sellers
Les P'tits Diables, hits in the book
shop, press reviews and on TV.
With *Grippy*, he reinvents the myth
of the pet cat.

Grippy is no lap cat: bursting with energy, he likes to live life to the full. Whenever he slips away from home and his rowdy young masters, it's obviously to seek adventure and lead his own moggy existence. For him, playing basketball, gardening and even fetching the post is an adventure. But Grippy is no loner; he loves to join his neighbour, Granny, for tea, going on automobile rides, shopping or joining in a marathon. Or going to see his pal, Melville the penguin, who lives in the neighbour's fridge. They like to chill out together, discussing the effect of global warming on the Antarctic ice sheet while guzzling a Mr. Freeze. On the other hand, when Grippy returns to the house, it's to relax... and make mouth-watering cookies, or have a pizza delivered. Do you really imagine that your cat spends its time dozing when you're absent? You must be joking! It goes out, messes around, invents things and has fun! Not all cats are fat and lazy: some of them - Grippy in particular - lead the sort of life you can only dream of...



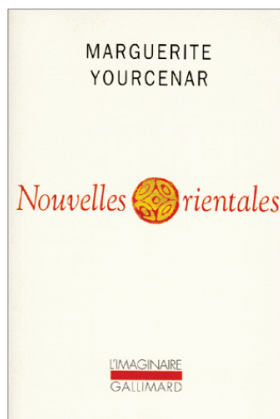
How They Saved Wang-Fô

Marguerite Yourcenar

ADVENTURE

SHORT STORY

Wang-Fô, an aged artist, and his disciple Ling escape the vengeance of the cruel Emperor of China thanks to the magic of painting.



SETTING

Medieval China.

MAIN CHARACTERS

Wang-Fô (Male, Seventies)

Ling (Male, Thirties)

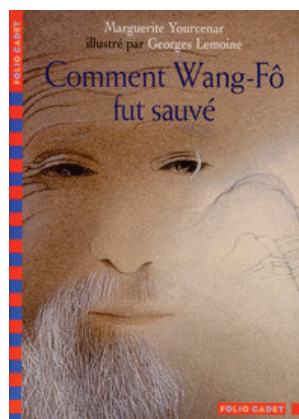
Emperor of China (Male)

FILM AND FOREIGN

RIGHTS GUIDE

Translations: Arabic, Bulgarian, Chinese, Croatian, Czech, Danish, English, German, Spanish, Italian, Georgian, Greek, Hebrew, Hindi, Hungarian, Lithuanian, Portuguese, Rumanian, Russian, Turkish.

Film rights available.



Young Ling, whose family is rich and wife very beautiful, meets the old artist Wang-Fô in a tavern one evening. Wang-Fô's painting opens up totally new perspectives for Ling. Fascinated by his painting, Ling takes him in and squanders all his money on the man who is now his master. Ling's wife, whose beauty Wang Fô ravishes when he paints her, ends up killing herself. Ling and Wang-Fô, now equally poor, take to the roads of the Han kingdom. One night, they are arrested by soldiers and taken to the Emperor of China – a man who hates painting with a passion. As a child, he lived an isolated life surrounded by the work of Wang-Fô. When, at the age of sixteen, he discovered the real world, it seemed to dull compared with the paintings of his childhood and he became disgusted with reality. So, to take vengeance on Wang-Fô, he orders that his eyes should be poked out and his hands cut off. Ling is killed by the soldiers when he tries to defend his master. Before giving the order to execute the sentence, the Emperor demands that Wang should finish a painting he began in his youth, still only a sketch in the Emperor's possession. Wang-Fô starts working. As he adds the layers of colour to the coastal landscape he had sketched long ago, the waves begin to rise in the throne room. On a barque in the painting, Ling gradually appears, wearing a strange red scarf around his neck. Under the eyes of the amazed court, the painter gets into the barque and sails off with his disciple to the heart of the painting. When the water subsides in the throne room, not a sign of the two men remains.

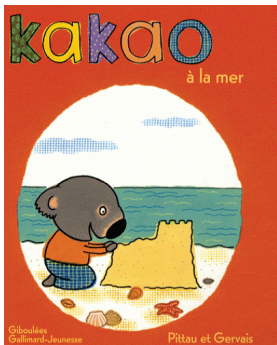
Kakao

COMEDY

Francesco Pittau, Bernadette Gervais

CHILDREN'S PICTURE BOOK

Kakao, the koala, and Bubu, the pig, are two inseparable friends: nothing and no-one can come between them!



In the whole wide world, you won't find two closer friends than Kakao and Bubu. When one laughs, the other laughs too. When one cries, the other cries too. They do everything together and share everything: their toys, their house, they even catch the same illnesses! They discover the world together and learn to know and love the creatures around them: whether it be the strawberry-pinching ants, or Ventouse, a very lonely squid who's looking for company. But being inseparable isn't without its problems, and occasionally Kakao and Bubu have a quarrel: because friendship means learning to give to your friend what you want to keep for yourself – and sometimes that's hard to do! But Kakao and Bubu always manage to find a compromise, because nothing is more important to Kakao than Bubu's happiness – and nothing is more important to Bubu than Kakao's happiness!

SETTING

An imaginary world.

MAIN CHARACTERS

Kakao (Male, under 10/12)

Bubu (Male, under 10/12)

FILM AND FOREIGN

RIGHTS GUIDE

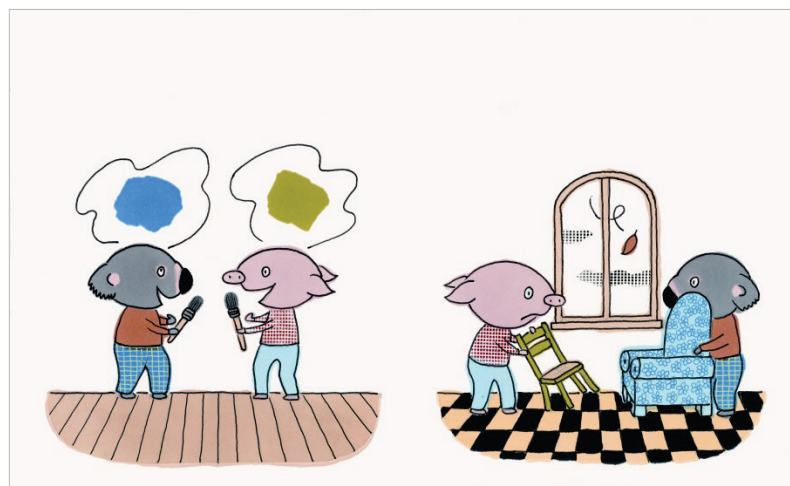
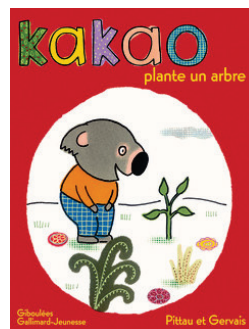
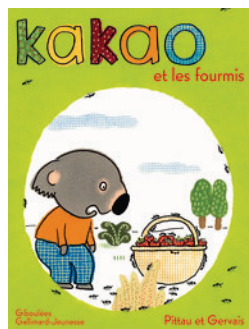
Film rights available.

FIND OUT MORE

Series of children's picture books.

6 titles published so far.

Print run for France: 25,000 copies.



Kililana Song

Benjamin Flao

ADVENTURE

GRAPHIC NOVEL

On the coast of the Kenyan archipelago, in Lamu Town, Naïm, an eleven-year-old boy, is pursued all day long by his brother who is trying to bring him back to the Koranic school. As we follow Naïm in this frantic chase, we meet many colourful characters whose lives will be linked in some way.



SETTING

Contemporary Kenya, Lamu archipelago.

MAIN CHARACTERS

Naïm (Male, under 10/12)

Günter (Male, Forties)

The old man (Male, Seventies)

FILM AND FOREIGN RIGHTS GUIDE

Available translations:

Croatian (Fibra),

German (Schreiber & Leser).

Film rights available.

FIND OUT MORE

Graphic novel in 2 volumes.

Prix Ouest-France/Quai des

bulles 2012, Prix des Libraires

in the comic category 2013,

Prix Lucioles Comic 2013,

Prix RTL Comic book of the

month 2013, Grand Prix RTL

for a Comic book 2013,

Prix Marine & Océans 2014,

Official selection at

Angoulême 2014.

Part One: In the Lamu Archipelago, on the coast of Kenya, eleven-year-old orphan Naïm refuses to attend the Koranic school in spite of his brother Hassan chasing him regularly. Allergic to discipline, Naïm passes his time strolling around the different districts of the town. Living off a few little schemes, he meets Günter, a Dutch navy captain who ended up here after illegally trafficking hashish. What Naïm doesn't know is that the captain had to dump three crates of a mysterious cargo into the sea before the police seized his boat. Meanwhile, on the island of Kililana, an old man is fishing and performing strange rituals around a magnificent tree. Men from the government want to throw him off the land he was born on because of a real estate project which now threatens the whole archipelago. One day Naïm sets sail with Jahid to deliver drugs. When they get to Kililana, Jahid leaves the little boy alone to look after the boat. During the night, mysterious crates are washed up on the bank. The old man hides them on the island, knocks Naïm unconscious and goes off in the boat.

Part Two: When Naïm wakes up next day he is at sea, alone with the old man and the bones of a giant who was once buried under the magnificent tree. The boat seems to be steering itself; and the old man, who was injured the day before, is sinking into delirium as he listens to the songs of the spirits. (In the meantime Günter, the Dutch captain, has been kidnapped by Somalian Al-Shabaab men who are torturing him to find out where the crates he threw into the sea are now, because they were equipped with a transmitter). When a storm breaks, Naïm's boat tips over, the old man is drowned and all the bones sink into the sea. Naïm, unconscious, is visited by two spirits: the giant's and his mother's. Miraculously, he is saved by the Kenyan army. Two years later: they are building a huge port at Lamu. Industrialisation is in the process of killing off the local economy. Naïm finds an old satchel that Günter had left behind when he was kidnapped by the Al-Shaabaab. In it, he looks for a telephone which he gives to his delighted aunt. But when she presses all the buttons of the phone, there's a gigantic explosion in Kililana. It destroys the newly-built hotel complex.

Lucie or the Woman with No Shadow

ADVENTURE • DRAMA

Michel Tournier

SHORT STORY

A young boy discovers the secrets of his fascinating school teacher and is marked for life by a sense of marvel.



SETTING

Today, in a little French town.

MAIN CHARACTERS

Ambroise (Male, under 10/12)

Lucie (Female, Thirties)

Nicolas (Male, Thirties)

FILM AND FOREIGN RIGHTS GUIDE

Translations : Chinese, Croatian,
German, Greek, Italian, Korean,
Russian, Spanish, Slovak, Turkish.
Film rights available.

10-year-old Ambroise lives with his father, a rich but strict man, and his self-effacing mother. Like all the pupils in his class, he's in love with the teacher, Lucie. Her sunny beauty, her bohemian skirts and her fantasy fascinates the children. One evening, his mother leaves home. Feeling abandoned to his hard-hearted father, Ambroise runs away and goes to the house where Lucie lives with her family. That evening, Lucie is alone and Ambroise spends the night in her arms. In the morning, he meets Lucie's husband and children and enjoys the wonderful disorder of their home. He discovers Olga, the doll Lucie never leaves and talks to more than to her own children. On an outing with Lucie's two sons, Ambroise almost gets stuck in a tunnel they are exploring when nearby branches catch fire by accident. This incident brings the enchanted episode to a close: Ambroise's father sends him to a boarding school and makes an official complaint against Lucie for abduction of a minor. She is sacked. Only years later does Ambroise discover the damage he caused in Lucie's family. He finds her totally changed: she has become a head teacher in a high school, bitter and unfeeling. Her family has broken up. Lucie's ex-husband tells Ambroise her secret, which he himself discovered after the events provoked by the boy. After the accusation against her, Lucie had to see a psychiatrist who said that the problem came from Olga, her doll. Session after session, the truth emerged: when she was a little girl, Lucie came across a grave with her name and photograph on the gravestone. She understood that she had a sister who died at nine. Her parents had wiped away all trace of her. In a trunk hidden in the attic containing the things belonging to the first Lucie, she found Olga. Feeling dead as much as alive, Lucie built an existence, fantastic and fragile, centred round the doll. Her interior mystery made her family and her pupils happy, but it made the school teacher very fragile and when it was dissipated, it left them feeling deprived and unhappy.

Malenfer

Cassandra O'Donnell

FANTASY • ADVENTURE

NOVEL

Malenfer, the malefic forest, is rapidly spreading; each day it draws closer to the house where Gabriel and his little sister Zoé live. The children must live with the gloom that is gradually enveloping Wallandar, their village. However a new danger now threatens them, but neither Zoé's visions or her magic powers succeed in identifying the menace...



Gabriel, 12, and his little sister, Zoé, 10, live near the dangerous forest of Malenfer. The magic trees, called the devourers, are rapidly approaching, destroying everything in their path. The children's parents have set off to seek the help of a sorcerer. Gabriel and Zoé have been living alone for two months when Charles, one of Gabriel's classmates, disappears. The children want to find out who is responsible. Then a teacher disappears, and Zoé, who has the gift to detect lies and see into the future, senses that the nearby lake is harbouring an evil presence. One night, in her sleep, Zoé pronounces a name: Elzmarh. After a bit of research, they learn that it's the name of a dragon. Next day, the children see a dragon in the sky. It seems intent on attacking their teachers. The creature tells all the inhabitants of the village to leave, or they will be killed. Gabriel and Zoé's parents eventually find Master Batavius, a powerful magician who is employed to combat the forest of Malenfer. He tells Gabriel that he has been marked out by the dragon: the boy is now an apprentice sorcerer with special powers...

SETTING

An imaginary world (Fantasy setting) where magic exists. Wide open spaces: forests, lakes. Supernatural beings (werewolves, trolls, elves, dragons...).

MAIN CHARACTERS

Zoé (Female, under 10/12)
Gabriel (Male, Teenager)
Thomas (Male, Teenager)

FILM AND FOREIGN RIGHTS GUIDE

Film rights available.

PROMOTIONAL MATERIAL AVAILABLE

Three first chapters available.

FIND OUT MORE

Series of Fantasy novels.
From Lille, Cassandra O'Donnell has been living in Normandy for some years. A great fan of Tolkien, Ilona Andrews and Laurell K. Hamilton, she created the *Rebecca Kean* saga in 2011, published by J'ai lu in the Darklight series (more than 60,000 copies sold).
Tome 3 forthcoming at the end of 2015.



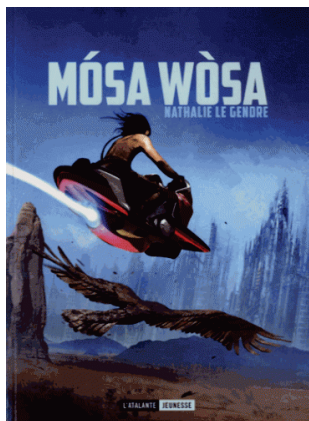
Mósa Wòsa

Nathalie Le Gendre

SCI-FI • ADVENTURE

CHILDREN'S NOVEL

Coming of age in a clash of cultures. Would you risk your life for a twin-brother you've never met?



SETTING

An Indian reserve in the United States, in the near future.

MAIN CHARACTERS

Mósa (Male, Teenager)
Stenalitha (Female, Teenager)
Wòsa (Male, Teenager)

PROMOTIONAL MATERIAL AVAILABLE

Publifiche NRP Collège: detailed analysis to work on the text in class.

FIND OUT MORE

Over 17,000 copies sold.

The beginning of the 22nd century.

In order to escape the drought devastating North America, huge air-conditioned Techno-cities have been built in the desert by the white people, whereas the Indians have abandoned their reservations to seek refuge in miraculous Oases, reviving links with ancestral traditions.

Motherless and of mixed race, Mósa lives in the Lakota Oasis, but his father, a white man, left to live in a Techno-City before he was even born.

When the person who brought him up passes away, Mósa decides he must find his father. So he leaves the tribe to go to the big city which has always fascinated him. There he is amazed to find out that he has a twin brother, Wòsa, who is suffering from an incurable illness due to his mysterious origins. If his young female shaman friend, Stenalitha, helps him, will the bitter and xenophobic Wòsa manage to break the chains of his illness and find life worth living again?

A book about the acceptance of others and their differences.

Ptimounes

COMEDY

Madeleine Brunelet

CHILDREN'S PICTURE BOOK

Meet the Ptimounes, the heroes of a new series of books for toddlers who live in the universe of the miniscule – those 'tiny bugs' that so fascinate children. Heart-warming stories designed to familiarise children with the world of nature.



SETTING

Les Ptimounes are little creatures who live in a universe called Minuscule (nature, insects).

MAIN CHARACTERS

Tempête (Male, under 10/12)

Alizé (Female, under 10/12)

Bise (Female, Baby)

FILM AND FOREIGN RIGHTS GUIDE

Film rights available.

PROMOTIONAL MATERIAL AVAILABLE

Excerpts available.

FIND OUT MORE

A series of short stories for pre-school children.

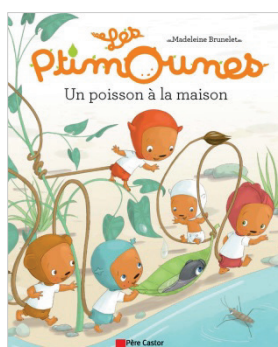
Madeleine Brunelet has illustrated numerous books for Flammarion (*La petite Poule Rouge*, *Ali Baba*, *La sieste de Moussa...*) as well as several Père Castor picture books and *1500 mots de l'âge de la maternelle*.

Hiding among the twigs and the meadow flowers you'll find the Ptimounes – five of them, teensy-weensy little things who love to play! Welcome to their world...

4 titles available and 4 forthcoming in 2016. Synopsis of the first 2 volumes.

Volume 1: *Chacun fait son nid*. This morning, the Ptimounes are woken with a start by jolts and strange noises: two birds have made an enormous hole in the roof of their house! Quick, it must be repaired before night falls: the Ptimounes get busy looking for twigs, but in vain... But Alizé, who stayed at home, welcomes them with a big smile when they come back empty-handed: she has transformed the hole into a 'starry window'! Now the Ptimounes can enjoy gazing at the beautiful star-spangled sky before going to sleep each night.

Volume 2: *Un poisson à la maison*. After a heavy rainfall, the sun finally reappears in the sky. The rain has swollen their pond, so they decide to take the little boat they've made and try sailing it. But they are astonished to discover a fish stuck inside! It is so cute that the Ptimounes decide to take it home and look after it. But, to their amazement, it starts to grow, get fatter and completely change shape... And of course that little 'fish' turns out to be... a frog!



Sillage: First Combats. Team Spirit

ADVENTURE • SCI-FI

Jean-David Morvan, Philippe Buchet, Pierre-Mony Chan

GRAPHIC NOVEL

Discover the first missions of Navis, Sillage's very special agent.



SETTING

In the distant future. The action takes place in a vessel and in a futurist town.

MAIN CHARACTERS

Navis (Female, Teenager)
Rub'Wind (Male)

FILM/TV REFERENCES

Totally Spies.

FIND OUT MORE

Jean David Morvan, scenarist of *Sillage* (more than 1.5 million copies sold), revisits the youth of the leading character to bring us her first missions.

When she was very young, Navis was taken on board Sillage, a powerful convoy of vessels that sail through the cosmos searching for exploitable resources. She was taken on board because she is the sole member of her species, a precious one because they are the only existing creatures whose thoughts cannot be read. Supported by her friends Bobo and Houyo, she soon adapts to her new environment and passes all the tests to become a special agent. Her big day has come, she has just been selected, with some other young agents, to serve Sillage. Their mission will be one of evaluation for them: they must supervise elections on a planet where the political context is difficult, a routine sort of mission. The best agents will be able to choose their future allocation afterwards. On board the vessel piloted by Rub'Wind, Navis's sardonic, laid-back temperament doesn't go down well with her colleagues. In this tense atmosphere, the ship commands suddenly fail to respond. The vessel begins a violent descent and crashes onto a planet, but no-one is hurt. The passengers are, however, the victims of an ambush. A creature with great psychic powers takes over the minds of all the agents in the convoy. But Navis, who doesn't send out any mental waves, manages to escape. Alone, she finds herself involved in a political plot and has to disentangle the truth from the lies. Her enemy is a polymorphous being who has decided to fix the elections. Navis manages to anticipate the creature's ruses and saves her colleagues, using means that are not always in conformity with the methods proclaimed by Sillage. When she gets back to Sillage, Navis is named first pupil of her promotion. She is impatient to embark on the next mission, especially since she has the secret hope of finding other humans.



S.P.E.E.D. Angels. The Big Day

Didier Tarquin, Tony Valente

ADVENTURE
GRAPHIC NOVEL

How 4 very ordinary-looking girls reveal their special powers and form an unbeatable (well, almost) team of spies working for S.P.E.E.D.



SETTING

A pseudo-New-York. Takes place over several days.

MAIN CHARACTERS

Blondie (Female, Twenties)
Eve (Female, Twenties)
Selma (Female, Twenties)

FILM/TV REFERENCES

The Powerpuff Girls, Charlie's Angels, Die Hard, Alias.

FIND OUT MORE

2 tomes available.

Didier Tarquin is the artist who drew *Lanfeust de Troy* and *Lanfeust des étoiles*.

With *S.P.E.E.D. Angels*, he pays a tribute to American blockbusters.

Blondie moves into an apartment shared by three other students: the discreet, sarcastic Selma; the kind, easy-going Kat and the explosive Eve. Jane Blond, aka Blondie, is expected to observe the house rules – and especially rule N°1: no boys in the flat!!! Not an easy one to keep, particularly as the guys next door fancy themselves as devoted admirers. In this seemingly ordinary flatshare, Blondie leads a double life: as a new recruit to S.P.E.E.D (a section dealing with strange phenomena: enigmatic, extreme or dangerous), her first mission is to investigate paranormal manifestations down at the docks. She wasn't expecting quite such a dull mission. Feeling disillusioned, she's wandering round the docks when a robot appears! Fortunately Blondie has been followed by Eve, who, enraged, has transformed into a Fury. Together, they fight the mechanical menace. Only with unexpected arrival of Selma, metamorphosed into her double, Salem, do they manage to halt the robot in its tracks. The three young women are nobody's fools: why has S.P.E.E.D. arranged to have one of their agents and two such extraordinary characters all living under the one roof? But the diabolical magician Boudini manages to recuperate his damaged robot to turn it into a machine of destruction. He succeeds in bewitching the automaton, despite Lieutenant White's intervention. Our heroines have to identify the origin of this magic, and to achieve that, they request the help of S.P.E.E.D. and its special agent, the scrumptious Romeo. That's when they learn that S.P.E.E.D. planned all along that the 3 girls should be brought together, except for Kat, who possesses no exceptional powers. In the meantime, Boudini has begun bewitching all the toys in town. The police turn up, but the situation is beyond their control. The three girls arrive. During the ensuing battle, Boudini seizes Selma and tries to kill her. Eve, Blondie and Kat hasten to her rescue, whereupon Kat activates her powers in an effort to protect them. But Boudini's own powers are at their peak too, and his army of dolls is preparing to attack... Later in the story, Kat's powers and those of her extra-terrestrial cat are revealed, and eventually Blondie's own unsuspected powers come to the fore! The girls end up forming a four-strong team, under the name of S.P.E.E.D. Angels, and our heroines can now carry out countless missions for S.P.E.E.D., whose true intentions still remain cloaked in mystery.



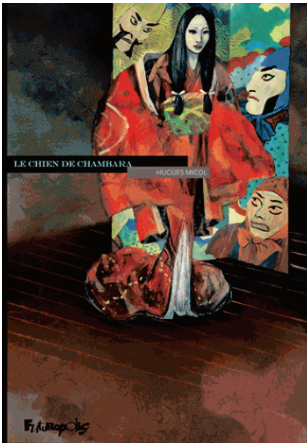
The Dog in Lake Chambara

ADVENTURE • FANTASY

Hugues Micol

GRAPHIC NOVEL

In medieval Japan, a young orphan becomes a ninja warrior to take vengeance.



SETTING

Medieval Japan.

MAIN CHARACTERS

Maraki Zatu (Female, Twenties)

Ukifune (Male, over Seventies)

Ishi, (Male, Forties)

Ni (Male, Forties)

San (Male, Forties)

FILM AND FOREIGN

RIGHTS GUIDE

Translations: Spanish (Rossell).

Film rights available.

Maraki Zatu is a little Japanese girl from an aristocratic family whose father has just died. She is now the heir of her clan. Out hunting with her three neighbours, Ishi, Ni and San, vassals of her late father, she sees one of the men shoot a dog. Its master, a nobleman, challenges the three to a duel but, cowardly and unscrupulous, they shoot him. A witness to this scene, Maraki rides off on her horse and falls into a frozen lake. The three men, who can see personal advantage in the child's death, decide to let her drown. When her daughter disappears, her mother, Kajin, has neither descendants nor protector. She is obliged to remarry and in the end, gives in to Ishi's advances. He entrusts his wife's fortune to Ni, a gifted business man, and makes San his general. But what the three men don't know is that Maraki survived her fall... The little girl was given refuge by Ukifune, a funny little old man, a loner who nevertheless enjoyed the pleasures of life and a former 'shinobi' – ninja warrior. He made a deal with her: he promised to teach her the skills of a warrior to satisfy her hunger for vengeance, in exchange for her unquestioning obedience, assistance and... the promise that she will kill him when, very old, he gives her the order. Years later, Maraki, now a beautiful young woman and a warrior skilled in the arts of combat, decides to return to town to carry out her vengeance. On the way, she meets a young man, an artist, Toshusai, who falls in love with her. He tries to convince Maraki to choose the path of love rather than revenge, but the young woman can never forget the promise she made at the lake of Chambara when, as a little girl, she sank beneath the waters ... The promise made to a wild dog that gave its life to save her.



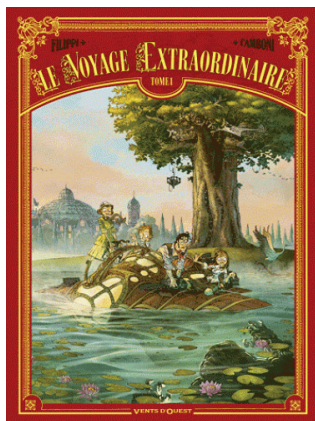
The Extraordinary Journey

Denis-Pierre Filippi, Silvio Camboni

ADVENTURE • SCI FI

COMIC BOOK

Two kids build a revolutionary machine to take part in a competition for the famous Jules Verne trophy, in order to find their parents who were kidnapped by a mysterious secret society.



SETTING

A race around the world in a steampunk universe, uchronian time concept.

MAIN CHARACTERS

Noemi (Female, Teenager)
Emilien (Male, Teenager)
Amelia (Female, Thirties)

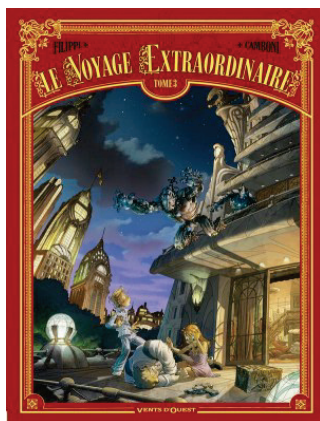
FILM AND FOREIGN RIGHTS GUIDE

World rights available except Germany and Italy.

FIND OUT MORE

3 tomes available.

The heroes will be back in 2016 in new adventures entitled *Les Îles mystérieuses*.



England 1927. As war rages on the continent between the Allies and the German Axis, giant robots – the 3rd axis – prevent the two sides from clashing head-on. Far from the battle, Noemi and Emilien, brilliant inventors, are leading a peaceful life in a boarding school when Noemi's parents decide they should return home to the family manor. After 7 years of boarding school, the children are welcomed by Noemi's parents and looked after by Amelia, their pretty tutor. There is no news of Alexander, Emilien's father; so the children decide to look through his things. They find a secret passage leading to a workshop. There, they meet Terence, his associate, who explains that he and Alexander were working on a machine capable of going anywhere thanks to a revolutionary engine.

The vehicle was commissioned by an anonymous society whose ambition was to win the Jules Verne Trophy. Amelia was a scientist working with them! Suspecting the anonymous society's ill intentions, Terence and Alexander had sent her away in order to protect her, and they sabotaged the machine.

Together, the three decide to rebuild the machine in order to enter the trophy competition and find Alexander.

Navigating towards Paris, a U-boat sinks the ship carrying their prototype.

They manage to escape, still chased by the submarine. They think all is lost when a robot from the 3rd axis emerges, sinks the submersible, and tries to capture them. Thanks to Emilien's cunning, they manage to flee. In Paris, they meet other competitors and set off for the USA.

After a calm crossing, Emilien and Noemi are kidnapped by robots from the 3rd axis. They wake up on a ship driven by their engine, and held at gunpoint by Amelia.

She is an agent working for the 3rd axis! She tells them their parents have joined the organisation: Noemi's to rule the world, Alexander's to bring peace. They are the ones who are holding Alexander and obliging him to develop the electromagnetic engine. Capturing the two children was a way of putting pressure on him.

But Amelia has grown too fond of the children, and she disapproves of the new direction taken by the 3rd axis. She leads the children out of their cell with Terence, also a prisoner, and knocks out the guards! They succeed in escaping, freeing Alexander and sabotaging the ship before they have a chance to destroy London, thanks to Amelia's sacrifice.

The Knights of the Owl

ADVENTURE • FANTASY

Ben Fiquet

COMIC BOOK

Little Manille dreams of becoming a knight. He'd do anything to join the Brotherhood of the Owl, although he has heard they have been cursed. To do so, he will have to thwart the plot of the infamous Baron de Dampierre.



SETTING

In a medieval world.

MAIN CHARACTERS

Manille (Male, under 10/12)

Tilt (robot)

Valence (Male, Forties)

FILM AND FOREIGN RIGHTS GUIDE

Italy.

FIND OUT MORE

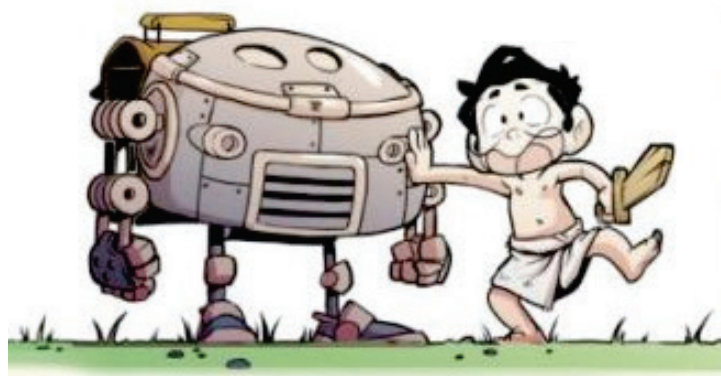
Tome 2 forthcoming at the end of 2015.

In the kingdom of Dampierre, a young orphan boy called Manille, brought up by nuns, has a constant companion: his faithful robot Tilt. Manille dreams of becoming a knight, but the prestigious brotherhoods of legendary warriors don't let just anyone join. One day, the would-be knights of the Baron de Dampierre come to collect taxes at the convent. Manille tries to intervene, but they do not hesitate to use violence and wound the Mother Superior.

As he goes into town for medicinal herbs, Manille meets Valence, a strange character with a bird's head, member of a mysterious brotherhood that has the reputation of being cursed: the Knights of the Owl. This is a blessing for Manille, who would do anything to join them. So he makes a deal with Vassili, chief of the brotherhood and Valence's brother: in exchange for medicinal herbs, Manille will help them to find a way into the Baron's castle to free Lucius, a wise sorcerer, who could help them to free themselves from their curse. During their attempts to free Lucius, they discover that the Baron is plotting against his young fiancée, Princess Adeline de Valdoré. He intends to use her as a human sacrifice during an obscure ritual in order to obtain more power. Manille, roused by chivalrous feelings, wants to save her, but Vassili doesn't want to get involved and refuses to help.

Back in the convent, Mother Superior – still in bed recovering – advises Manille to leave the convent to avoid reprisals from the Baron's knights and she gives him a sword. So he decides to go to the castle and save the princess. At the castle, the Baron is preparing his ritual but the princess Adeline, who is not so naive, has turned the guards against him in an attempt to overthrow the Baron. Manille enters into the battle, inviting Valence and Vassili to join him. They are not unmoved by his appeal. In the thick of the battle, the Baron wounds Manille, but Tilt intervenes to stop him doing any more harm. When the combat is over, two mysterious individuals who were until then the Baron's accomplices, flee taking Vassili with them!

The Knights of the Brotherhood swear to find their chief and a solution to be free from their curse. They know they can count on their new brother-in-arms and his robot!



The Oh-So-Mysterious Case of the Wall that Had Ears

Patrick Bousquet

INVESTIGATION

CHILDREN'S PICTURE BOOK

Inspector Scot Lechat, a bit of a show off, leads the investigation, seconded by Corporal Pito, a big lazy feline who's not very smart with an unfortunate tendency to overdo the sirens and the revolving beacon. Oh so mysterious mysteries, with lots of unexpected events and a twist in the tail... That's the Scot Lechat Investigations.



Mysteries that seem impossible to solve, an odd mix of fine detectives, unexpected developments, irresistible misunderstandings yet somehow the investigation advances all the way to the solution...which is always hysterical! 6 little investigations that are funny, suspenseful and implacably logical... Once you know the end!

6 investigations in all:

- *Le mystère ô combien mystérieux du mur qui avait des oreilles* (Mystery of the Wall that had Ears);
- *Le mystère ô combien mystérieux du trésor disparu* (Mystery of the Disappeared Treasure);
- *Le mystère ô combien mystérieux du clown qui avait perdu son sourire* (Mystery of the Clown that Lost his Smile);
- *Le mystère ô combien mystérieux du hold-up du 36 janvier* (Mystery of the Hold-Up of January 36th);
- *Le mystère ô combien mystérieux du distributeur automatique de billets* (Mystery of the Cash Machine).

SETTING

Today, somewhere in the tentacular maze of Macadam City.

MAIN CHARACTERS

Inspector Scot Lechat (Male)
Brigadier Pito (Male)

FILM AND FOREIGN RIGHTS GUIDE

World rights available.

PROMOTIONAL MATERIAL AVAILABLE

Scenario would be easy to write from lots of indications and 'blocked' scenes.

FIND OUT MORE

6 hilarious investigations by 2 cats in the land of humans.

Could be treated as a mini-series of 6 investigations or one adventure with 6 cases to solve. Won the prize for a children's detective novel at the Fauville-en-Caux book fair.



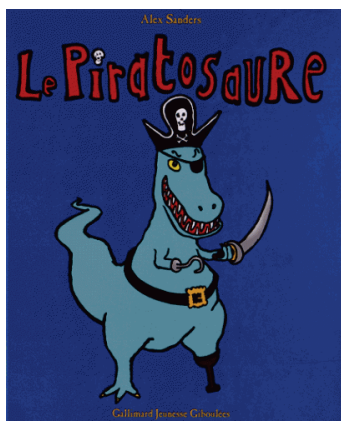
The Piratosaur

Alex Sanders

COMEDY

CHILDREN'S PICTURE BOOK

The adventures of the most intrepid dinosaur-pirate of the Caribbean Sea and his faithful Pirate-Cat.



The Piratosaur is the most valiant of buccaneers! Nothing frightens him and nothing can stop him – not even the terrible monsters that infest the the seas, or those mysterious islands where the most fabulous treasures can be found! For if there's one thing the Piratosaur loves, it's rivers of diamonds, jewels, rings, gold coins and precious stones. He simply devours them! Lust for adventure always comes first for this Pirate King, who defeats his adversaries thanks to his courage, of course, but even more so through his cunning. What counts for Piratosaur is not so much the spoils to be gained as the thrill of excitement to be found in a perilous adventure. You can be sure that no diamond is worth the friendship of Pirate-Cat, the love of a beautiful witch, the charms of a siren or the Queen of England's delicious shortbread cookies!

SETTING

Somewhere in the warm waters of the Caribbean.

MAIN CHARACTERS

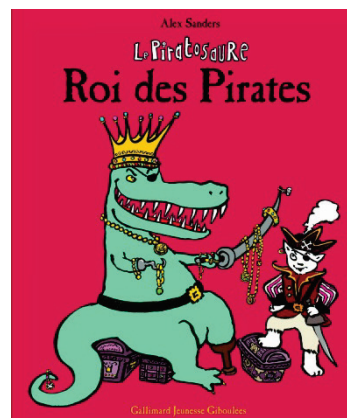
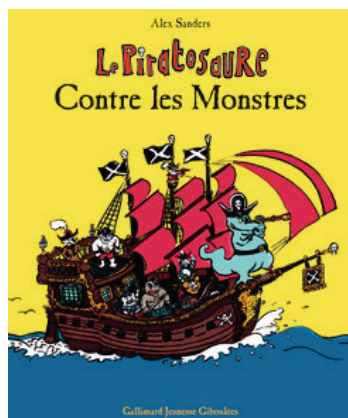
The Piratosaur (Male)
The Cat-Pirate (Male)

FILM AND FOREIGN RIGHTS GUIDE

Film rights available.

FIND OUT MORE

Series, print run for France:
25,000 copies.
5 titles published so far.



The Scarlet Rose: Missions. The Ghost of the Bastille

Patricia Lyfoung, Jenny

ADVENTURE
GRAPHIC NOVEL

The Scarlet Rose wants to protect the poor and the defenceless. She joins forces with Le Renard, who trains her for the purpose. Together, they solve crimes.



Maud, alias 'La Rose', saw her father murdered, right in front of her eyes. Since that day, she has dreamt of finding the killer. She decides to devote her life to dispensing justice, just like her hero, the masked righter of wrongs they call 'Le Renard'. Introduced at Court by her grandfather, the Comte de La Roche, Maud isn't really cut out for courtly society; she cannot bear the smug fools who woo her, among them the odious Guilhem. Yet she is to discover that Guilhem is none other than Le Renard. The double identity they share brings them together and she comes to see Guilhem as an ally. The two uncompromising characters become closer and closer ... Recently engaged to be married, Maud and Guilhem are in Paris. The two avengers continue to rob from the rich to give to the poor. During a dinner, Maud meets Adele, daughter of a countess, a pretty red-haired girl and childhood friend of Guilhem. Excessively jealous, Maud doesn't like to see this girl giggling with her fiancé. But in Paris, there has been an outbreak of kidnappings: mysterious individuals, identified as being ghosts, capture young red-haired girls at nightfall. The captain and his guards are on the alert, but have found nothing. La Rose and Le Renard find themselves involved in these crimes when the ghosts try to kidnap Adèle. During the struggle, a kidnapper drops his mask, which they take to M. Michel Alexandre, a specialist of obscure cults, to be examined. He explains that this mask belongs to worshippers of Cosimo Ruggieri, who was Catherine de Medici's astrologist. Accused of witchcraft and practicing black magic, he was locked up in the Bastille prison. His worshippers need the souls of twelve young girls with red hair to resuscitate him. The Captain of the guard is convinced that La Rose and Le Renard are mixed up in this business. In spite of this, Maud and Renard manage to find the young girls at La Bastille, where Cosimo died. Unfortunately, La Rose, Le Renard and the Captain, who was tailing them, are also kidnapped, and obliged to attend the resurrection mass for Cosimo, performed by the professor who had helped them. He turns out to be Cosimo's grandson. As soon as Cosimo is resuscitated, his immediate plan is to take vengeance against the royal family. But La Rose and Le Renard manage to dispatch Cosimo back to hell. The young girls are safe, La Rose and Le Renard escape from the Bastille with the Captain's assistance.

SETTING

France, 18th century. Most of the Story is spread over two weeks.

MAIN CHARACTERS

Maud (Female, Twenties)
Guilhem (Male, Twenties)
Adèle (Female, Twenties)

FILM/TV REFERENCES

Robin des Bois, Lady Oscar, Zorro.

FIND OUT MORE

2 tomes available.

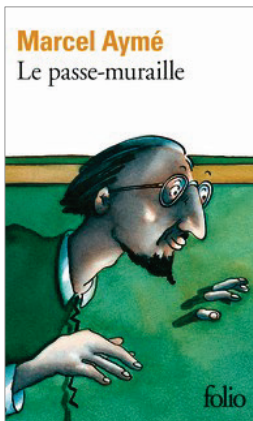
The Adventures of Maud and Guilhem, always on the brink of a break-up or a wedding, and always ready - sword in hand - to defend those in need, are a big success in the book shops. Breath taking adventure combining poetry, emotion and humour.

The Seven-League Boots

Marcel Aymé

ADVENTURE
SHORT STORY

Six schoolfriends dream of buying a pair of seven-league boots that sit proudly in the shop window of a strange shopkeeper. Each one dreams of what he would do if he could tour the world in an instant: beat running records, visit Africa and India...



Antoine Buge and five of his classmates dream about a pair of boots – the ‘seven-league’ boots in the window of a shop that sells odds and ends, owned by an eccentric old gent. When he plays a trick and frightens them, they run away and by accident fall into a trench in a roadworks site. So now they’re in hospital, with broken legs or arms. Their parents come to see them. Which makes Antoine feel uncomfortable, because his friends are well-off and he’s the only son of Germaine Buge, an unmarried mother who does housework to earn their living. They are both ashamed of their situation. When his friends boast that their parents have promised to buy them this wonderful pair of boots, Antoine can’t help inventing a rich uncle Victor, who’ll soon be coming back from America, and who just loves to spoil his favourite nephew. He doesn’t tell his mother about the fib, but she notices her son looks worried and sad. She asks one of his friends, who tells her about uncle Victor and the boots. Antoine’s mother goes to the shop and meets the shopkeeper, busy playing chess with a stuffed bird. She asks the price of this famous pair of boots. He asks for three thousand francs, the same sum he already quoted to one of his friend’s mothers who got angry and left the shop. Suddenly he pretends that the bird thinks the price is too high and accepts twenty-five francs for the boots. Germaine gives the present to Antoine, happy and grateful at last. That night, Antoine puts on his beautiful boots and after touring the world, brings back a bouquet of sunrays for his mother.

SETTING

Paris, Montmartre, 20th century.

MAIN CHARACTERS

Antoine Buge (Male, under 10/12)

The shopkeeper (Male, Seventies)

Germaine Buge (Female, Twenties)

FILM AND FOREIGN RIGHTS GUIDE

Translations : Albanian (Dituria),
Armenian (Apollon), Chinese
(Grimm Press), English (Reader’s
Digest, Pushkin Press Ltd), Japanese
(Chikuma Shobo), Korean
(Munhakdongne), Slovenian
(Zalozba Goga),
Film rights available.

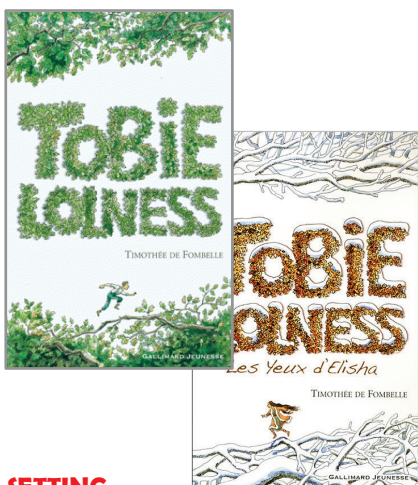
Tobie Lolness

Timothée de Fombelle

ADVENTURE

NOVEL

Because his father refused to reveal the secret of an evolutionary invention that could have threatened the life of the Tree, Tobie's family is exiled to the Lower-Branches, then imprisoned. Tobie manages to escape and tries to free his parents while the Tree, constantly bored by a profit-seeking industrialist, is in danger of dying and a brutal dictatorship takes over.



SETTING

A great oak called the Tree by the people who live in it. Each person no higher than 1.5 mm.

At no particular time.

MAIN CHARACTERS

Tobie Lolness (Male, Teenager)

Elisha Lee (Female, Teenager)

Léo Blue (Male, Teenager)

FILM AND FOREIGN RIGHTS GUIDE

Translations: Bulgarian, Catalan, Chinese, Czech, Danish, English, Finnish, German, Greek, Hebrew, Hungarian, Italian, Japanese, Latvian, Lithuanian, Polish, Portuguese (Portugal and Brazil), Rumanian, Spanish, Thai, Turkish, Ukrainian, Vietnamese.

Film rights available.

FIND OUT MORE

Novel in 2 volumes.

Several awards in the UK, Italy, the Netherlands, Belgium and France.

Tobie Lolness lives happily with his parents, Maïa and Professor Sim Lolness, in the Tree Summit. His father has made a great discovery: the Tree's sap can be transformed into a driving energy. Jo Mitch, an industrial specialized in boring holes in the Tree, sees the profit he could make. Sim, fearing for the survival of the Tree - which he knows is alive - refuses to give him the secret of his invention. Although they were highly respected until then, the Lolness family is condemned to exile in the Lower-Branches. Tobie has to leave his childhood companion, Léo Blue. When he starts moving around in the Lower-Branches, he meets Elisha Lee, a young girl who lives alone with her mother on the edge of a lake. She becomes the love of Tobie's life. But Jo Mitch hasn't given up on Sim Lolness's secret. His wealth growing as he ruthlessly exploits the Tree, endlessly digging to build underground cities, Jo Mitch claims that the Lolnesses are traitors: that they are about to give their secret to the Grass People who live at the bottom of the Tree, who cold-bloodedly killed El Blue, Léo's father, years ago. The Lolness parents are arrested and imprisoned but Tobie manages to escape. Tobie tries to free them but fails. Believing they are dead and that Elisha has betrayed him, he takes refuge at the foot of the Tree where he is welcomed by the Pelés, peaceful Grass People. Léo Blue, who thinks Grass People are really dangerous, has taken control of the Tree Summit, and is preaching hatred against Tobie. Consequently Jo Mitch can capture the Pelés and make them do hard labour. Léo Blue, unaware of her link with Tobie, falls head-over-heels in love with Elisha and holds her captive hoping to marry her, but the girl refuses. Thanks to the visit of a friend of his father's, one of the Grass People, Tobie learns that his parents are alive. He then goes back to the Tree and is captured by Jo Mitch's henchmen who take him for one of the Grass People. Reduced to slavery with his friends the Pelés, Tobie has to overcome many obstacles to free his parents, put a stop to Jo Mitch's plans, find Elisha and free Léo of his demons.

List of Selected Books

- 1 Alyssa. The IQ of a Genius
- 2 Aquablue. Nao
- 3 Bran
- 4 Cannon Fodder
- 5 Cantoria
- 6 Chamalo
- 7 Grass-Snake Season
- 8 Grippy. Joy Unlimited!
- 9 How They Saved Wang-Fô
- 10 Kakao
- 11 Kililana Song
- 12 Lucie or the Woman with No Shadow
- 13 Malenfer
- 14 Mósa Wòsa
- 15 Ptimounes
- 16 Sillage: First Combats. Team Spirit
- 17 S.P.E.E.D. Angels. The Big Day
- 18 The Dog in Lake Chambara
- 19 The Extraordinary Journey
- 20 The Knights of the Owl
- 21 The Oh-So-Mysterious Case of the Wall that Had Ears
- 22 The Piratosaur
- 23 The Scarlet Rose: Missions. The Ghost of the Bastille
- 24 The Seven-League Boots
- 25 Tobie Lolness

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