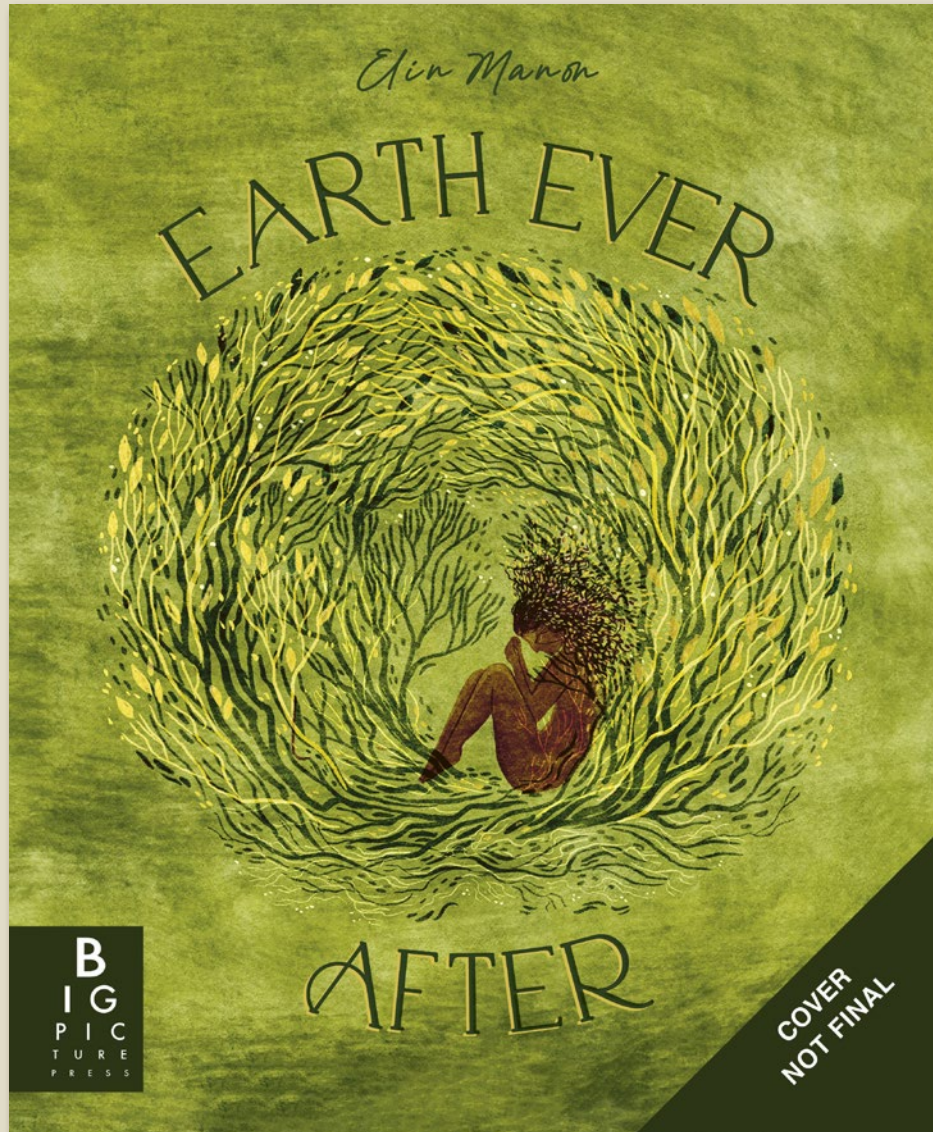




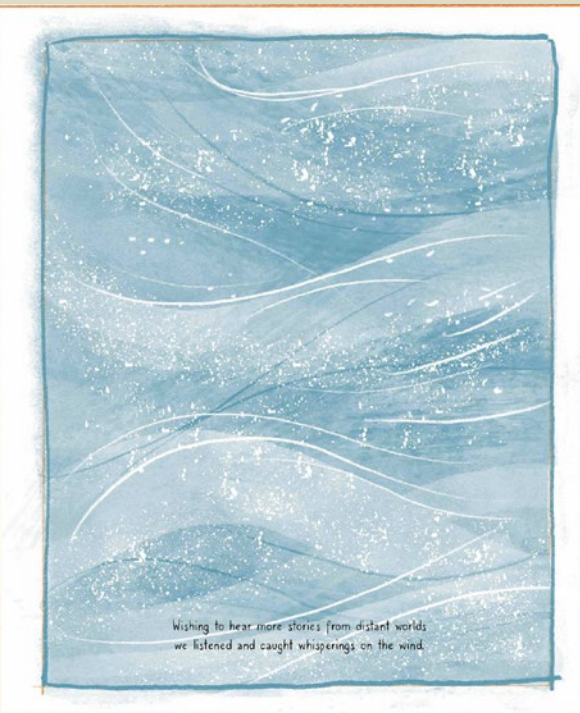
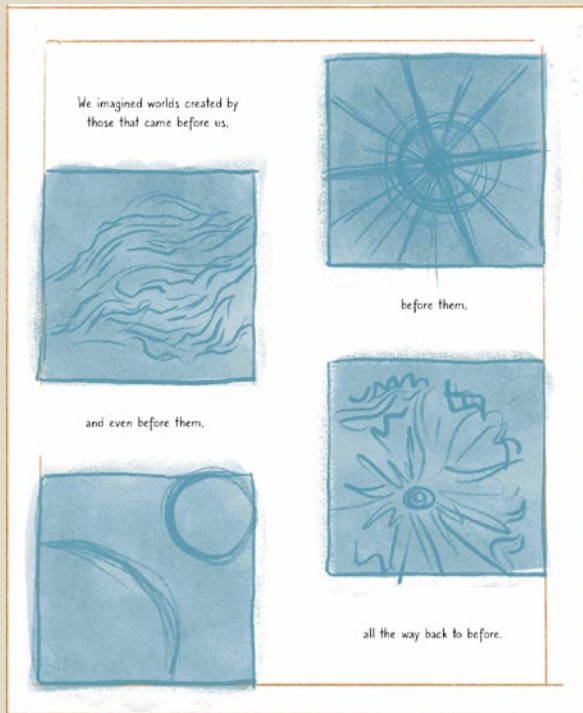
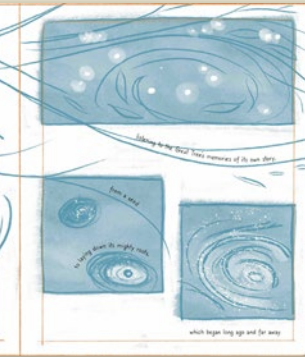
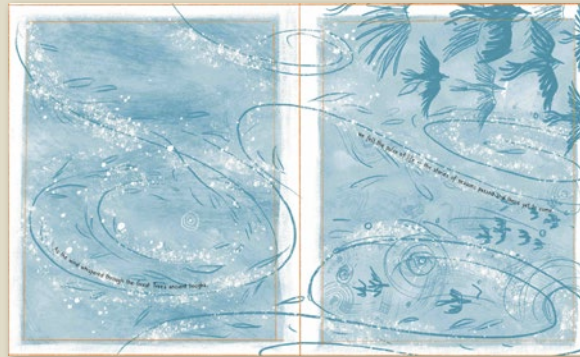
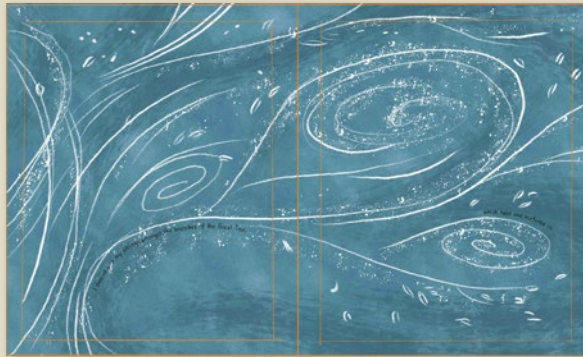
**Ukraine - BBF25 - mono and  
graphic novels**

# Earth Ever After



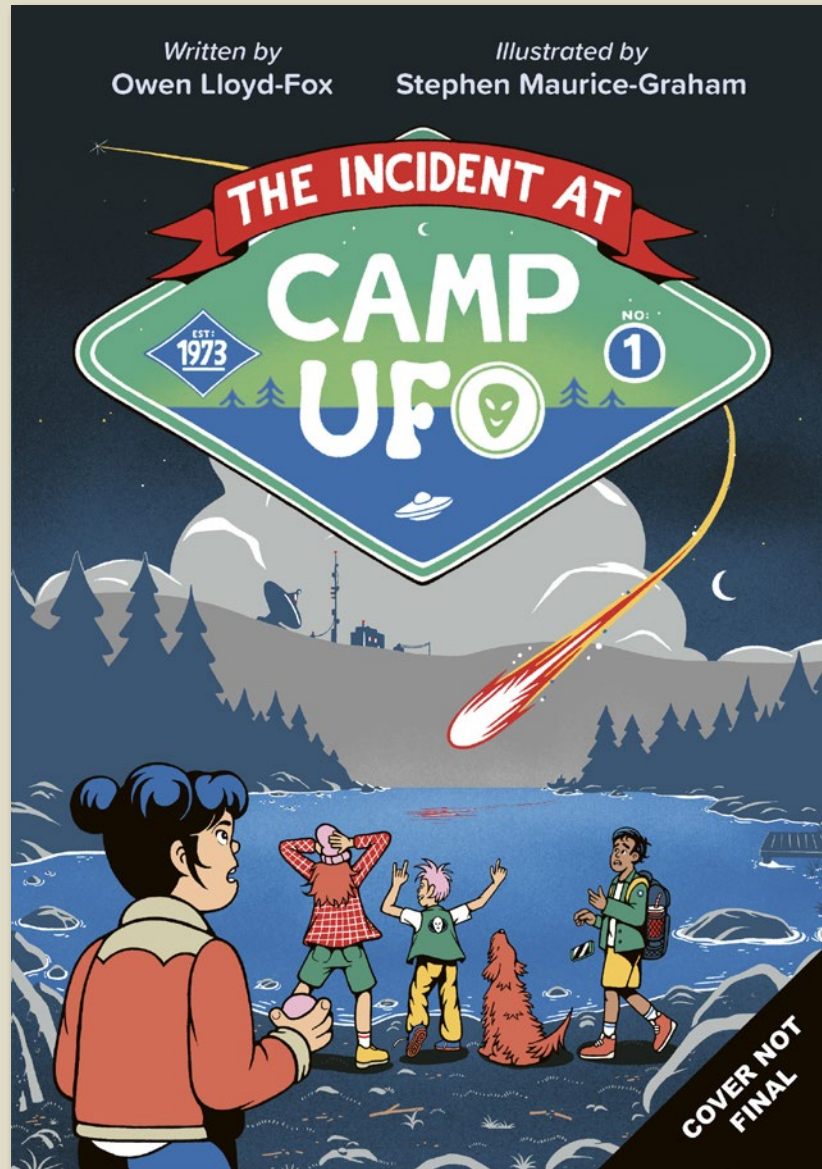
Step into the world of *Earth Ever After*, a stunning fusion of graphic novel artistry and ancient folktale, told through the eyes of Mother Earth. This beautifully illustrated book takes readers on an unforgettable journey from Earth's creation to the present, celebrating our deep connection with nature while offering a poignant reflection on the state of our world.

# Earth Ever After



Pub Date	<b>03/09/2026</b>
Pub Price	<b>£20.00</b>
ISBN	<b>9781800788671</b>
H x W	<b>260 x 215mm</b>
Binding	<b>Hardback</b>
Age Range	<b>9-11 years</b>
Author	<b>Elin Manon</b>
Extent	<b>160pp</b>
Word Count	<b>3500 words</b>
Translation Files	<b>22/12/2025</b>
Files To Printer	<b>09/04/2026</b>
Freight On Board	<b>02/07/2026</b>
Rights Available	<b>World</b>

# The Incident at Camp UFO



**Unravel cryptic clues, solve fiendish puzzles, avoid the Shini-rax aliens at all costs while you help the gang solve the incident at Camp UFO!**

- A brand-new adventure puzzle book series complete with graphic novel style illustrations. Perfect for fans of Bunny vs. Monkey, Stranger Things and gaming enthusiasts. A must-have for reluctant readers.
- Featuring a strong cast of characters with authentic stories from diverse backgrounds, including South and South East Asia, plus a non-binary character with partial hearing loss.

# The Incident at Camp UFO



"I CAN'T BELIEVE YOU TOOK ONE PUPPY!"

"IT SAYS HERE ONE OF THE CAMP'S NEW MEMBERS IS EXPERIENCED SURVIVE IN ALL ITS INDUSTRY!"

Pawan glanced around at the dark forest, the glowering lake and the far-off mountains. "Right, sure that. What now?"

"Um..." said Dad, scratching his hat. "How about ghost stories? Anybody know any?" Nobody did.

"Come on!" Val whined. "Something scary HAD to have happened here. A masked fool with a murderous vendetta against camp staff? Mad scientist? Mad wizard? Mad? A tragic dog-eat-dog accident?"

Dad thought for a moment. "Well, there is ONE. But we're not allowed to read and I'd love to be in the woods. So, well, longer than anyone can remember. He's just always there, lurking. Sometimes you see him on the lake in a boat, cackling like this. "Dad pulled a face like a cat that has about to be sick and produced a deep hacking cough."



Frankie, Val and Xinyi frowned. Even Pawan looked momentarily less sulky. "So on..." promised Frankie after a split second.

"Well, that's not it!" Dad admitted. "So that's your ghost story, is it?" said Val. "So all those bats in the wood, the a-cough and looks around a bit?"

"Well, yeah," Dad mumbled, defensively. "I mean, he's quite weird."



The gang froze as a sheep, hacking cough, echoed across the valley. On the lake, a rusty old boat quietly chugged into view with a hooded and man hunched over the wheel.

"That boat" whispered Val. "Aah," replied Frankie.

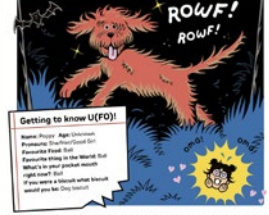
The Early Birds noticed in silence as the boat disappeared out of view. "I mean, it's not that scary..." said Frankie.

"Well," Val agreed, rather uncharacteristically. "He can't keep being old and coughing!" "Forget it!" ruffled Dad, going on all pretence of 'warning young people' for the day. "You're going to bed. Put the fire out before you leave and be careful of the... uh... water!" He seemed eagerly towards the lake before heading off in the direction of the tent.

"Can he do that?" asked Xinyi. The others turned to her, surprised. "This was the first thing they remembered Xinyi saying since they arrived. "It's a TERRIBLE camp coincidence!" she added.

"Then suddenly, she screamed."

AAAAHHH!!!



Getting to know U(FO)!

Name: Poppy Age: Unknown  
 Breed: Unknown  
 Personality: Friendly  
 Favorite Food: Fish  
 Favorite Place: The Water  
 What's in your pocket: A small amount of fish  
 If you were a character who would you be? A fish!

"It's a DOG!" exclaimed Xinyi, scrambling over to the furry creature before the others could even register the transformation of their quiet companion to a doggy friend. "What's a good boy like a good... girl like her sister in town?"

"Hellooo Poppy!" Poppy's tail thumped in reply. She LOVED when people knew her name.



SPOILER ALERT: THIS WAS NOT AS INTERESTING AS IT WAS GOING TO BE.

INCIDENT INCOMING



The Early Birds looked at each other in utter astonishment, then sprinted towards the lake. Poppy followed, barking madly. She didn't have a clue what was going on, but she loved running.



"You realise what's happening now right?!" puffed Pawan, struggling to keep up with the others. "A SUPERHERO ORIGIN STORY! Space rock falls from the sky, local kids find space rock, space rock makes them FLY or TURN STRETCHY or give them the power to make people EXPLODE or something!"

"Was it definitely a space rock?" asked Val. "What's it called? An asteroid. Maybe it was a satellite. Or a part of a PLANE! I heard once that an aeroplane's toilet chute opened and the stuff inside fell out of the sky, and because it's SO cold up there, it FROZE and hit a man and everyone knew that he'd been squashed by a massive frozen ball of POO!"

"Definitely not poo," said Frankie, who had made it to the shore first. The others arrived and stared out at the emanating water. "Poo doesn't glow."



"Woah" said Val, astutely. "I guess we should report this to, uh, whoever you report asteroids to?" Frankie posited.

"Um, sorry, I think you mean meteorite," said Xinyi, apologetically. "Asteroids are when they're in space. When they fall they are a meteor, and when it lands it's a meteorite..." Xinyi frowned. WHY did I have to say that for? Now they'll think I'm a COMPLETE dweeb...

Frankie turned to her and smiled. "Thanks, Xinyi. It's probably best we know exactly what it is when we tell..."

"Or," interrupted Val, "we DON'T tell anyone and fish it out ourselves!" The gang looked down at the glow once more. Pawan nodded slowly. "Yeah, I mean, do you KNOW how much meteorites go for online?" He said, biting his lip. "Like, mucho gold coins. Plus, still hoping for superpowers here..?"

"Yeah! Come on Frank-le-plank!" beamed Val. "I wanna make people explode!"



Frankie sighed. She saw what this was. Just because she was older – just because she wasn't suggesting stupid things like FISHING FOR (potentially) MAGIC SPACE ROCKS – they were making her be the mum. The sensible one. The leader. Frankie took a deep breath. Not today. Not this entire summer, actually. She had decided in the car that this summer, she wasn't going to be in charge of ANYTHING. Especially not Val.

"Yeah, okay. Let's get the meteorite out of the lake," the new, relaxed go-with-the-flow Frankie replied. "So... how are we going to do that?"

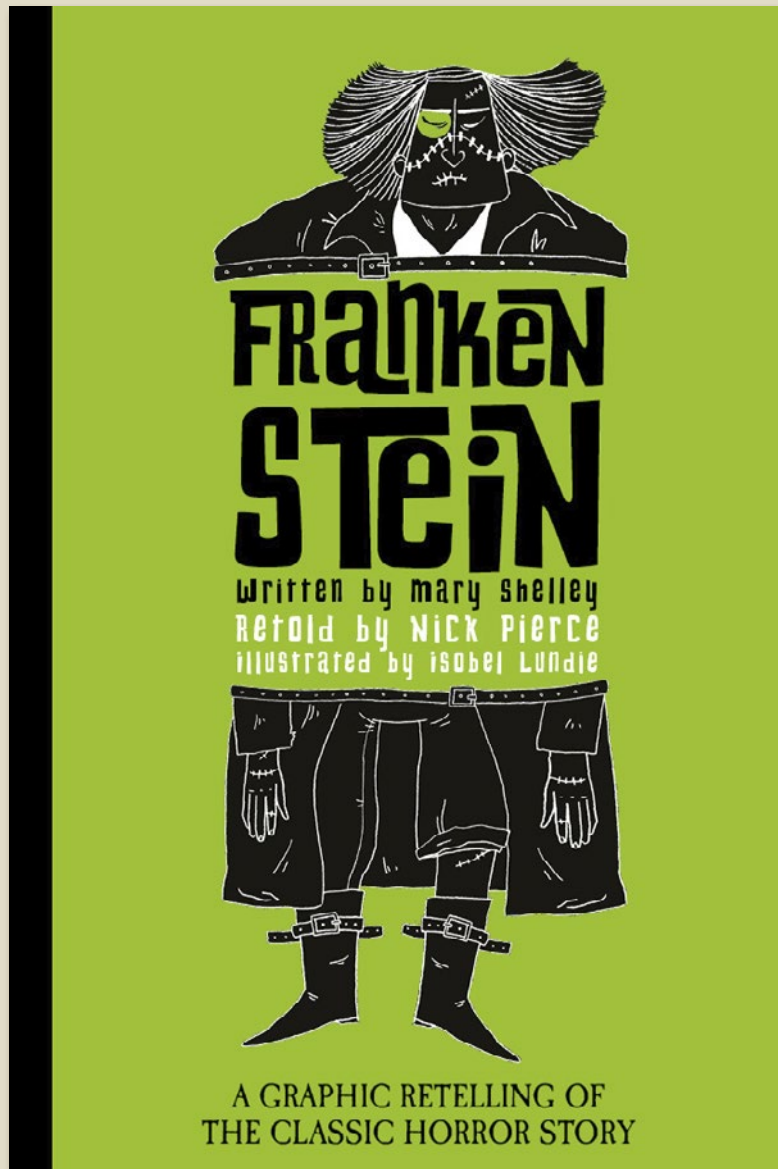


How COULD the gang fish the meteorite out the lake? When you think you've got it, turn to the next page - or check the answer at the back!



Hint: Try skipping back a few pages and see if there's any helpful lake-related gear!

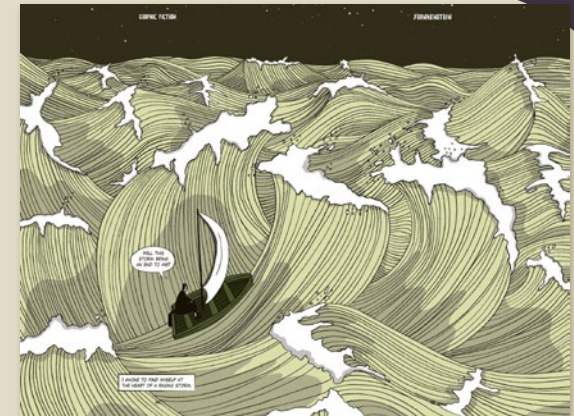
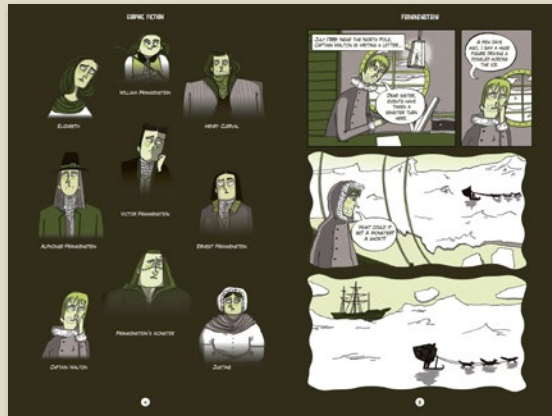
Pub Date	09/07/2026
Pub Price	£7.99
ISBN	9781800788725
H x W	210 x 148mm
Binding	Paperback
Age Range	9-11 years
Author	Owen Lloyd-Fox
Illustrator	Stephen Maurice Graham
Extent	112pp
Word Count	15000 words
Translation Files	27/10/2025
Files To Printer	16/02/2026
Freight On Board	23/04/2026
Rights Available	World



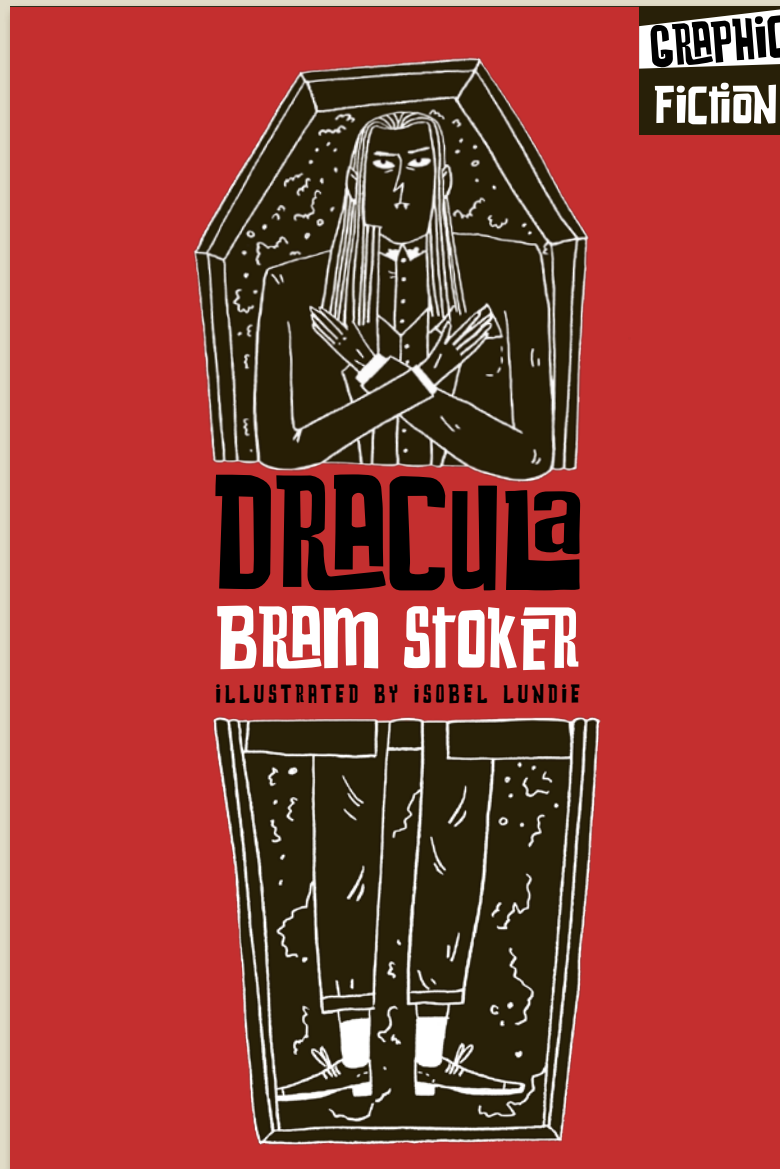
## A graphic retelling of Mary Shelley's gothic masterpiece

- A contemporary twist on a 19th Century classic. This creepy graphic retelling is the perfect tool for engaging reluctant readers and introducing children to the literary canon.
- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of the text and key theme analysis to further help children.
- A wonderful introduction to the horror genre. Young readers will be captivated by Isobel Lundie's beautiful, spooky illustrations.
- Utilises speech bubbles and easy-to-follow sequential ordering to make the story more accessible.
- Next title in the series: Dracula

# Frankenstein



Pub Date	<b>12/09/2024</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800788800</b>
H x W	<b>210 x 140mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Mary Shelley</b>
Illustrator	<b>Isobel Lundie</b>
Extent	<b>64pp</b>
Word Count	<b>4316 words</b>
Rights Available	<b>World</b>



**Bram Stoker's legendary gothic masterpiece is bought back to life in this blood-sucking graphic retelling!**

- A contemporary twist on a 19th Century classic. This creepy graphic retelling is the perfect tool for engaging reluctant readers and introducing children to the literary canon.
- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of the text and key theme analysis to further help children.
- A wonderful introduction to the horror genre. Young readers will be captivated by Isobel Lundie's beautiful, spooky illustrations.

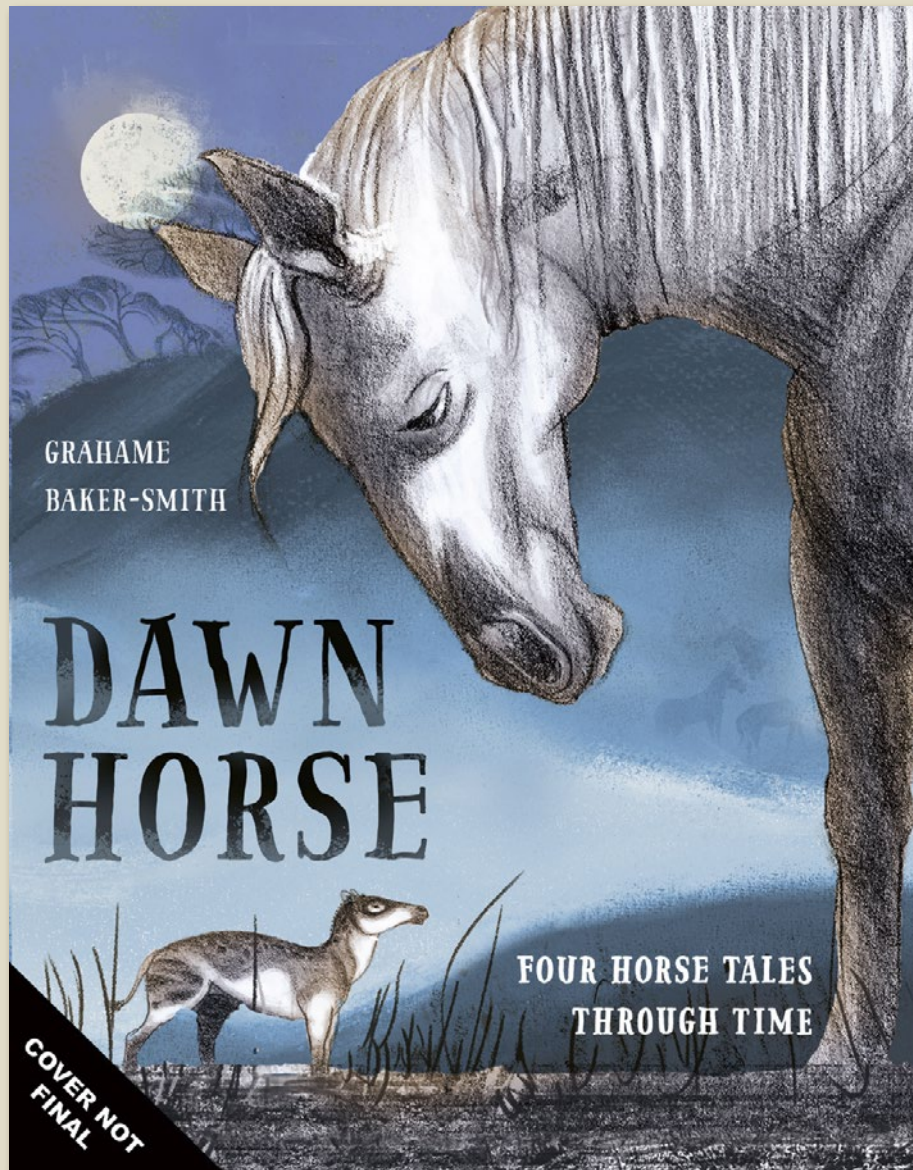


# Dracula



Pub Date	<b>12/09/2024</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800788817</b>
H x W	<b>210 x 140mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Bram Stoker</b>
Illustrator	<b>Isobel Lundie</b>
Extent	<b>64pp</b>
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Translation Files	<b>29/01/2024</b>
Files To Printer	<b>22/04/2024</b>
Freight On Board	<b>27/06/2024</b>
Rights Available	<b>World</b>

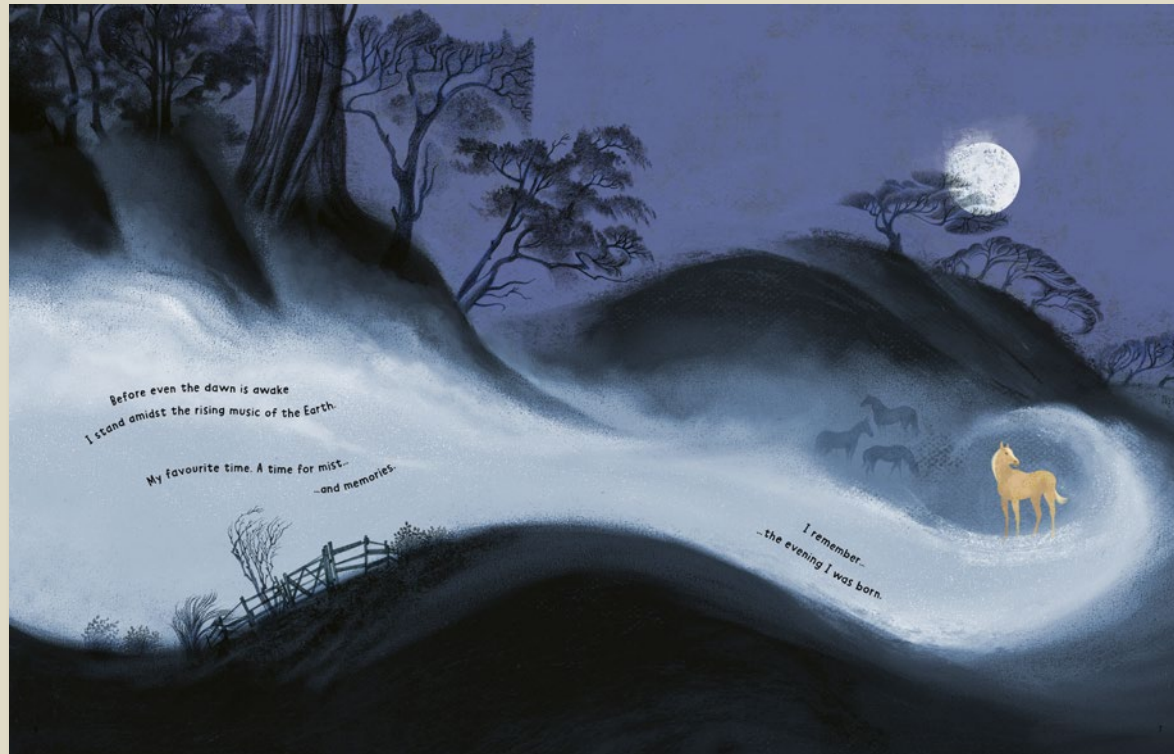
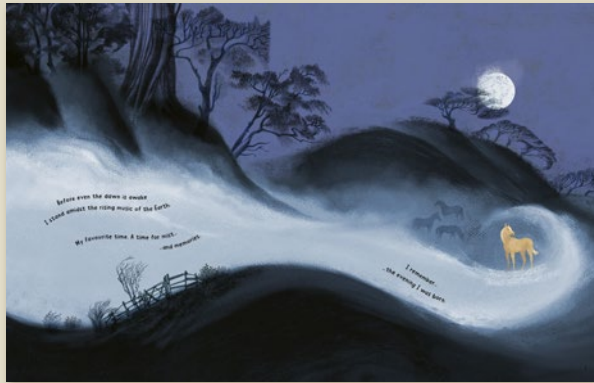
# Dawn Horse



## Discover the incredible story of a horse through time...

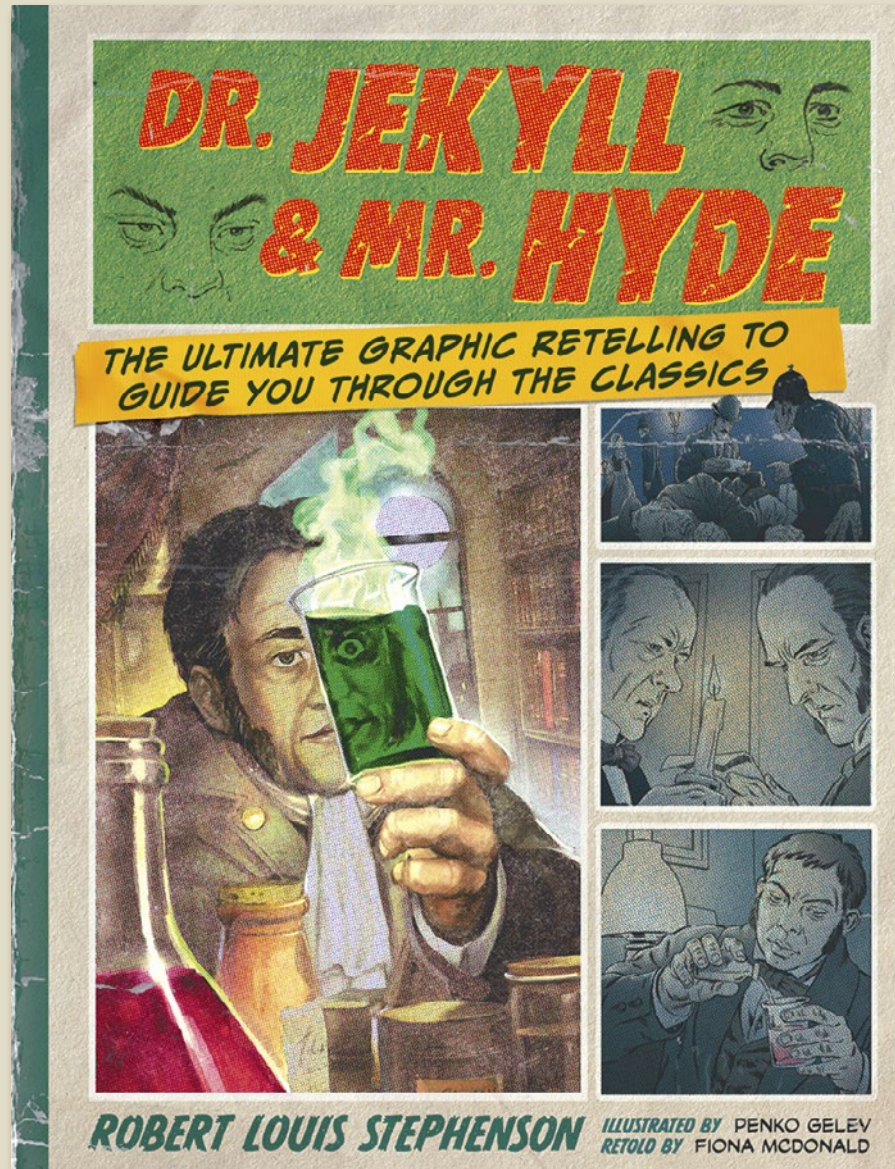
- Grahame Baker-Smith is a self-taught award-winning artist from Oxford with an incredible talent for illustrating evolutionary history and the wonders of nature.
- Award-winning books include the Greenaway shortlisted *Leon and the Place Between*, *FArTHER* which won the Kate Greenaway medal in 2011, and *The Rhythm of the Rain* which won the English 4-11 Picture Book Award.
- Perfect for horse lovers, history enthusiasts and anyone fascinated by the evolution of our world.

# Dawn Horse



Pub Date	<b>11/09/2026</b>
Pub Price	<b>£14.99</b>
ISBN	<b>9781800788848</b>
H x W	<b>300 x 235mm</b>
Binding	<b>Hardback</b>
Age Range	<b>7-9 years</b>
Author	<b>Grahame Baker-Smith</b>
Extent	<b>64pp</b>
Word Count	<b>2000 words</b>
Translation Files	<b>30/12/2025</b>
Files To Printer	<b>21/04/2026</b>
Freight On Board	<b>26/06/2026</b>
Rights Available	<b>World</b>

# Dr. Jekyll & Mr. Hyde: Classic Comics



The ultimate comic book companion to guide you through the Victorian classic, *Dr. Jekyll and Mr. Hyde*

- The highly visual nature of comic book storytelling is the perfect way to encourage reluctant readers who are challenged or intimidated by reading to improve their literacy skills.
- Small amounts of text and easy-to-follow sequential ordering of the picture strips help make Shakespeare more accessible.
- Perfect curriculum companion to students studying Jekyll and Hyde at school, with an additional glossary to help dissect any tricky jargon or Victorian terms.

# Dr. Jekyll & Mr. Hyde: Classic Comics

**A Visit to Dr Jekyll**

AT THE END OF THE DAY, MR. UTTERSON STOOD IN THE DOORWAY OF HIS OFFICE, HIS HANDS ON HIS CHEST, HIS MIND ON HIS FEET. HE WAS THINKING OF THE MAN WHO HAD JUST VISITED HIM. DR. JEKYLL WAS A STRANGE MAN, BUT HE WAS A MAN OF GREAT TALENT AND GREAT POWER. HE WAS A MAN WHO HAD MADE HIS NAME IN THE WORLD OF SCIENCE, AND WHO WAS NOW BECOMING KNOWN AS A MAN WHO HAD MADE HIS NAME IN THE WORLD OF LITERATURE.

DR. JEKYLL WAS A STRANGE MAN, BUT HE WAS A MAN OF GREAT TALENT AND GREAT POWER. HE WAS A MAN WHO HAD MADE HIS NAME IN THE WORLD OF SCIENCE, AND WHO WAS NOW BECOMING KNOWN AS A MAN WHO HAD MADE HIS NAME IN THE WORLD OF LITERATURE.

**Dr. Jekyll Tells His Story**

MR. UTTERSON WAS A MAN OF GREAT TALENT AND GREAT POWER. HE WAS A MAN WHO HAD MADE HIS NAME IN THE WORLD OF SCIENCE, AND WHO WAS NOW BECOMING KNOWN AS A MAN WHO HAD MADE HIS NAME IN THE WORLD OF LITERATURE.

DR. JEKYLL WAS A STRANGE MAN, BUT HE WAS A MAN OF GREAT TALENT AND GREAT POWER. HE WAS A MAN WHO HAD MADE HIS NAME IN THE WORLD OF SCIENCE, AND WHO WAS NOW BECOMING KNOWN AS A MAN WHO HAD MADE HIS NAME IN THE WORLD OF LITERATURE.

**Smiling Smucker**

Robert Louis Stevenson wrote *The Strange Case of Dr. Jekyll and Mr. Hyde* for an eight-page, 16-line magazine. He had been working as a professional editor since he was 23 years old, and his books had won praise. In 1885, aged 38, he set out on a journey of discovery to the city of London, and he was amazed when, in 1885, he met a man who was the powerful London publisher, Alfred Knopf. Knopf was a man who was the powerful London publisher, Alfred Knopf. Knopf was a man who was the powerful London publisher, Alfred Knopf.

**CHRISTMAS HORROR**  
The Christmas holiday was a time when many Victorian families tried to relax by their own fireside with an evening of reading. Publishers had been told that there was a market for a new kind of book, a book that would be a Christmas story. It was a book that would be a Christmas story. It was a book that would be a Christmas story.

**FACT AND FICTION**  
What inspired Stevenson to write *Jekyll and Hyde* has never been clear. The story came to him in a dream. This may be true, but it is also possible that the story came to him in a dream. This may be true, but it is also possible that the story came to him in a dream.

**DR. JEKYLL'S NAME**  
Although *Jekyll* is an unusual name, it is a real English surname. The most famous *Jekyll* in real life was the painter George Jekyll (1842-1922). Stevenson was a friend of his brother, the Rev. George Jekyll. The name should not be pronounced 'JEE-AY', but 'JEE-KAY'.

**THE TRANSFORMATION**

THE REPULSIVE MAN ASKED DR. LANTON FOR A MEASURING GLASS, THEN TOOK SOME WHITE POWDER AND RED LIQUID FROM THE DRAWER AND MIXED THEM TOGETHER.

SMILING BROADLY, HYDE TURNED TO DR. LANTON.

And now new knowledge and power shall be laid open to you!

Behold!

Hyde gasped, staggered and clung on to the table, staring with wild eyes and panting, open-mouthed.

1. enigma: riddles, mysteries.

**THE TRANSFORMATION**

THEN HIS FACE SEEMED TO SWELL...

...THE FEATURES SEEMED TO MELT AND CHANGE...

...AND THERE BEFORE DR. LANTON STOOD HENRY JEKYLL!

O God! O God!

LANTON SAT SHAKING, SICKENED AND APPALLED, AS DR. JEKYLL BEGAN TO EXPLAIN. EVERY WORD SEEMED LIKE A DEADLY BLOW, DESTROYING HIS MIND, HIS SOUL, HIS REASON! HIS WHOLE WORLD COLLAPSED AROUND HIM, LEAVING ONLY HORROR, HORROR, HORROR.

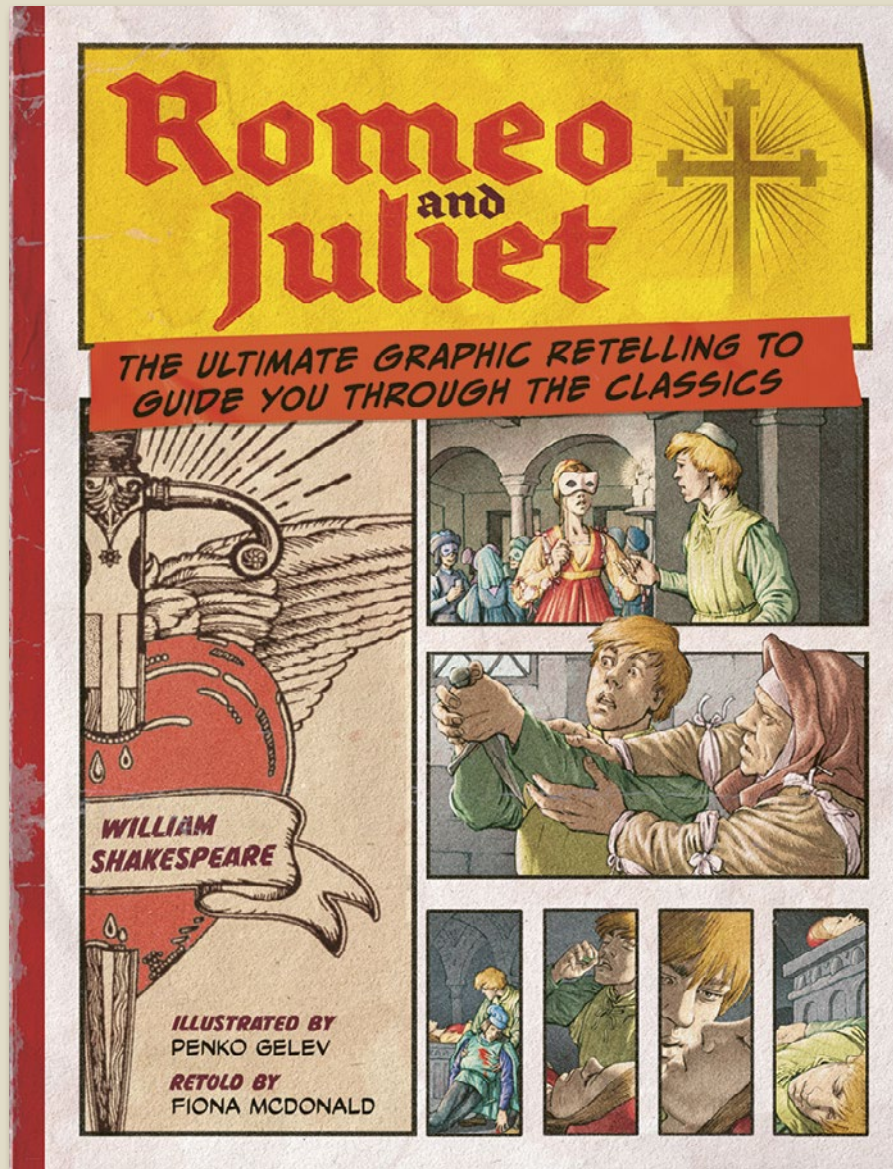
My life is shaken to its roots. I must die!

I saw what I saw, I heard what I heard, and my soul sickened at it.

DR. LANTON COULD NOT BRING HIMSELF TO WRITE DOWN ALL THE FOUL SECRETS DR. JEKYLL TOLD HIM. BUT HE DID RECORD, IN HIS LETTER TO MR. UTTERSON, THAT DR. JEKYLL CONFESSED TO BEING EDWARD HYDE - THE MURDERER OF SIR DANVERS CAREW.

Pub Date	26/09/2024
Pub Price	£7.99
ISBN	9781800789142
H x W	246 x 189mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	Penko Gelev
Extent	48pp
Word Count	5715 words
Freight On Board	17/07/2024
Rights Available	World

# Romeo and Juliet: Classic Comics



The ultimate comic book companion to guide you through Shakespeare's classic, *Romeo and Juliet*.

- The highly visual nature of comic book storytelling is the perfect way to encourage reluctant readers who are challenged or intimidated by reading to improve their literacy skills.
- Small amounts of text and easy-to-follow sequential ordering of the picture strips help make Shakespeare accessible.
- Perfect curriculum companion to students studying *Romeo and Juliet* at school, with an additional glossary to help dissect any tricky jargon or old-fashioned terms.

# Romeo and Juliet: Classic Comics

### CHARACTERS

**ROMEO**  
**JULIET**  
**MERCUTIO**  
**TYBALT**  
**NURSE**  
**FRIAR LAURENCE**  
**PARIS**  
**CAPULET**  
**OTHER CHARACTERS**

### TWO FAMILIES AT WAR

IN ROMEO, A TOWN IN NORTH-WEST ITALY, THE MONTAGUES AND THE CAPULETS ARE AT WAR BECAUSE OF A MISTAKE MADE BY TWO MEN WHOSE CHILDREN BECAME ENEMIES. THE MONTAGUES ARE THE MORE POLITE OF THE TWO, BUT THE CAPULETS ARE MORE VIOLENT. ROMEO, THE SON OF MONTAGUE, IS IN LOVE WITH JULIET, THE DAUGHTER OF CAPULET. BUT THEIR FATHERS ARE AT WAR, AND THIS MAKES IT IMPOSSIBLE FOR THEM TO MARRY.

ROMEO AND JULIET ARE IN LOVE, BUT THEIR FATHERS ARE AT WAR. ROMEO'S FATHER, LORD MONTAGUE, IS A PEACE-LOVER, BUT JULIET'S FATHER, LORD CAPULET, IS A BRAWLER. ROMEO AND JULIET ARE IN LOVE, BUT THEIR FATHERS ARE AT WAR. ROMEO'S FATHER, LORD MONTAGUE, IS A PEACE-LOVER, BUT JULIET'S FATHER, LORD CAPULET, IS A BRAWLER.

### THE LOVERS MEET

ROMEO AND JULIET MEET FOR THE FIRST TIME AT A MASQUE. ROMEO IS DRAWN TO JULIET BY HER BEAUTY AND HER SORROW. JULIET IS DRAWN TO ROMEO BY HIS TENDerness AND HIS LOVE FOR HER. ROMEO AND JULIET ARE IN LOVE, BUT THEIR FATHERS ARE AT WAR. ROMEO'S FATHER, LORD MONTAGUE, IS A PEACE-LOVER, BUT JULIET'S FATHER, LORD CAPULET, IS A BRAWLER.

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### FRIAR LAURENCE'S PLAN

JULIET HURRIES TO SEE FRIAR LAURENCE, NOT KNOWING THAT PARIS IS VISITING THE FRIAR TO ARRANGE THEIR MARRIAGE. BUT THE FRIAR IS TRYING TO DELAY THE CEREMONY, KNOWING FULL WELL HE HAS ALREADY MARRIED JULIET TO ROMEO.

PARIS EXPLAINS THAT JULIET'S FATHER IS KEEN TO SPEED UP THE MARRIAGE AS HE IS WORRIED THAT JULIET IS SO UPSET AT TYBALT'S DEATH.

FRIAR LAURENCE'S PLAN: JULIET MUST SWALLOW A POTION THAT WILL MAKE HER LOOK DEAD. ROMEO WILL COME TO VISIT HER IN THE MORNING AND TAKE HER AWAY TO VERONA.

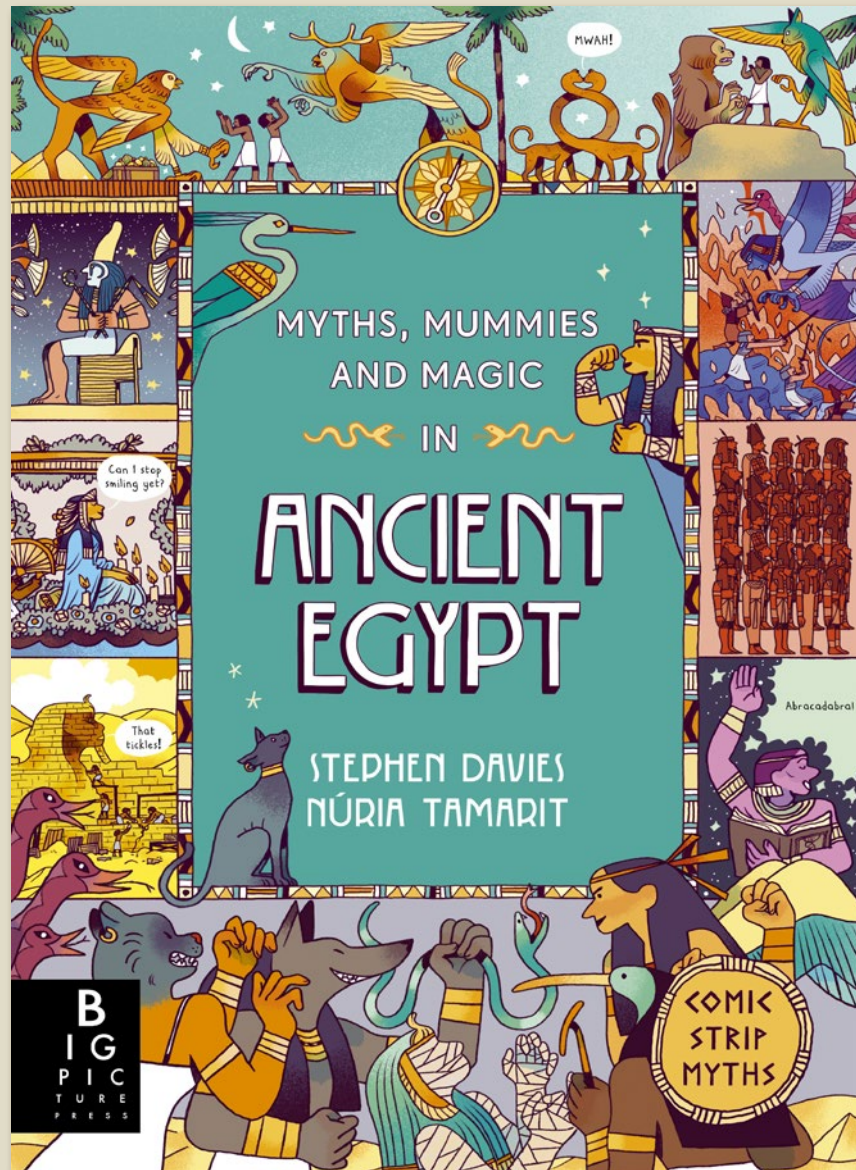
### FRIAR LAURENCE'S PLAN

ONCE PARIS HAS GONE, JULIET BURSTS INTO TEARS. JULIET IS SO UPSET THAT SHE THREATENS TO KILL HERSELF WITH A DAGGER.

FRIAR LAURENCE'S PLAN: JULIET MUST SWALLOW A POTION THAT WILL MAKE HER LOOK DEAD. ROMEO WILL COME TO VISIT HER IN THE MORNING AND TAKE HER AWAY TO VERONA.

Pub Date	26/09/2024
Pub Price	£7.99
ISBN	9781800789159
H x W	246 x 189mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	Penko Gelev
Extent	48pp
Word Count	13401 words
Freight On Board	17/07/2024
Rights Available	World

# Myths, Mummies and Magic in Ancient Egypt

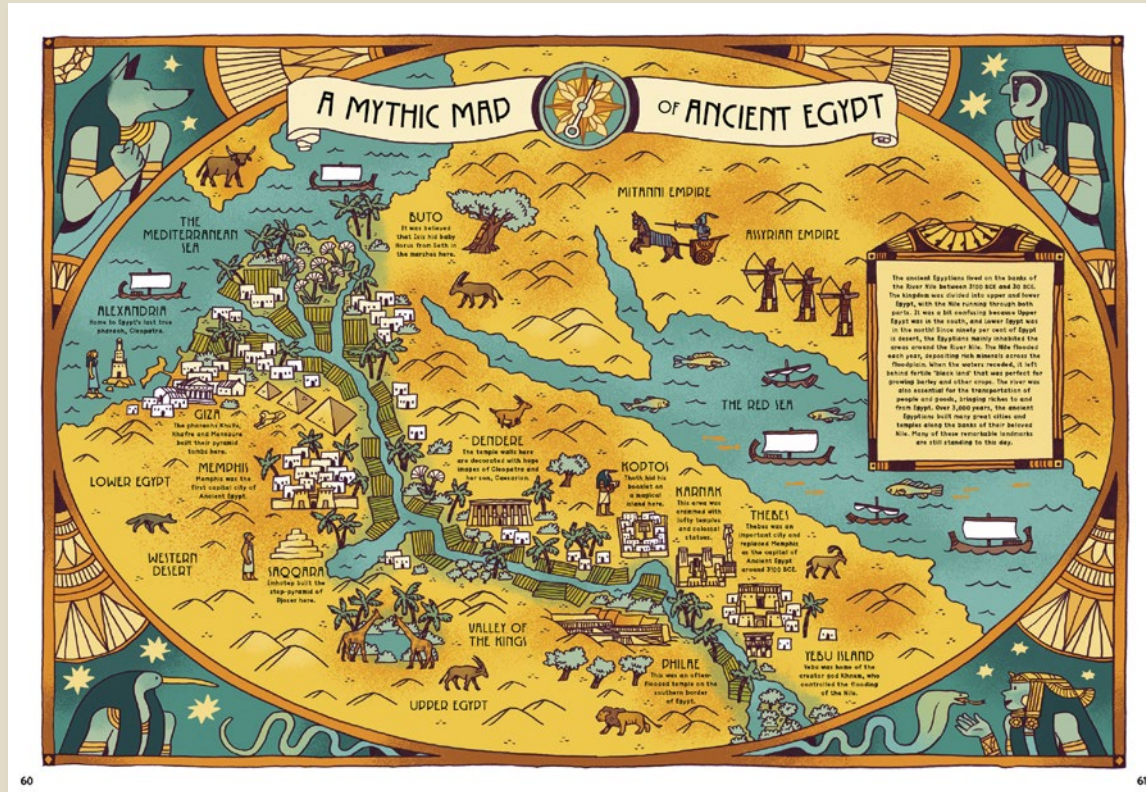


**A vivid and contemporary retelling of the ancient Egyptian myths - now available in paperback.**

- The myths are broken up with a series of 'theme' spreads, which take a broader look at certain aspects of Egyptian mythology (mythical beasts and monsters, the pharaohs, gods etc.)
- Striking artwork by renowned illustrator and comic artist Núria Tamarit (75k followers on Instagram)
- Mythology is an evergreen subject with strong backlist potential
- Growing demand for graphic novels and comic books for children

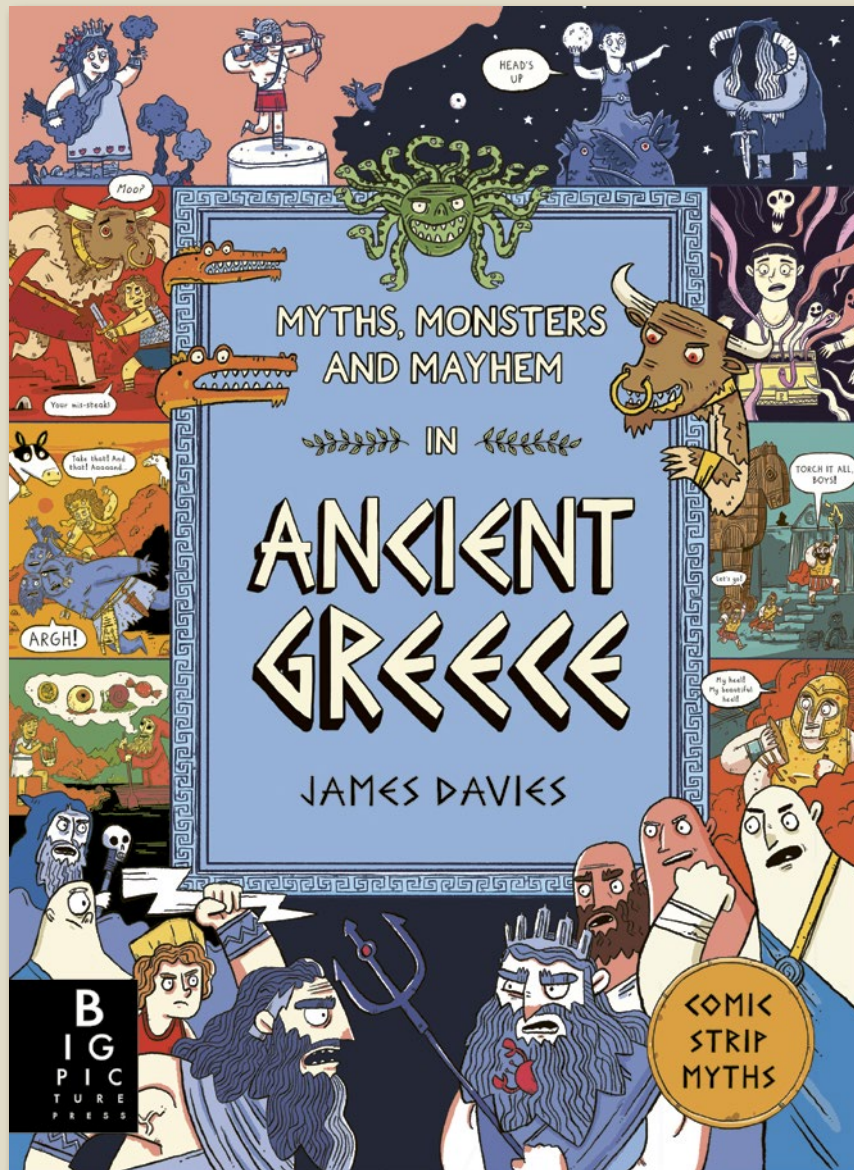


# Myths, Mummies and Magic in Ancient Egypt



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Pub Price	£10.99
ISBN	9781835870068
H x W	297 x 216mm
Binding	Paperback
Age Range	7-9 years
Author	Stephen Davies
Illustrator	Núria Tamarit
Extent	64pp
Rights Available	World

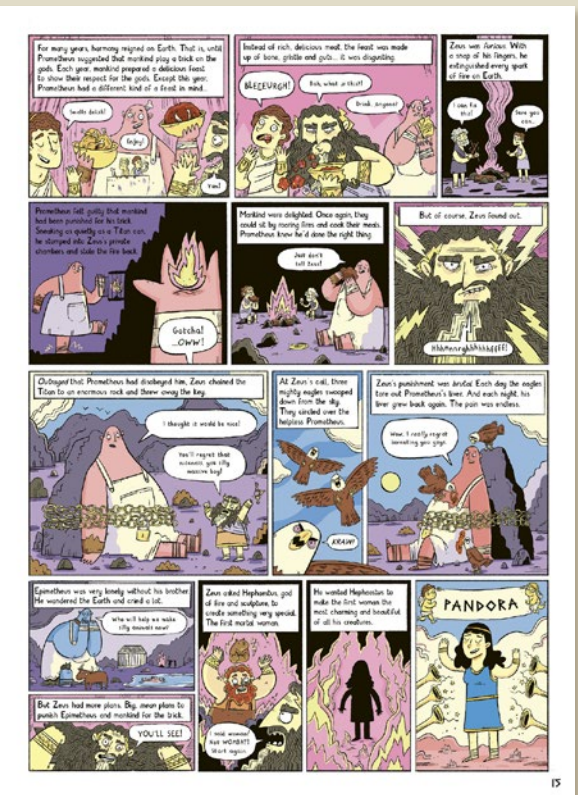
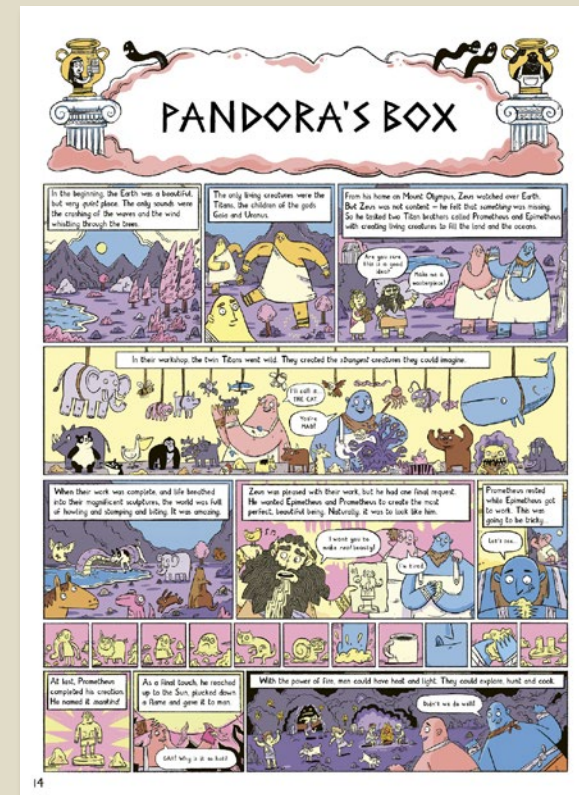
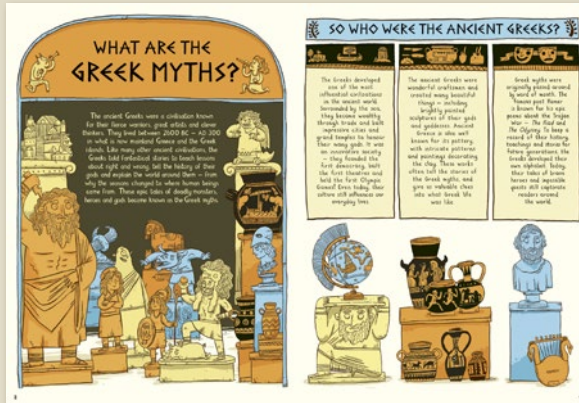
# Myths, Monsters and Mayhem in Ancient Greece



**A vivid and contemporary retelling of the Greek myths - now available in paperback.**

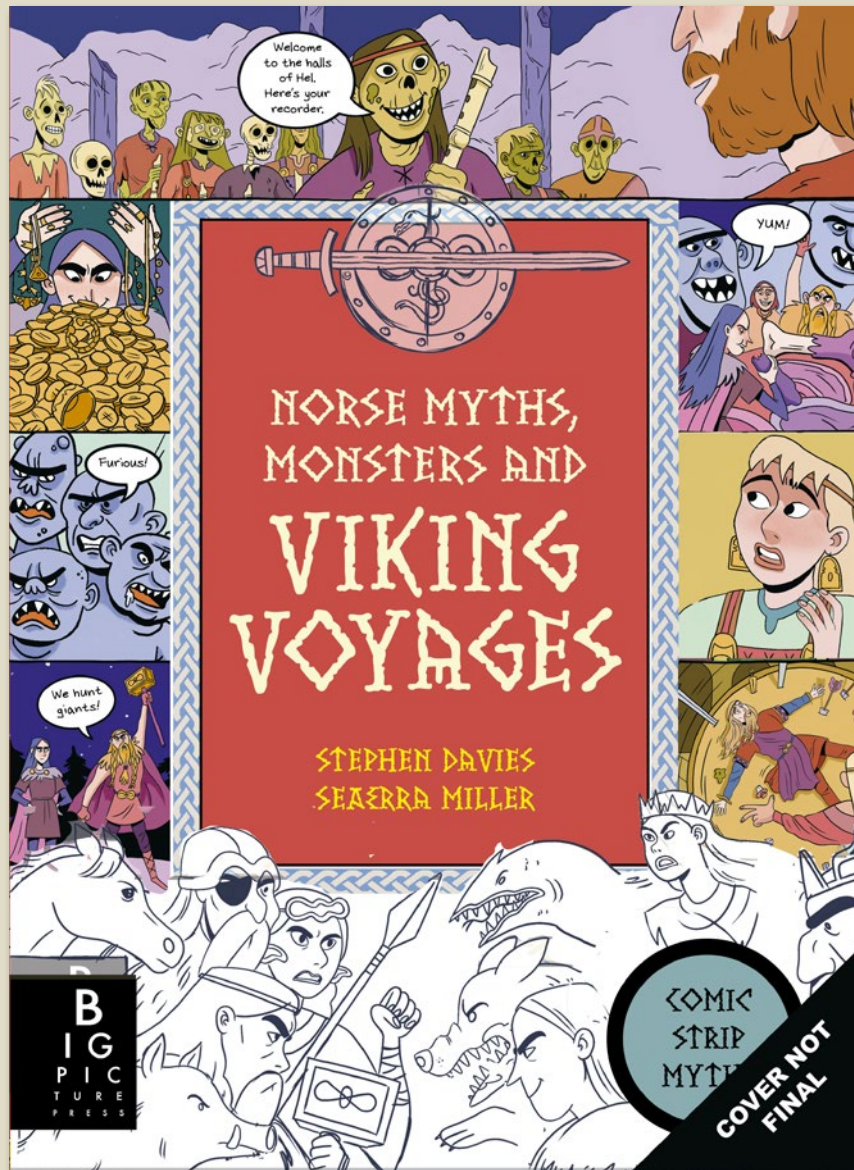
- Contents: Pandora's Box; Theseus and the Minotaur; Perseus and Medusa; Orpheus and Eurydice; The Trojan Horse; What are the Greek Myths?; Meet the Greek Gods; How the Myths Explained the World; Mythical Creatures and Deadly Beasts; A Journey through the Greek Underworld
- These myths will be broken up with a series of 'theme' spreads, which will take a broader look at certain aspects of Greek mythology (mythical beasts and monsters, the gods, heroes etc.)

# Myths, Monsters and Mayhem in Ancient Greece



Pub Date	11/04/2024
Pub Price	£10.99
ISBN	9781800787520
H x W	297 x 216mm
Binding	Paperback
Age Range	7-9 years
Author	James Davies
Illustrator	James Davies
Extent	64pp
Word Count	12000 words
Rights Available	World

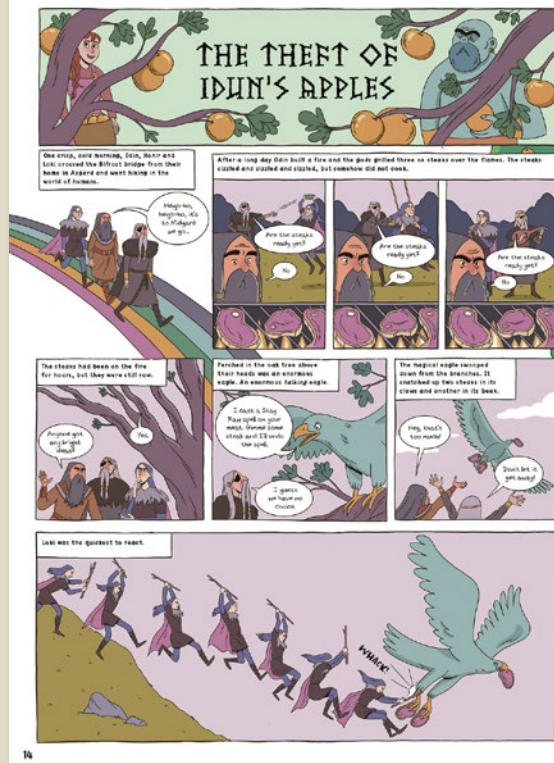
# Norse Myths, Monsters and Viking Voyages



## A vivid comic-strip retelling of the greatest Norse myths.

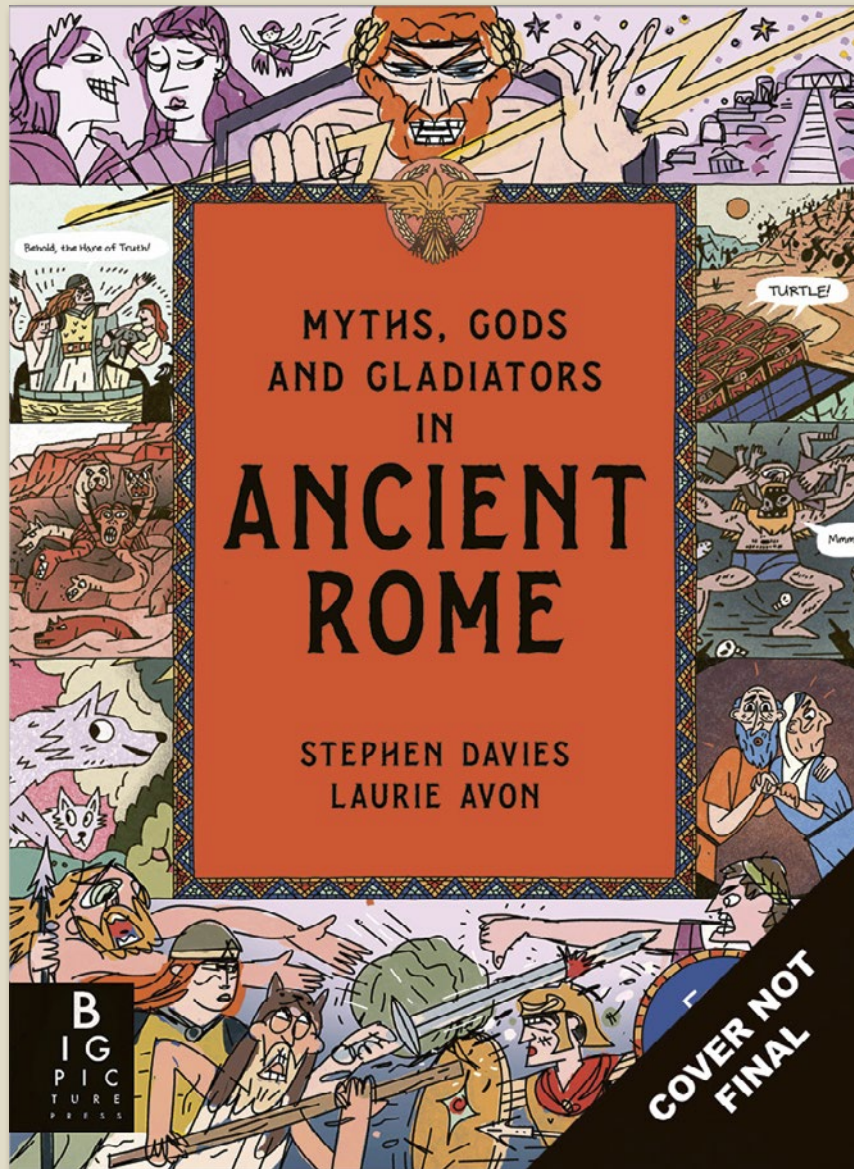
- Contents: Myths - The Creation Myth; The Theft of Idun's Apples; Treasures of the Gods; Thor's Journey to Utgard; The Deal of Balder; Ragnarok; Sigurd and Fafnir Theme spreads - What are the Norse Myths?; Meet the Norse Gods; How the Myths Explained the World; Meet the Vikings; Mythical Creatures and Deadly Beasts; The Afterlife; How the Norse Myths Came to us; A Mythic Map
- Following on from the success of *Myths, Monsters and Mayhem in Ancient Greece* (which has sold over 50,000 copies worldwide as of July 2024) - this is the next title in a growing series for Big Picture Press

# Norse Myths, Monsters and Viking Voyages



Pub Date	11/09/2025
Pub Price	£14.99
ISBN	9781800786745
H x W	297 x 216mm
Binding	Hardback
Age Range	7-9 years
Author	Stephen Davies
Illustrator	Seerra Miller
Extent	64pp
Word Count	12000 words
Files To Printer	10/04/2025
Freight On Board	03/07/2025
Rights Available	World

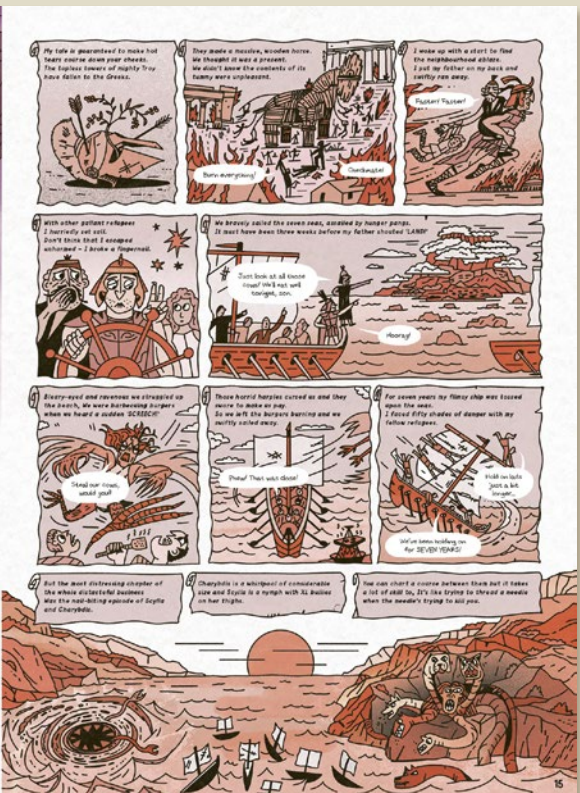
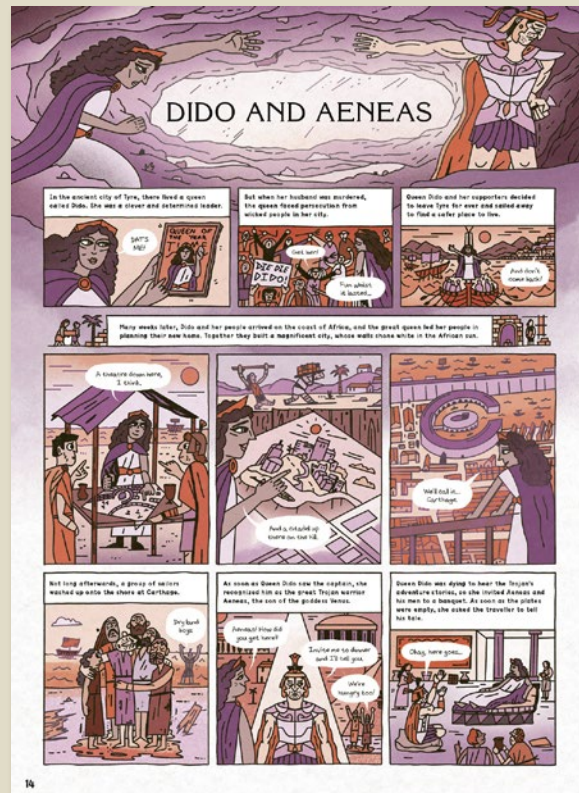
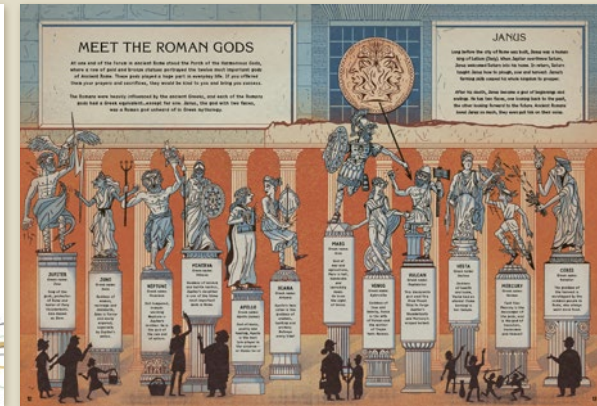
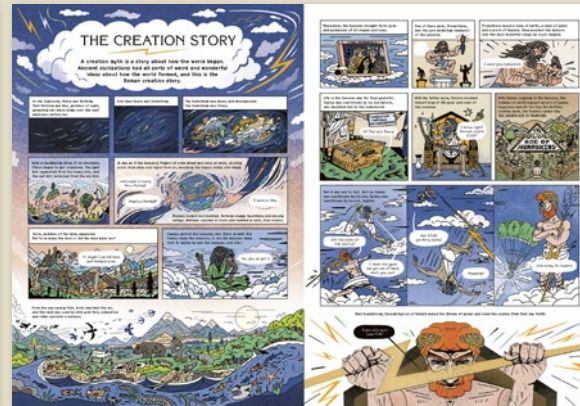
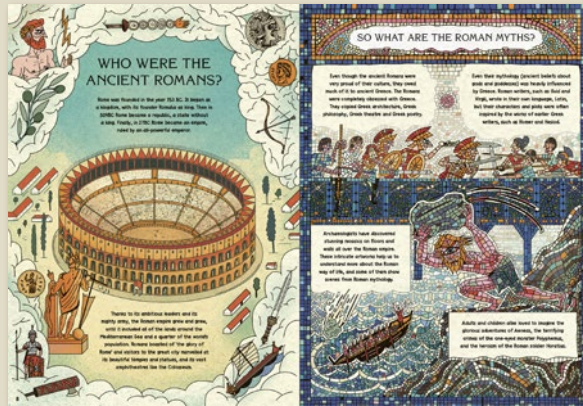
# Myths, Gods and Gladiators in Ancient Rome



**A historical and humorous comic book retelling of the ancient Roman myths.**

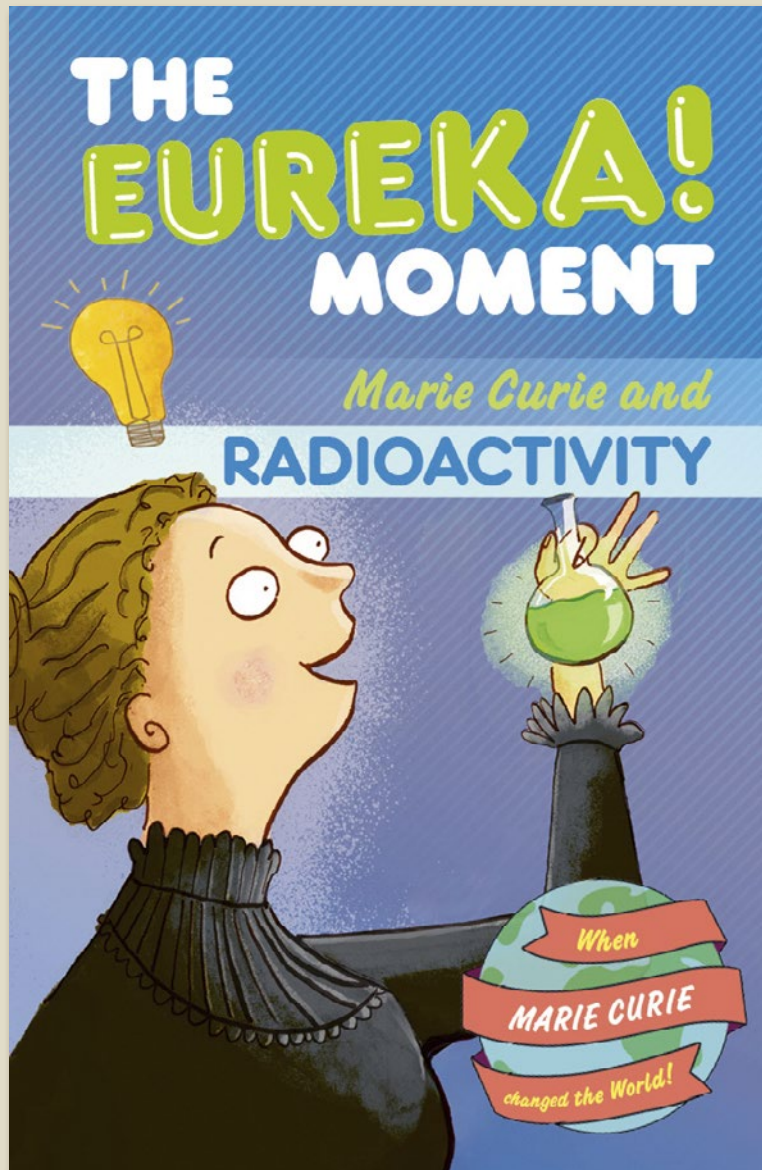
- The myths are broken up with a series of 'theme' spreads, which will take a broader look at certain aspects of Roman mythology (mythical beasts and monsters, the gods, heroes etc.)
- Following on from the success of *Myths, Monsters and Mayhem in Ancient Greece* (which has sold over 50,000 copies worldwide as of July 2024) - this is the next title in a growing series for Big Picture Press
- Growing demand for graphic novels and comic books for children and adults alike
- Cover treatments: Deboss and pantone

# Myths, Gods and Gladiators in Ancient Rome



Pub Date	01/01/2026
Pub Price	£14.99
ISBN	9781800788770
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Age Range	7-9 years
Author	Stephen Davies
Illustrator	Laurie Avon
Extent	64pp
Word Count	12000 words
Translation Files	30/03/2025
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Freight On Board	12/06/2025
Rights Available	World

# Radioactivity: The Eureka! Moment

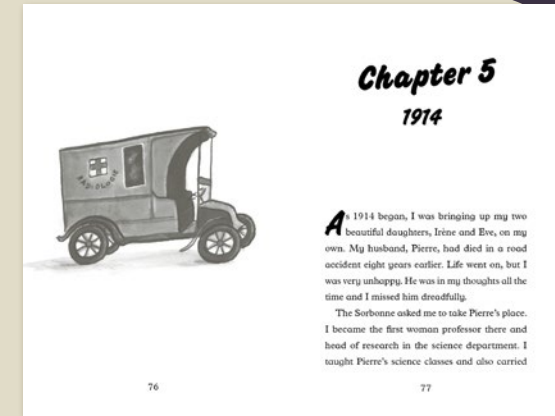
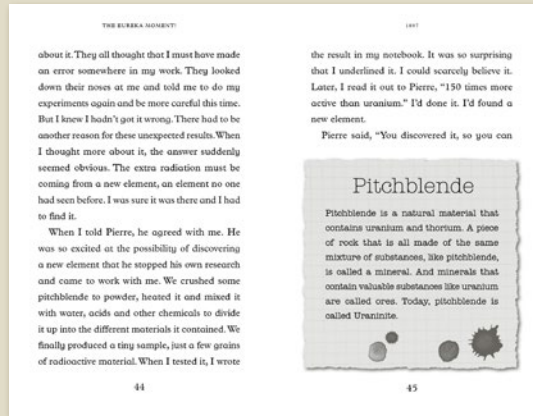


## Explore Marie Curie's incredible 'Eureka' moment!

- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining manner.
- This series introduces children to a myriad of inspirational individuals and the barriers they faced during their quest for knowledge, encouraging and empowering young ones to follow their own research.
- Blends history and STEM-focused learning. The perfect curriculum companion, especially on the themes of radioactivity, medicine and scientific advances during WW1.
- Includes extra end matter, such as a timeline and glossary, to help children fully understand concepts and historical context.

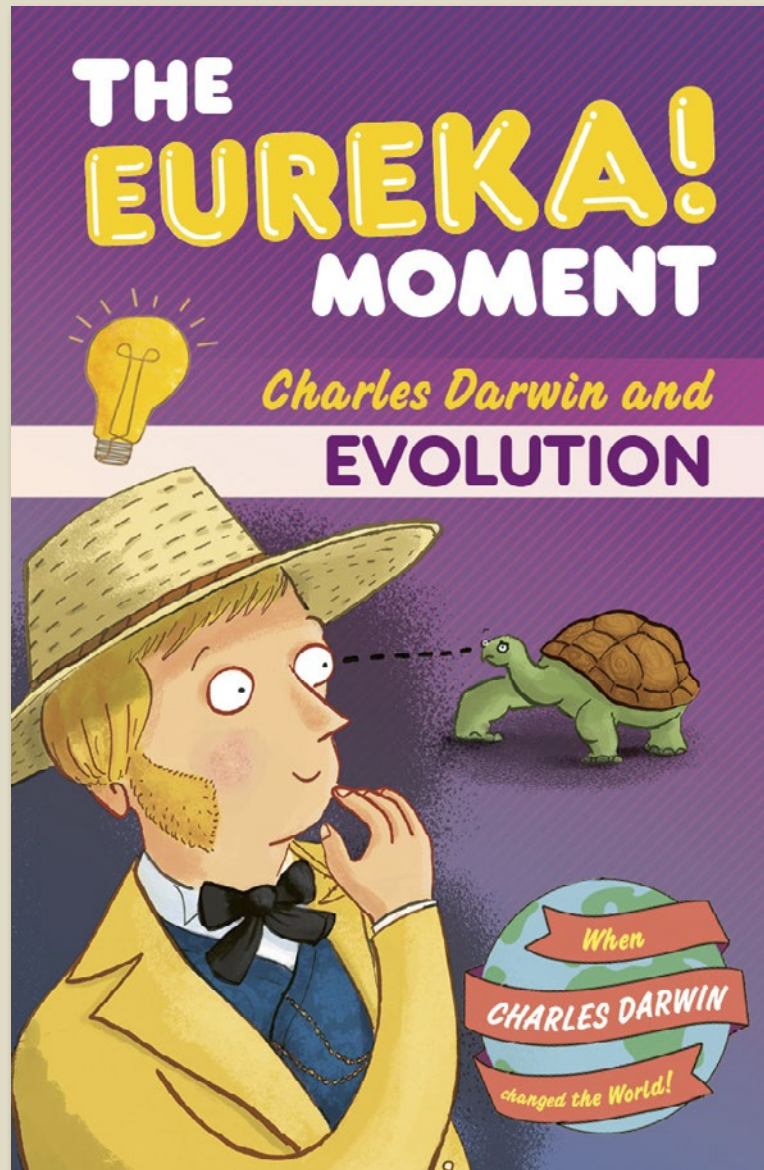


# Radioactivity: The Eureka! Moment



Pub Date	29/02/2024
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ISBN	9781800788527
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Binding	Paperback
Age Range	9-11 years
Author	Ian Graham
Illustrator	Annaliese Stoney
Extent	144pp
Word Count	14683 words
Rights Available	World

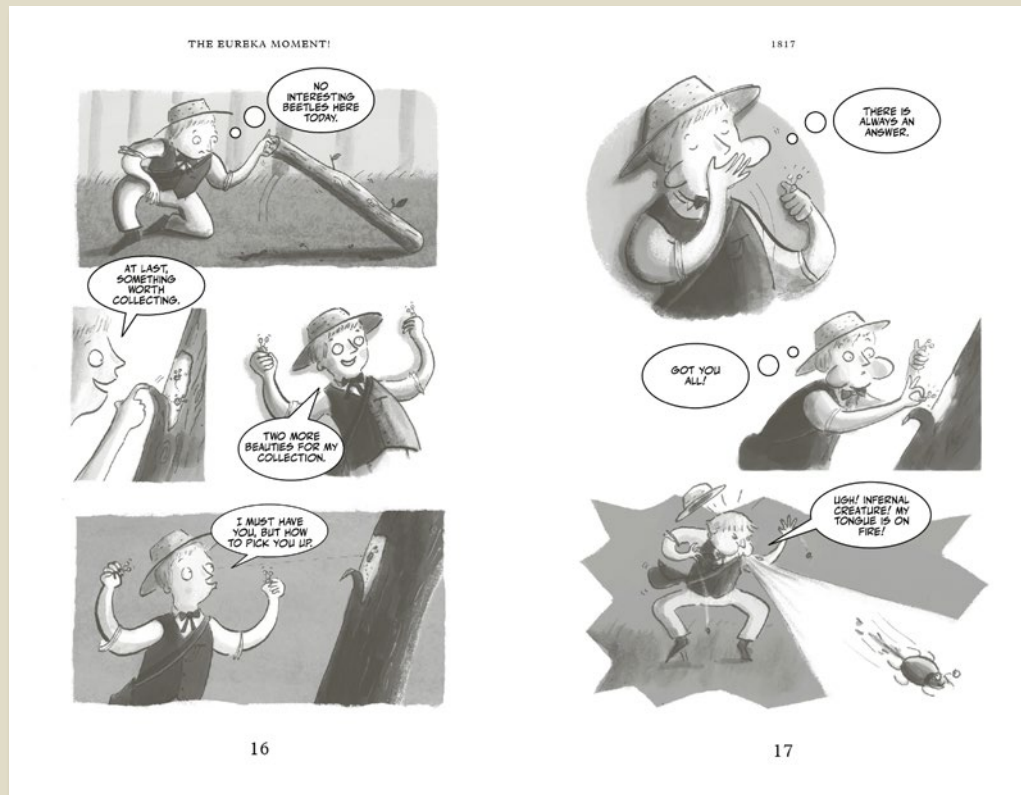
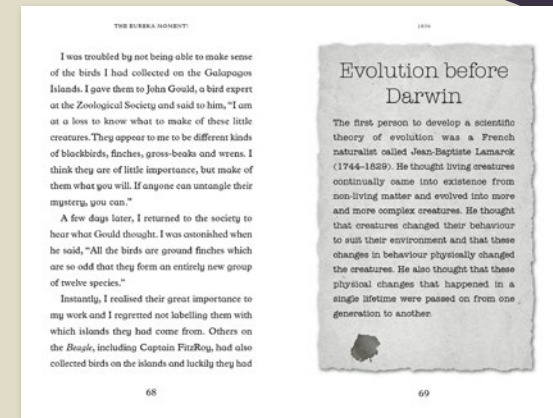
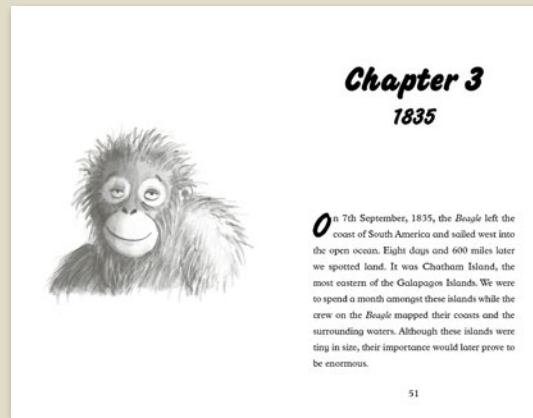
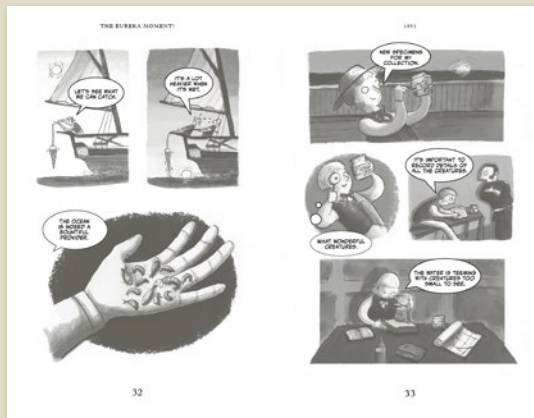
# Evolution: The Eureka! Moment



## Explore Charles Darwin's incredible 'Eureka' moment!

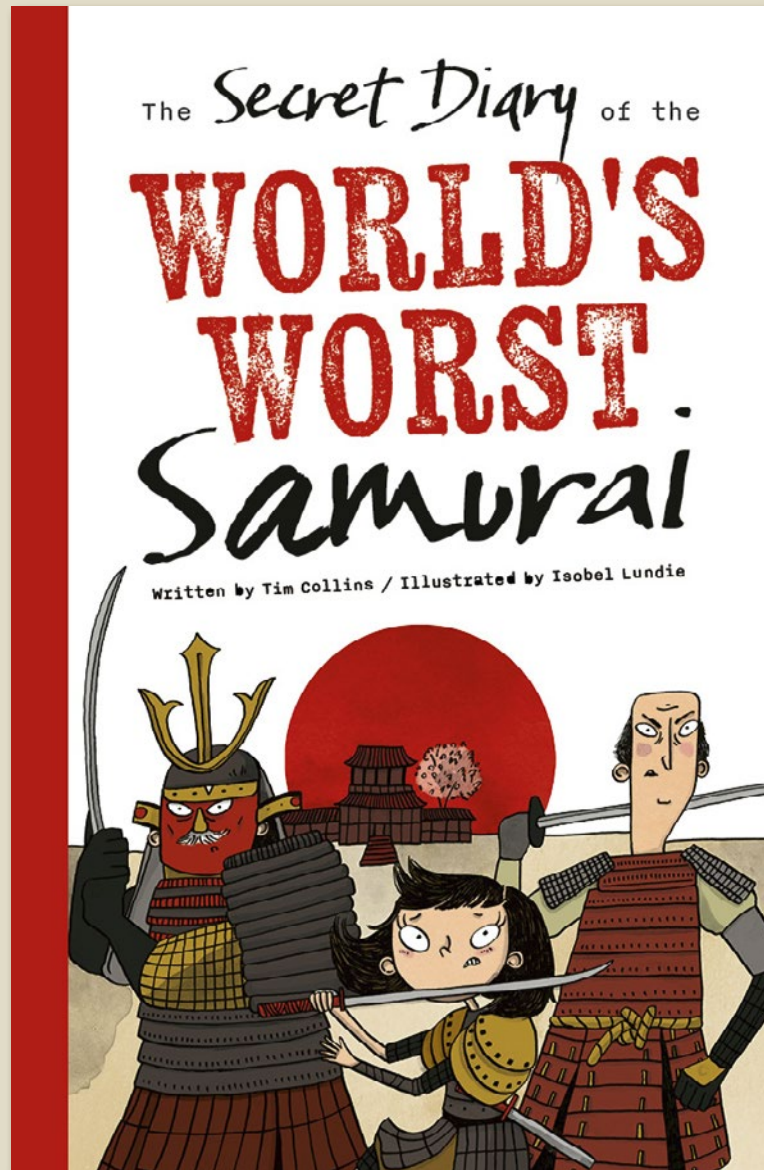
- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining way.
- Short comic strips scattered throughout the narrative to help children visualise and engage with key events.
- This series introduces children to a myriad of inspirational individuals and the barriers they faced during their quest for knowledge, encouraging and inspiring young people to dare to think differently.
- Combines history and STEM focused learning. The perfect curriculum companion to children studying evolution, adaptation, animal biology, and survival of the fittest.
- Includes extra end matter, such as timeline and glossary, to help children to fully understand concepts and the historical context.

# Evolution: The Eureka! Moment



Pub Date	<b>29/02/2024</b>
Pub Price	<b>£5.99</b>
ISBN	<b>9781800788473</b>
H x W	<b>198 x 129mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Ian Graham</b>
Illustrator	<b>Annaliese Stoney</b>
Extent	<b>144pp</b>
Word Count	<b>15936 words</b>
Rights Available	<b>World</b>

# World's Worst Samurai



**A hilarious, fictional account of the world's unluckiest Samurai warrior!**

- A fantastically funny illustrated story that promotes an inspiring, positive female role model.
- Engaging story about perseverance, believing in yourself and overcoming barriers.
- Fascinating facts are interspersed throughout the fictional story, with 'get real' sections educating readers about the real-world contexts and histories of Japan and Samurai warriors.
- Endmatter includes a timeline and historical biographies of famous Samurai warriors to help engage children with the real-world historical context and encourage further research.

# World's Worst Samurai



Yasutaro laughed, and I had to stop myself from throwing my bowl at him. I don't know much about the code of the samurai, but I'm guessing that attacking your own brother during a meal probably isn't part of it.

Mother told me to stop talking nonsense and get on with my chores.

I was expecting Father to say something similar, but he didn't. He froze with his rice bowl in his hand and peered at me in silence. Then he asked why I wanted to be a samurai.

I told him I was from a great samurai family, and it wasn't fair that Yasutaro got to be one and I didn't.

Father nodded and asked if I had any other reason.

I said I was better at fighting than Yasutaro, and if I could be sent to Yoshihiro I would emerge as the true warrior of our family.

Father nodded and asked if I had any other reason.

I said I was better at tactics than Yasutaro, and one day I could become a great commander and lead troops to glorious victories.

Father finished his rice in silence. When his bowl was empty, he said he refused to send me to samurai school.

I tried to keep my anger in, but it was no use. I said it was ridiculous that he wouldn't let me train just because I was a girl.

Father laughed. He said that wasn't the reason, and there were many stories about

female samurai who'd commanded armies of thousands. He said the reason he wouldn't send me was because I wasn't thinking like a true samurai should.

Mother repeated her demand for me to get back to my duties, but Father said I could be excused for one day. He told me to take the time to think and then answer the question again tomorrow morning.



## GET REAL

*Female samurai were rare, but some became legendary figures whose stories were repeated long after they died. An epic account of 12th century battles called The Tale of the Heike describes a female warrior called Tameo Goto. It says she was 'fit to confront a demon or a god' and 'worth a thousand warriors'.*

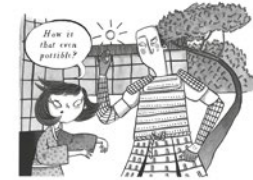
I would never have believed anyone could move that fast, never mind someone so thin and old.

Yoshihiro said we'd try it the other way around. He handed me the pebble and told me to stop him from grabbing it. I placed it in my palm and took a deep breath. This didn't sound too hard. All I'd have to do was clasp my hand as soon as I saw him move.

I told him to go ahead. His hand moved in a rapid blur, and my fingers slapped into an empty palm.

We tried again. I snapped my fingers shut sooner this time, but they still closed on thin air.

I asked Yoshihiro to give me one more chance. He agreed, and this time I smacked my hand shut even faster.



I gasped. There was something inside my hand. On just the first day of training I'd beaten his test. Here was proof that I was destined to be a great warrior.

I opened my hand. In the centre was a small pebble that had been painted red. For a moment, I wondered how it could have changed colour. Then Yoshihiro opened his own hand to

## Chapter I

### Japan, 1582



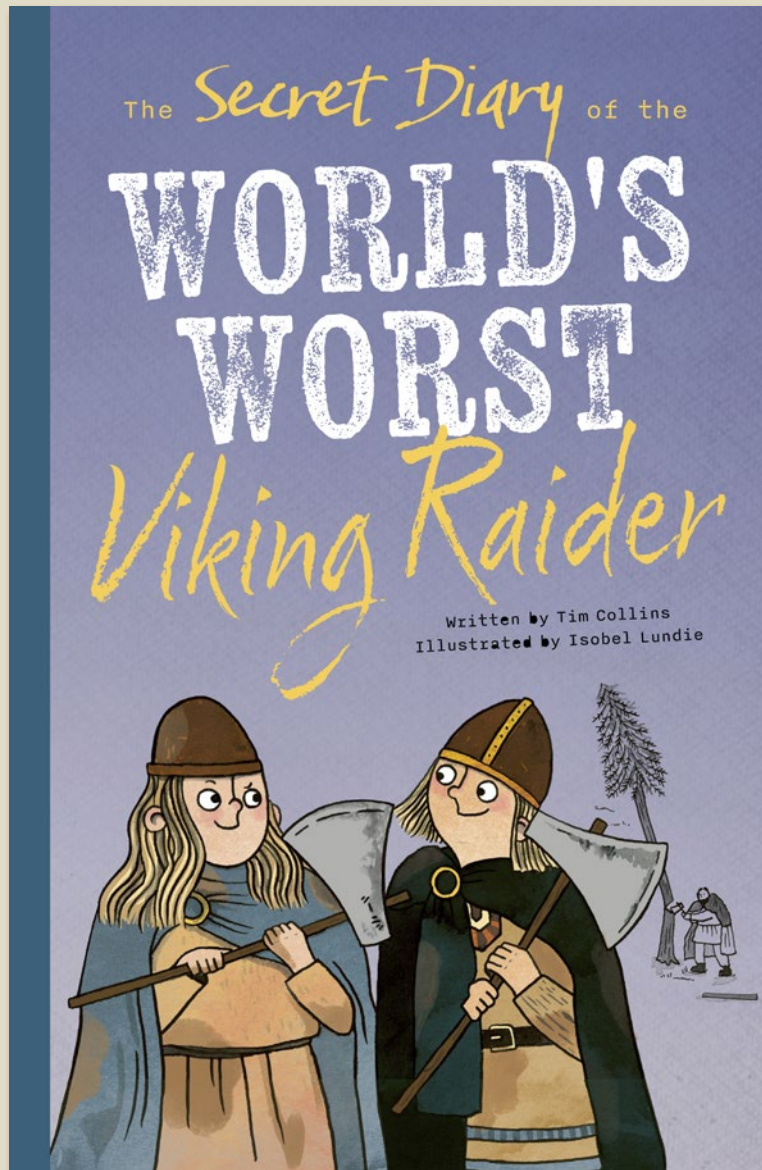
### Day One

Mother thinks I'm practising my writing. I do it every day and she never reads it. So while I kneel here in my silk robe, dabbing my brush onto the paper like an obedient daughter, I'm going to reveal my true destiny.

I, Suki Akiyama, am going to become a samurai warrior. My father is one, and my brother is training to become one. It's in my blood.

Pub Date	01/10/2020
Pub Price	£6.99
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H x W	198 x 129mm
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Age Range	7-9 years
Author	Tim Collins
Illustrator	Isobel Lundie
Extent	216pp
Word Count	20307 words
Rights Available	World

# World's Worst Viking Raider



## An illustrated fictional account of the world's unluckiest Viking!

- Humorous, engaging and easy-to-read chapter book about perseverance, courage and overcoming barriers, ideal for history and adventure lovers 7+.
- A fantastically funny fictional story in a factual setting.
- Fascinating facts are interspersed throughout with 'get real' sections educating readers about the real-world contexts and histories of the Viking world.
- Endmatter includes a timeline and historical biographies to help engage readers with this specific time period and encourage further research.

# World's Worst Viking Raider

I raced up to him and announced that I was a fearless raider who wanted to join his crew. Unfortunately, he didn't hear, and kept shouting at his men.

I tapped him on the shoulder so I could say it again. It turned out not to be a great idea to surprise a grizzled old raider. He shoved me to the muddy floor, drew his sword and pressed it to my throat. It was so sharp that a single burp could have killed me. I was glad I hadn't eaten too much porridge that morning.

I begged him not to kill me, and told him that he could have anything he wanted if he let me live, including my collection of carved Thor and Loki figures.

He nodded, tucked his sword back into its sheath and asked me what I wanted from him.

I told him I was a fearsome warrior and wanted to join his crew.

Looking back, I can see that might not have been the best time to make the announcement.



## GET REAL

One of the reasons the Vikings were so successful as traders and raiders was their longships. They were narrow enough to travel down rivers, and light enough to be rolled over the ground on logs. Some believe they had dragon heads carved at the front to frighten people as they approached.

## Eighth Day

The raiders moored their ship in the harbour yesterday morning and spent the rest of the day putting up their tents and trading their plundered goods for weapons, clothes, wheat and dried fish. Our village leader, Birger, has said he's happy for them to stay and share our



## Ninth Day

I've found out what the raiders are planning. A trader has told them about a small village on the east coast of England, which has lots of valuable treasure and hardly anyone capable of defending it. They're going to sail across the sea, take all the valuable stuff from it and come back here.

That sounds perfect. I could go with them, join in with the raid and come right back. The English village is an easy target, and I'll be with some very experienced fighters, so I'll be in no danger. I'll get some excellent raiding experience and I won't be away long. There's no way Mum and Dad can object to that.

## Later

Dad and Mum have objected. They think it will be too dangerous, even though I've explained that it won't be. I've warned them that I'm going to keep asking until they agree, but they don't think I actually mean it. They'll find out.



and hacking through wood, flesh, bone and whatever stands in the way of my plunder.

At least I would if I had an axe. Dad won't let me have one in case I cut myself.



## Third Day

Forget what I said. I do have an axe now. Sort of.

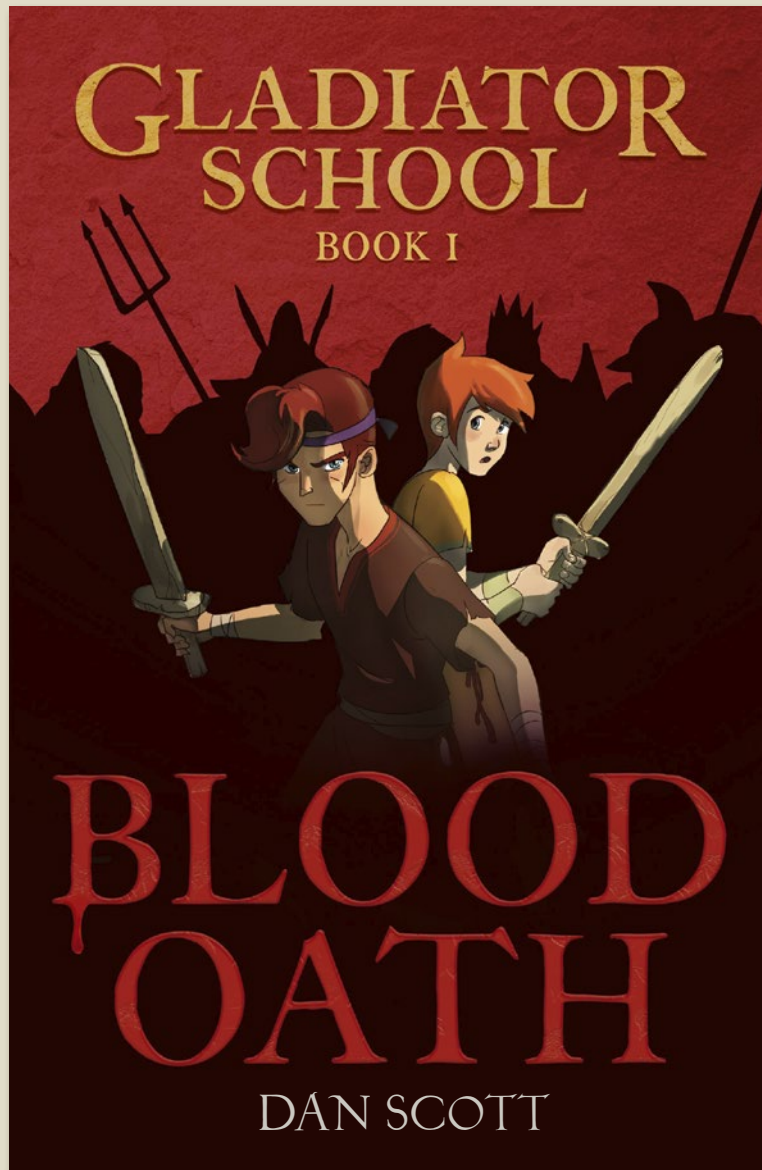
I met my best friend Astrid to play at raiding, and she brought one from her dad's workshop. He's the best blacksmith in our village, and he makes amazing shields and weapons.

We went to the forest north of our village and took turns playing with the axe. I pretended I was in a raid and all the trees were terrified locals. I ran towards them, roaring and swinging my axe, then I planted it right into



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Age Range	<b>7-9 years</b>
Author	<b>Tim Collins</b>
Illustrator	<b>Isobel Lundie</b>
Extent	<b>208pp</b>
Word Count	<b>20919 words</b>
Rights Available	<b>World</b>

# Gladiator School 1: Blood Oath



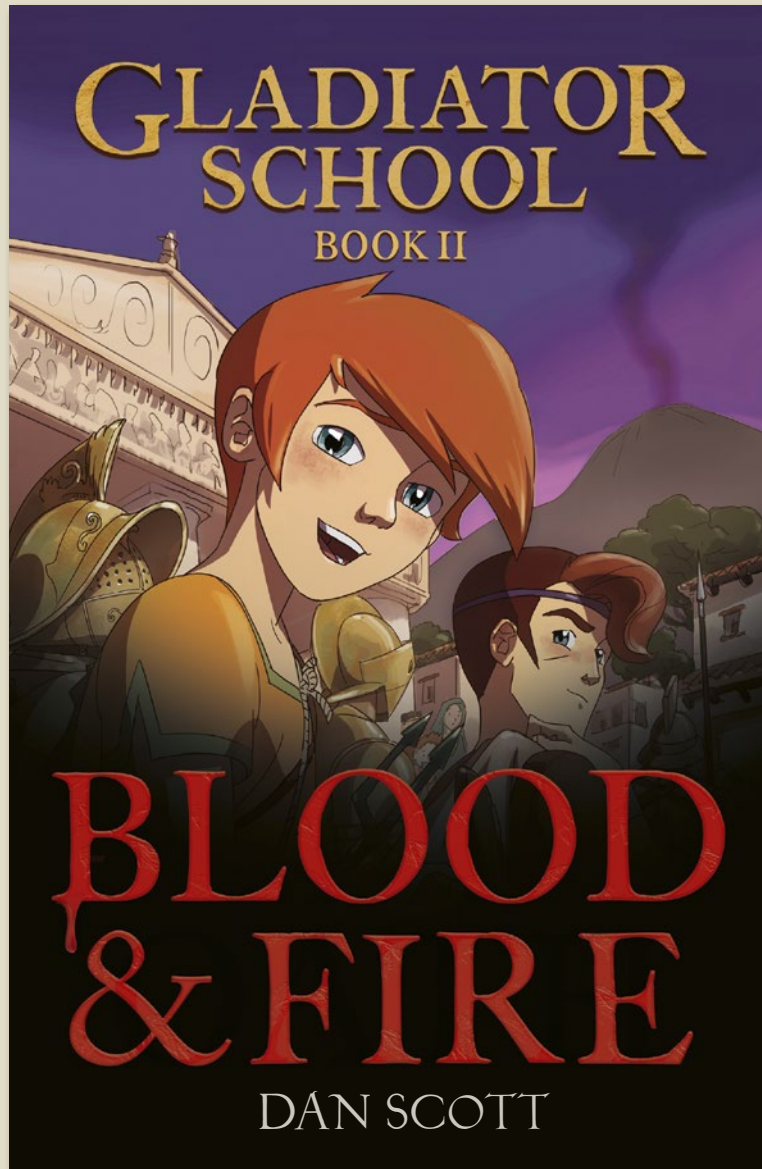
**A tale of blood, sweat, sand and sacrifice, set in the gladiator arenas of Ancient Rome**

- An epic fictional story set in a historical context, perfect for lovers of the ancient world.
- Fast-paced, action-packed and full of unexpected twists and turns. Great for reluctant readers searching for an exciting adventure story to keep them entertained.
- Contains additional notes throughout to define key Roman words, helping children to learn more about ancient society and immerse themselves in the time period.





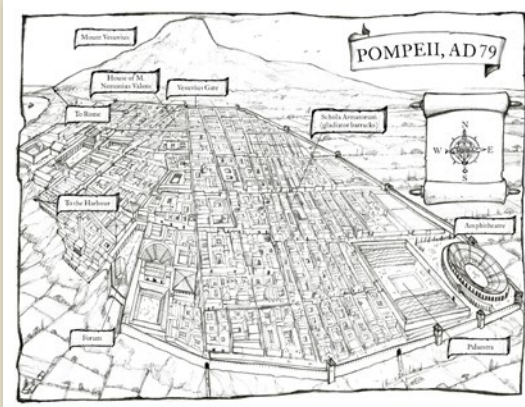
# Gladiator School 2: Blood & Fire



**The second in the Gladiator School series - an epic ancient tale of blood, sweat and sacrifice.**

- An epic fictional story set in a real-life historical context. Perfect for lovers of the ancient world or those studying the Ancient Romans in school.
- Fast-paced, action-packed and full of unexpected twists and turns. A great option for reluctant readers searching for an exciting, gory adventure story to keep them entertained.
- Contains additional notes throughout to define key Roman terms, helping children to learn more about ancient society and immerse themselves in the time period.

# Gladiator School 2: Blood & Fire



## CHAPTER 1

POMPEII, 19 AUGUST AD 79  
120 hours before the eruption of Vesuvius

The midday sun beat down on Lucius as he pursued Quintus through the streets of Pompeii. He glimpsed his brother's tall, athletic figure up ahead, snatching along through the crowds heading west towards the Forum. Lucius would have preferred to walk side by side with Quintus through this unfamiliar city, but seemed he would not be welcomed.

Sounds of cooking meat from the fast-food shops mingled with the stench wafting over from the fish-sauce factories near the harbour. Lucius's ears echoed with the voices of fruit sellers and wine merchants and the pipes and drums of bakers. The noise and

\* Forum: the main marketplace, which was also the place for business meetings and judicial decisions.

GLADIATOR SCHOOLS

squalor reminded him of Subura, the area where he now lived in Rome. Yet Pompeii seemed to carry an eerie air of horror. The shadow-filled alleys, the hard faces of the young men, the cold-eyed stare of a beggar woman – they all spelled danger to Lucius. Maybe it was his imagination, but Pompeii seemed like a city brimming with desperate and unscrupulous people who'd murder you for the price of a loaf of bread. He was glad he'd decided to follow Quintus. Somehow, he felt his brother needed watching in a place like this. Of course, Quintus was a gladiator and very capable of looking after himself – yet Lucius knew he could be hot-headed at times, and in these strange and scary streets he might very easily get himself into trouble.

From a nearby side street, Lucius heard a cry of pain. His natural caution made him want to hurry on past, but then he saw Quintus turn and enter the alley. Hesitantly, Lucius followed, rubbing the ring on his forefinger for luck. It was his only memento of his father, and had become his talisman. Concealing himself behind a pile of amphorae\*, Lucius saw Quintus approach a group of rough-looking young men. They were jeering and pushing around a lad of about their own age. From his smart, formal toga, now bespattered with mud, Lucius could tell the victim was a young man of status, though this did not seem to count for much among his tormentors.

\* amphorae (singular amphora): earthenware storage jars.

BLOOD & FIRE

His sense of fairness clearly offended, Quintus impulsively stride into the middle and pushed aside one of the bullies, who had been holding the victim in a neck lock. The bully squeaked in surprise and fell to the ground. His friends immediately closed in around Quintus, their jeers turning to shouts of anger.

There were six of them – three armed with sticks against the unarmed Quintus. Lucius growled. He stole himself, knowing he would have to go and help his brother. With his slender build, Lucius wasn't made for physical violence. He cursed their fate for bringing them here to Pompeii.

It was ten days since Crassus, the lanista of the gladiator school, had made the announcement. The school had received a great honour, he said: it had been chosen to represent Rome at the forthcoming games in Pompeii. A total of thirty gladiators would be going, including Quintus. And Lucius had been dismayed to learn that he too was among those selected to go. It was a seven-day march to Pompeii, and there would be a further week spent in the city. Taking the return march into account, that meant that Lucius would be gone from Rome for three whole weeks – time he had been hoping to spend searching for his father. What if Aquila tried to contact him during that time? It seemed that fate had once again intervened to prevent them from meeting.



## THE MAIN CHARACTERS

- Lucius, a Roman boy
- Quintus, his older brother
- Aquila, their father
- Ravilla, their uncle
- Caecilia, their mother
- Valeria, their sister
- Isidora, Lucius's friend, an Egyptian slave
- Crassus, a lanista (trainer of gladiators)
- Valens, editor (sponsor) of the games at Pompeii
- Atia, a seer
- Eprius, a young patrician (nobleman) of Pompeii

## PROLOGUE

# FIRST BLOOD

ROME  
10 August AD 79



'Games given by Gaius Valerius Ravilla,' Lucius read aloud. 'Forty gladiators will fight. Perfumed water will be scattered.' His finger hovered over his brother's name.

'Quintus, Retiarius, tiro, will battle Burbo, Secutor.\* Burbo has won ten bouts.'

'You've read it at least twenty times,' said Isidora, sounding rather impatient. 'You can't change the words by staring at them, you know.'

Lucius dropped the programme back into his bag and rubbed his eyes. He hadn't had much sleep.

\* Retiarius: a gladiator who fights with net (rete) and trident; tiro: a gladiator fighting in public for the first time; Secutor: a gladiator who wears an enclosed, egg-shaped helmet and fights with a short sword (gladius); his name means 'Chaser'.

7

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Age Range	<b>7-9 years</b>
Author	<b>Dan Scott</b>
Extent	<b>224pp</b>
Word Count	<b>46723 words</b>
Rights Available	<b>World</b>

# Ultimate Superstars: Sabrina Carpenter



**Sabrina Carpenter's rise to global stardom, retold for young readers.**

- Unofficial story of Sabrina Carpenter's rise to stardom.
- Perfect for young readers to find out all about their favourite star.
- Sabrina Carpenter is a number 1 bestselling artist with a social media following of over 42 million.

# Ultimate Superstars: Sabrina Carpenter

## CHAPTER 1

### SWIFTIE TO BESTIE

Sabrina had just received one of the most important calls of her career.

"Taylor wants me to open for her!" Her eyes were wide with disbelief. When she was a little girl she put posters of Miley Cyrus, Ariana Grande, Selena Gomez and Taylor Swift on her bedroom walls. Now Taylor wanted Sabrina to join her on the *Eras Tour*. "Just wait until I tell the fans!" But for now, it was top secret.

Sabrina was so excited. It felt like yesterday that she was sat in her bedroom with only her guitar, painstakingly learning the chords to Taylor's 'Picture to Burn'. One time her dad peeked in and asked her what she was doing.



#### SABRINA CARPENTER

"I'm practicing for when I'm famous," she said with a grin. She was only ten, but she knew what she wanted even then.

Fourteen years later, that dream was a reality – although it did feel surreal. Sabrina was no longer a girl with posters; she was living alongside her idols, one of whom had become a friend and another who she had performed alongside: Ariana. By May 2023, rumours about Sabrina and Taylor's friendship were swirling, fuelled by photos and social media interactions. Then came Sabrina's trip to Philadelphia for Taylor's concert.

What a night that was. The show was everything Sabrina had imagined and more. Sitting with her sister Sarah in the packed stadium, she found herself singing along to every word and laughing when Taylor joked about her cats. The choreography and emotional storytelling made her jaw drop.

"She makes it look effortless," Sabrina whispered. Sarah nudged her. "You're not, you know." Sabrina rolled her eyes. "Yeah, right." "Just wait," Sarah replied, with a knowing smile.



#### LIZ GÖGERLY

On 2 June 2023, Sabrina posted an announcement on Instagram that sent her fans into a frenzy. It read:

*trying to process this but also i share CANT WAIT TO JOIN THE ERAS TOUR IN LATIN AMERICA thank u @taylorswift i the 1 :)) this is a dream come true*

Within hours, the internet was exploding with excitement. Fans reposted the announcement and the comments section lit up with messages like:

*This is your spot... Show girl!*

Sabrina had every intention of shining. She went straight into rehearsal; there was no time to chill after the spill!

"This is huge," Sabrina flexed Sarah. "I've got to get it right."

"You will," Sarah assured her. She always had Sabrina's back.

"This is my big break. I have got this!" The first show where Sabrina opened for Taylor



#### SABRINA CARPENTER

was in Mexico City on 24 August 2023. Standing backstage, she had that familiar feeling – sick to the pit of her stomach with nerves! The arena was packed with Swifties, but hopefully there are a few Carpenters out there too. Sabrina thought to herself and crossed her fingers behind her back. She adjusted her microphone pack and glanced in the mirror. She felt sexy in her platform boots and black sequin outfit.

"You have got this, Sabrina Carpenter," she repeated to herself, flicking her hair back with all the self-assurance of a seasoned star!

As the lights dimmed, Sabrina heard her name being announced. The crowd erupted – Sabrina had a big following in Mexico City. She beamed, she needed to hear the cheers. It drove her on. She stepped onto the stage, launching into 'Feather', the song which had hit number one on the US Billboard Pop Songs chart earlier that year. When Sabrina saw the audience joining in and dancing, she knew she had them – that's when she went into overdrive.

"Don't forget Selena," Sabrina told the crowd as she began singing 'Dreaming of You' by American Tejano singer Selena Quintanilla-Perez. The Tex-Mex singer



#### LIZ GÖGERLY

had passed away in 1995, and the Mexican crowd appreciated Sabrina's nod to the star. There were tears and huge cheers as Sabrina hit the final note. She looked across the auditorium and felt the love, the connection and the magic.

By the time Sabrina got to 'Nonsense', the audience was completely in sync with her energy, laughing at her funny ad-libs and singing along to the chorus.

"I love you guys," she told them warmly, her eyes sparkling with mischievous excitement, as she said her farewells after singing an encore.

"Wow, that was the performance of my life!" Sabrina told Taylor later that night.

"Oh girl," Taylor said, giving Sabrina a gentle nudge. "The best is yet to come for you!"

The *Eras Tour* took Sabrina to thirteen shows in Latin America, followed by six in Australia and another six in Singapore. Each night was a new adventure and Sabrina adapted her performances to the unique energy of each audience. In Brazil, she was overwhelmed by the party atmosphere kicked up by the fans, who sang every word of her songs with passion.



#### SABRINA CARPENTER

"It's like they're performing for me," she joked backstage.

Tour life wasn't without its challenges. Sabrina's hit 'Nonsense', known for its cheeky and sometimes risqué lyrics, required a little tweaking for family-friendly crowds.

"I had to tone it down a little tonight," she admitted to the crew in Singapore. "But I still kept it fun!"

Sitting in her hotel room after a show, Sabrina scrolled through fan videos of her performances. One caption really caught her eye:

*Sabrina Carpenter: The Taylor Swift of her generation.*

Sabrina smiled, her eyes misting over with emotion. It was a bold comparison, a HUGE compliment, and it spoke to how far she'd come. She felt proud.

"The best is yet to come, huh?" Sabrina thought, curling up in the super king size bed. Every muscle in her body ached after the performance. And man her feet were on fire after dancing in those boots! But, she didn't care, she was doing the thing she loved best in

#### LIZ GÖGERLY

the world. It felt like she was on course to something bigger than she ever dreamed possible. Her head was swirling with happy thoughts as she fell into a deep, deep sleep – with a cheeky grin on her face.

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# Ultimate Superstars: Harry Styles



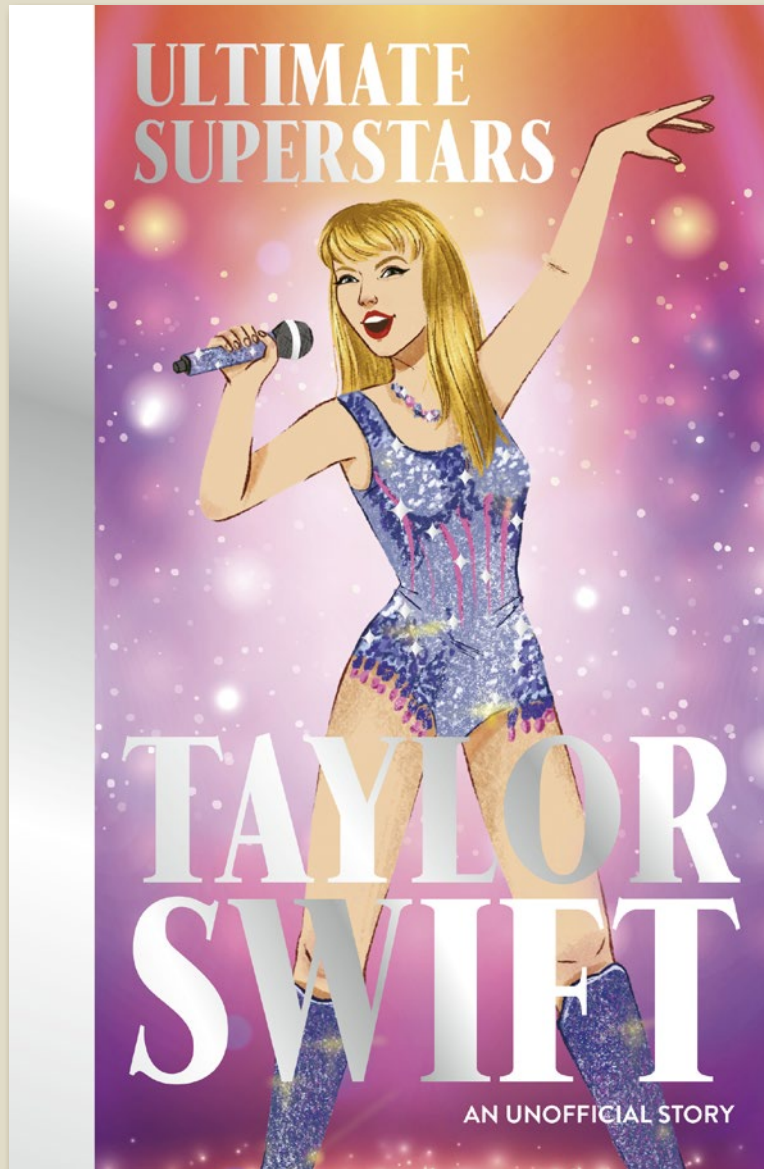
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# Ultimate Superstars: Selena Gomez

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