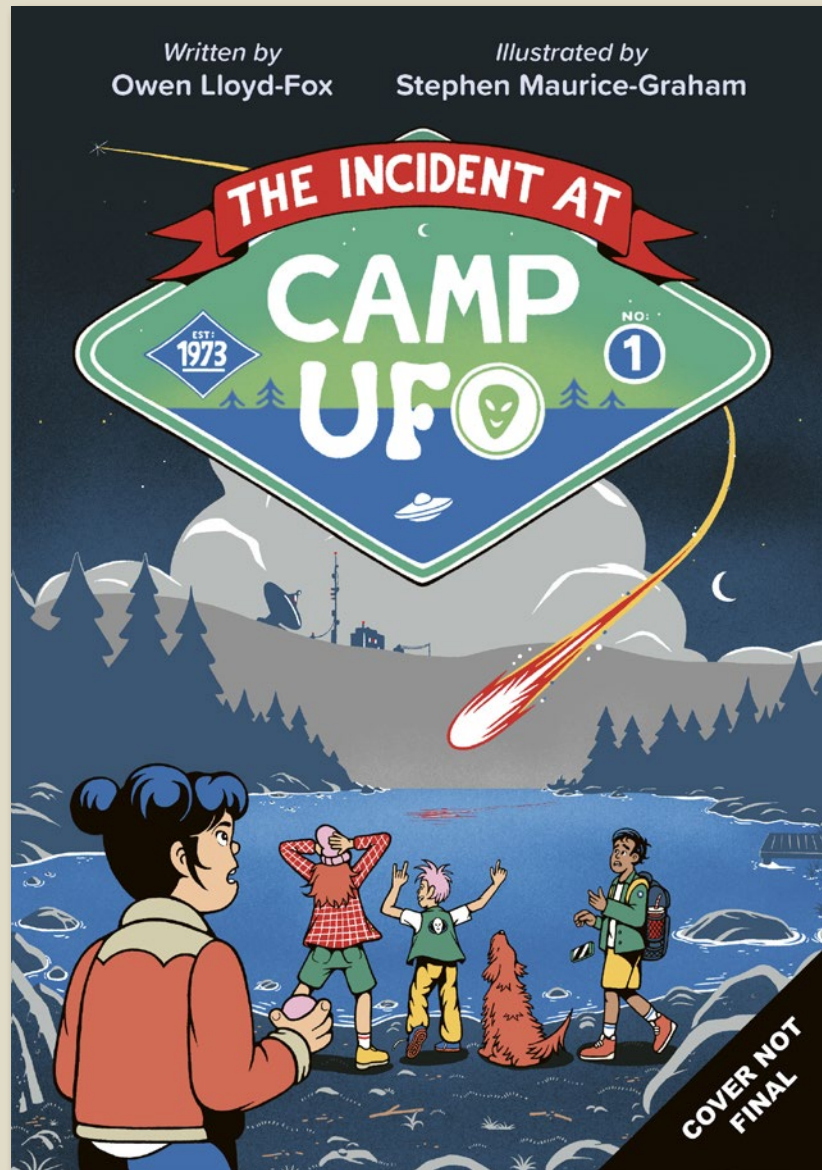




**Ukraine - FBF24 - middle grade
and graphic novels**

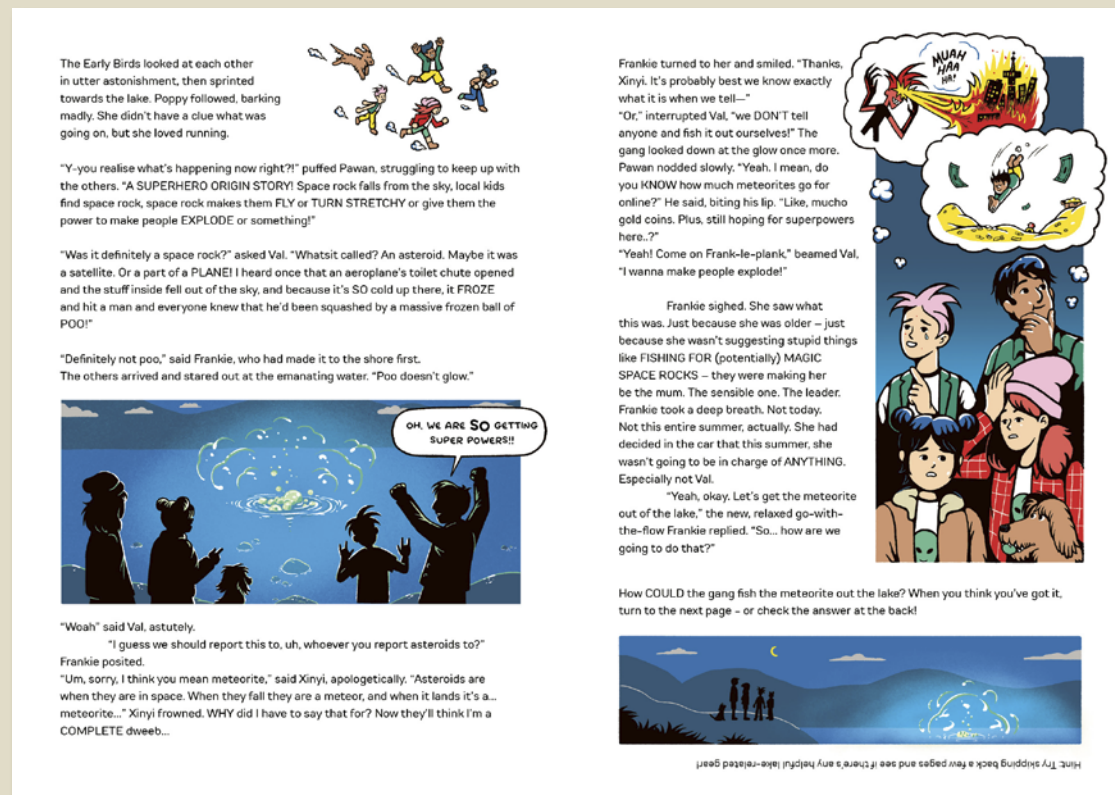
The Incident at Camp UFO



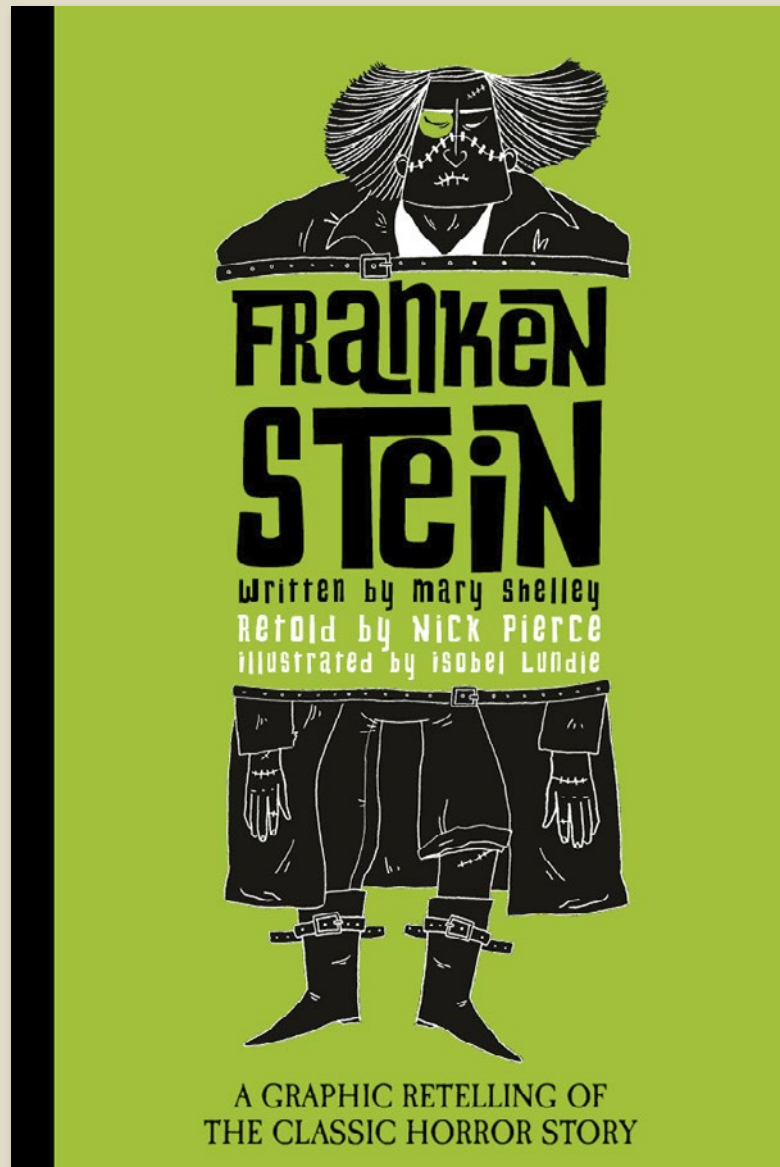
Unravel cryptic clues, solve fiendish puzzles, avoid the Shini-rax aliens at all costs while you help the gang solve the incident at Camp UFO!

- 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



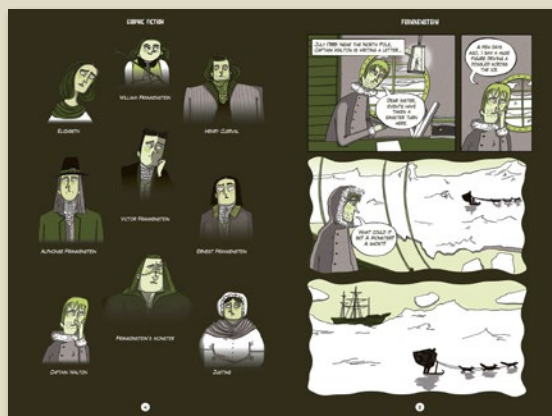
Pub Date	05/02/2026
Pub Price	£7.99
ISBN	9781800788725
H × W	210 × 148mm
Binding	Paperback
Age Range	9-11 years
Author	Owen Lloyd-Fox
Illustrator	Stephen Maurice Graham
Extent	112pp
Word Count	15000 words
Translation Files	20/07/2025
Files To Printer	15/09/2025
Freight On Board	04/12/2025
Rights Available	World



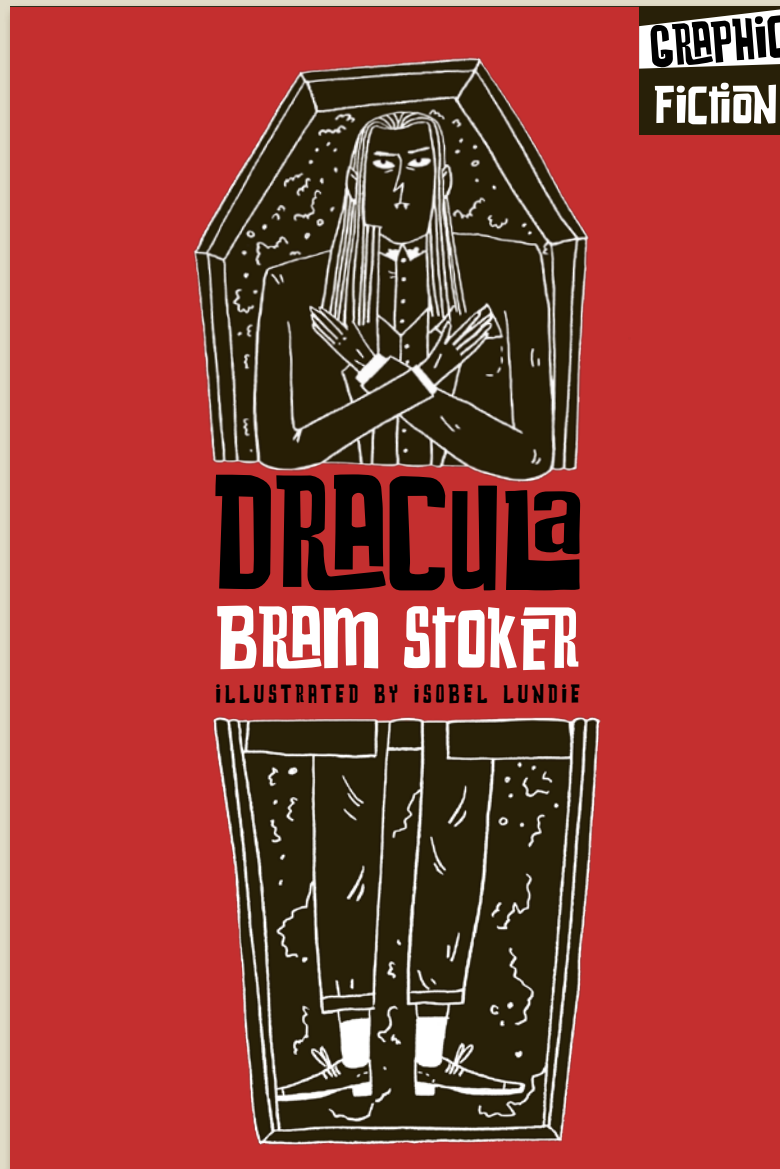
A graphic retelling of Mary Shelley's gothic masterpiece

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



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

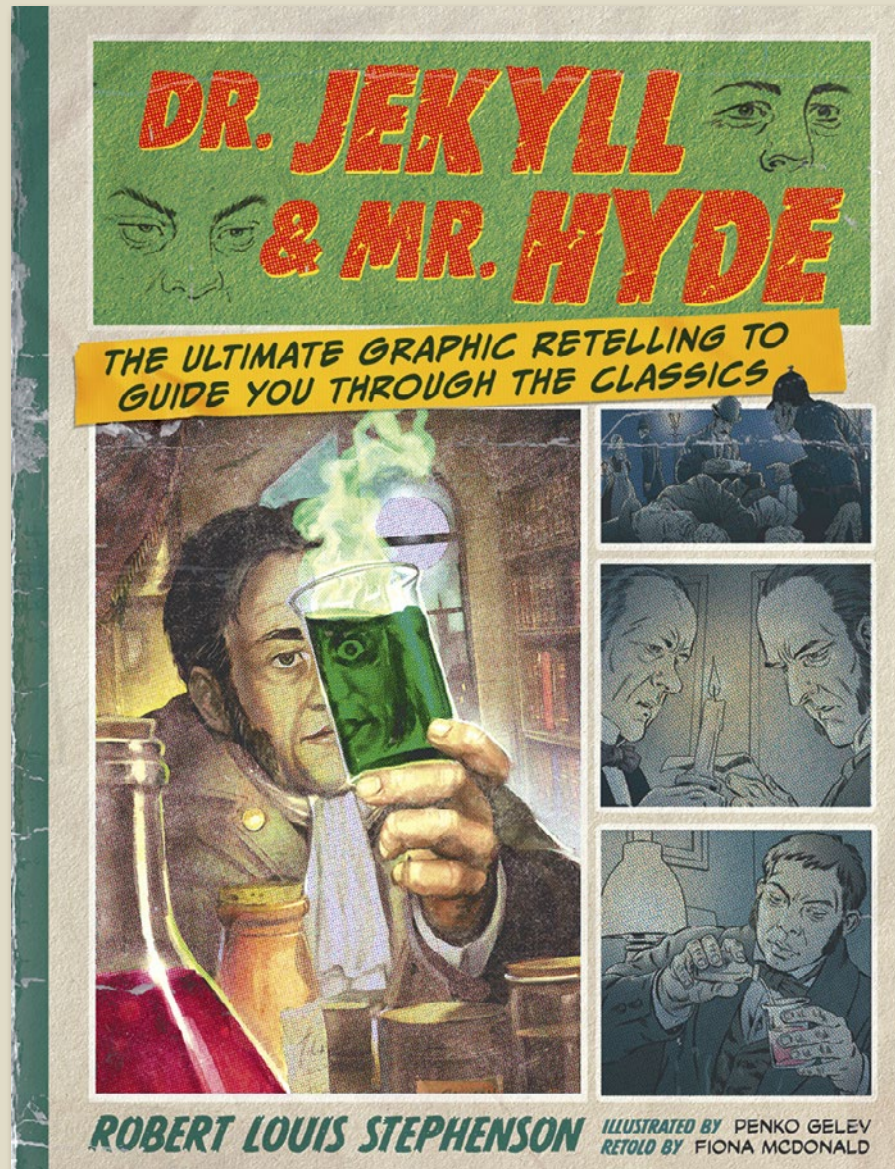
- A contemporary twist on a 19th Century classic. This creepy graphic retelling is the perfect tool for engaging reluctant readers and introducing children to the literary canon.
- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of 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	12/09/2024
Pub Price	£7.99
ISBN	9781800788817
H x W	210 x 140mm
Binding	Paperback
Age Range	9-11 years
Author	Bram Stoker
Illustrator	Isobel Lundie
Extent	64pp
Word Count	3140 words
Translation Files	29/01/2024
Files To Printer	22/04/2024
Freight On Board	27/06/2024
Rights Available	World

Dr. Jekyll & Mr. Hyde: Classic Comics



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

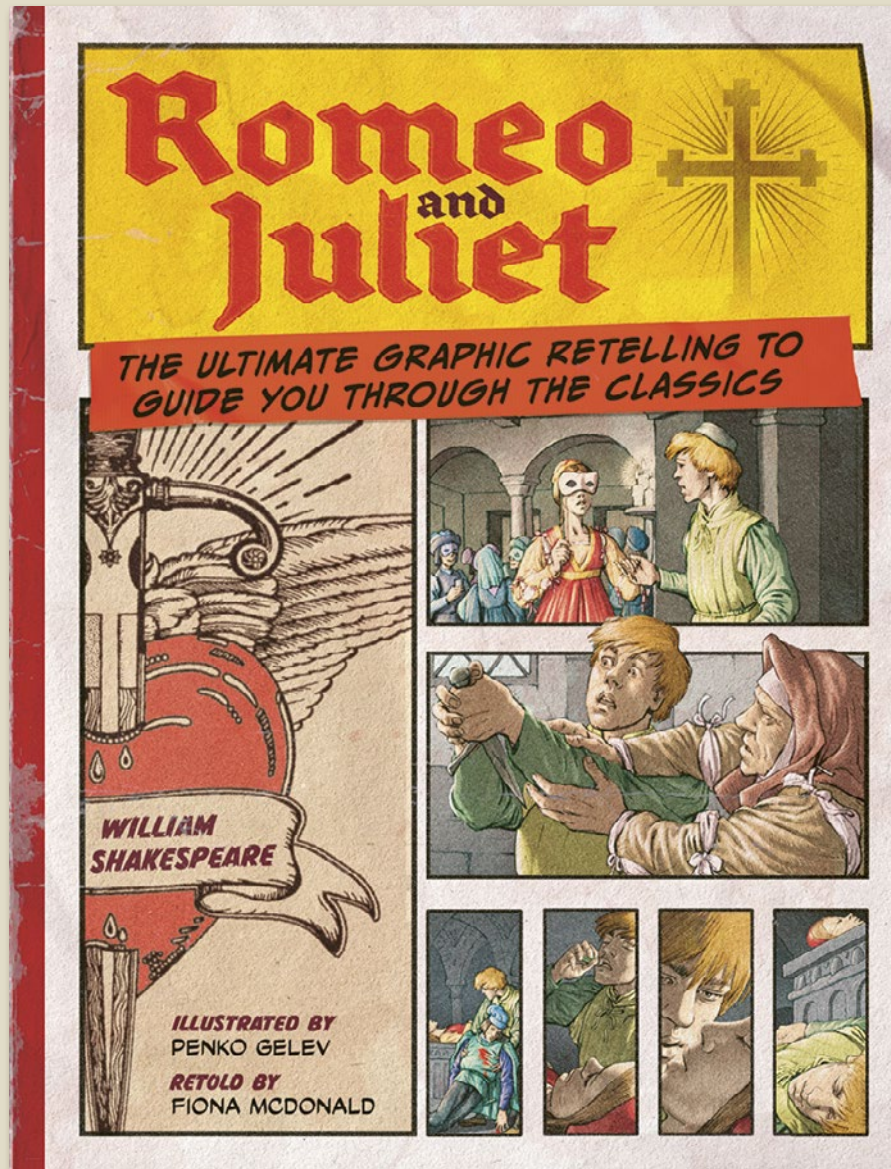
- The highly visual nature of comic book storytelling is the perfect way to encourage reluctant readers who are challenged or intimidated by reading to improve their literacy skills.
- Small amounts of text and easy-to-follow sequential ordering of the picture strips help make Shakespeare more accessible.
- 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



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

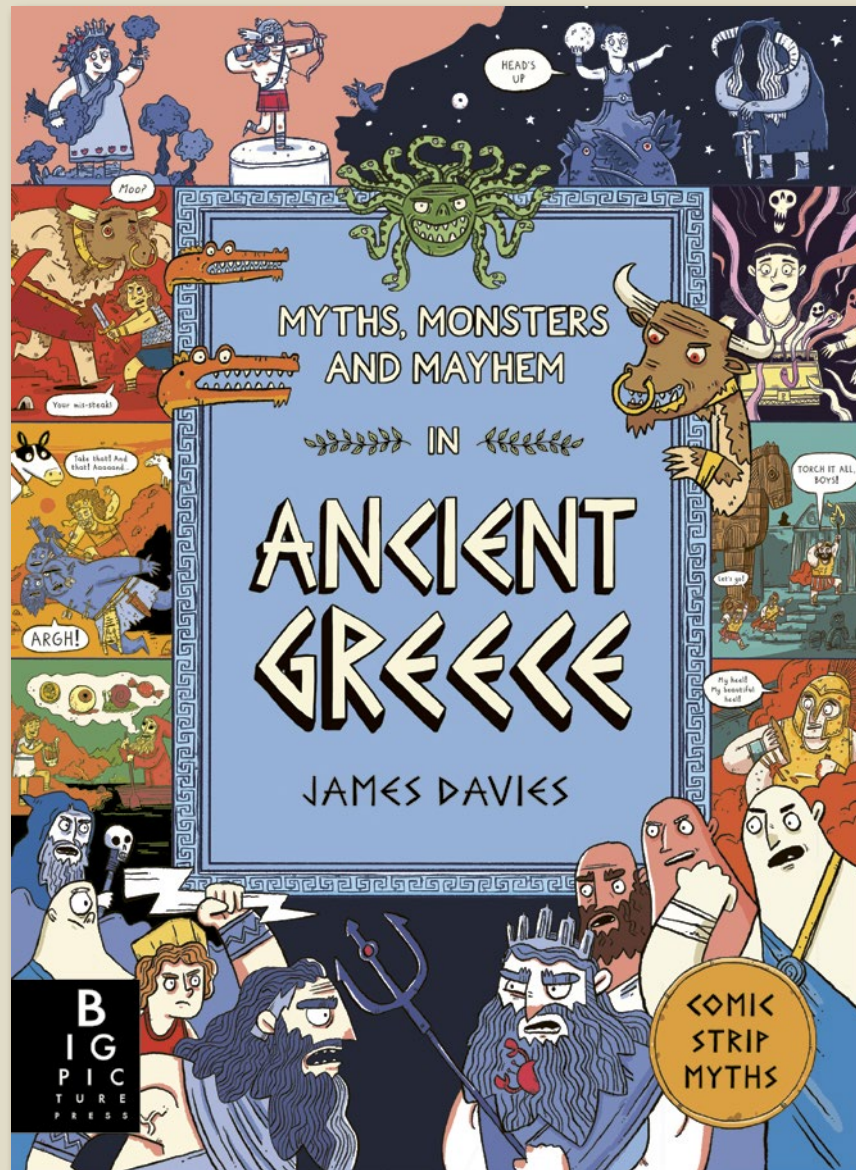
Romeo and Juliet: Classic Comics



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.

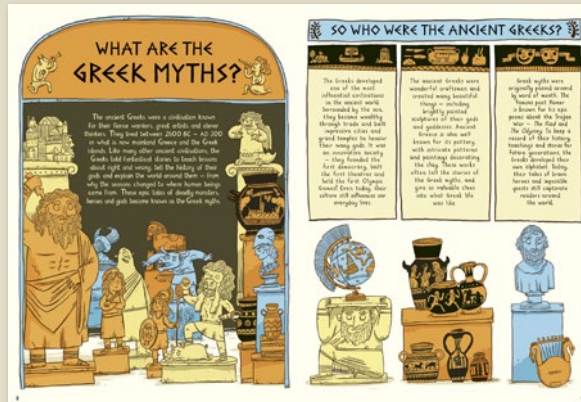
Myths, Monsters and Mayhem in Ancient Greece



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

Myths, Mummies and Magic in Ancient Egypt



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

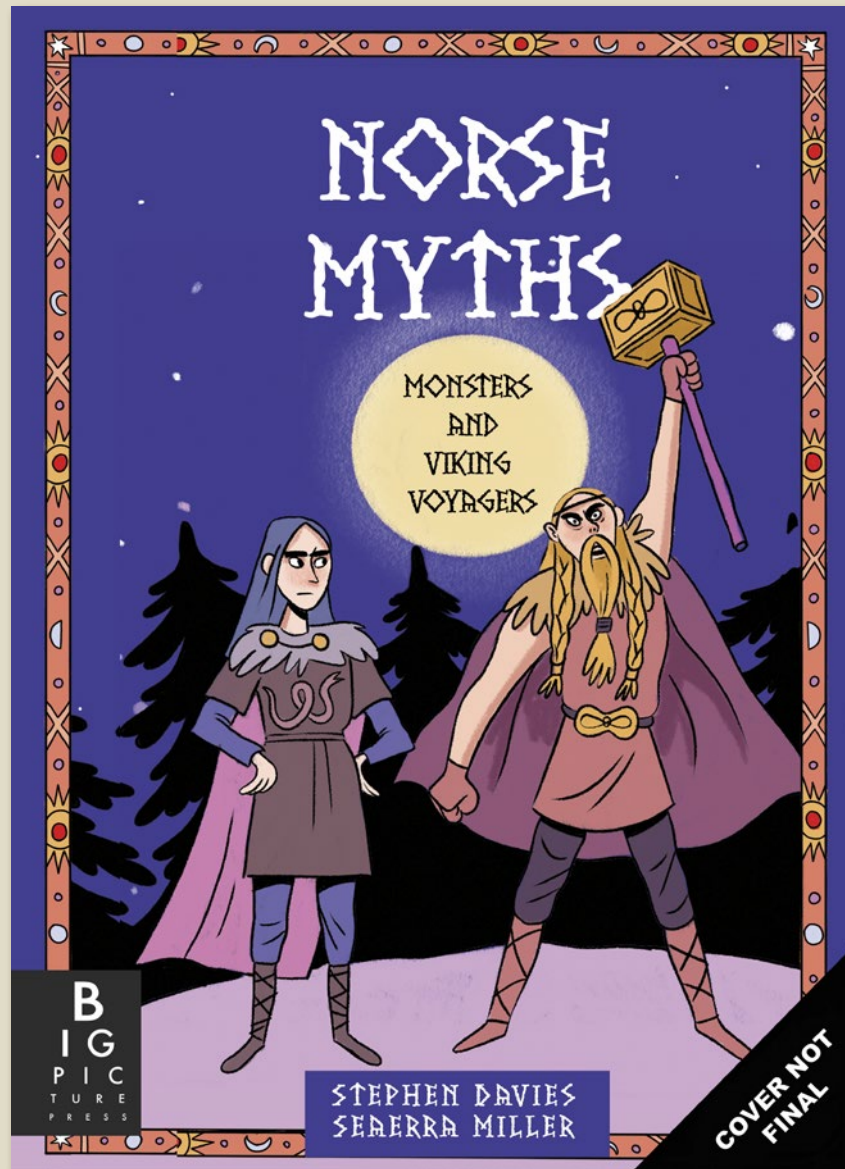
- The myths are broken up with a series of 'theme' spreads, which take a broader look at certain aspects of Egyptian mythology (mythical beasts and monsters, the pharaohs, gods etc.)
- Striking artwork by renowned illustrator and comic artist Núria Tamarit (75k followers on Instagram)
- Mythology is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

Myths, Mummies and Magic in Ancient Egypt



Pub Date	02/01/2025
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

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

WHAT ARE THE NORSE MYTHS?

Text 10K

THE CREATION STORY

A creation myth is a story about how the world began. Ancient cultures had all sorts of weird and wonderful ideas about how the world began, and this is the Norse creation story. Here are some of the details.



THE THEFT OF IDUN'S APPLES

One crisp, cold morning, Odin, Loki and their crew crossed the Bifrost bridge from their home in Asgard and went hiking in the world of humans.

After a long day, at last, Odin built a fire and grilled three or steaks over the flames. The steaks sizzled and sizzled, but somehow did not cook.

The eagle swooped another sparrow, causing the branch to stick to its body, and to Loki's hands.

Loki begged the bird for mercy, offering to do it a favour in return for his release.

IN AN ORCHARD FAR, FAR AWAY...

The goddess Idun was sitting in her sun-dappled orchard, tending her back. For apples were scarce in Asgard as they reached youth to whoever ate them. Needless to say, she was very popular with everyone.

Loki crept into the orchard and called up to Idun.

The steaks had been on the fire for hours, but they were still raw.

Perched in the oak tree above their heads was an enormous eagle. An enormous falcon eagle.

The magical eagle swooped down from the branches. It snatched up two steaks in its talons and another in its beak.

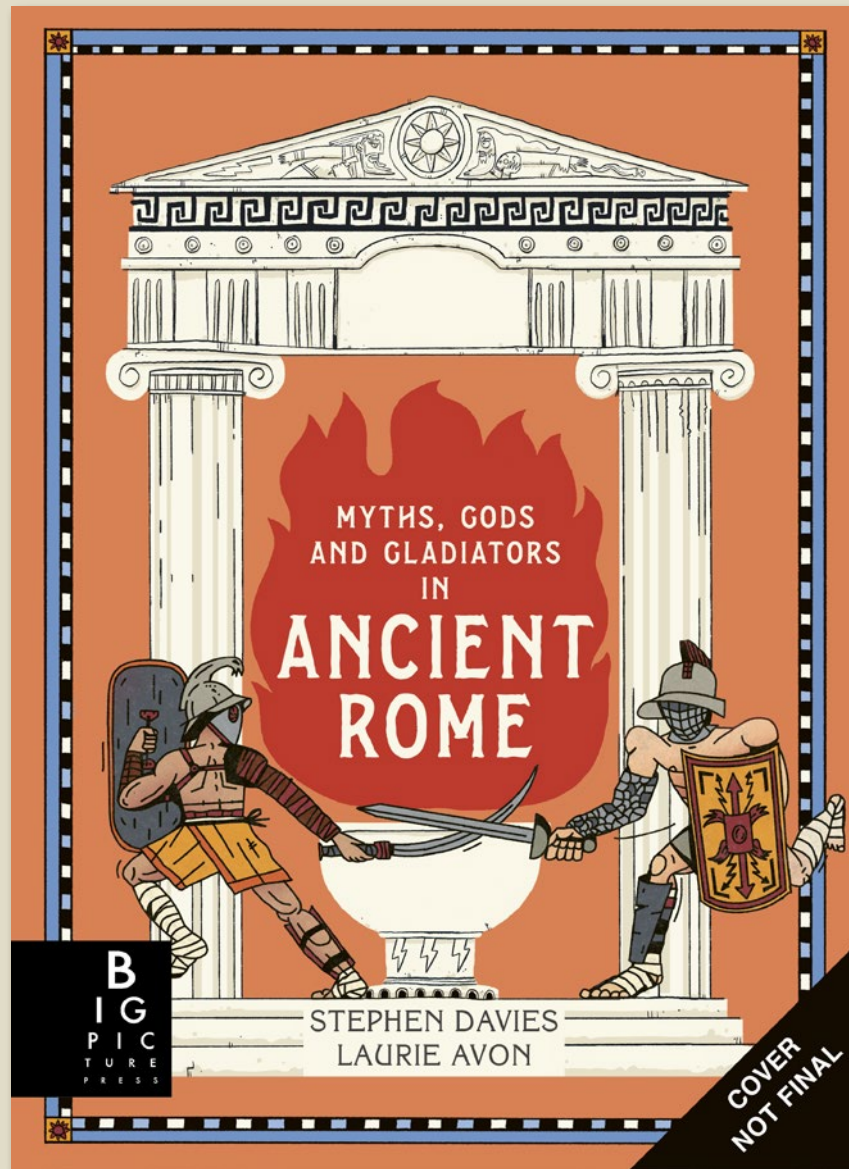
The cunning sorcerer told Idun that he had found another golden eagle tree. It was in Midgard, just beyond the Bifrost bridge, and its apples looked exactly like Idun's apples.

Idun was worried about what this would mean for her brand. She picked up all the golden apples on her tree, then followed Loki out of the orchard and across the flaming Bifrost bridge.

Loki was the quickest to react.

Pub Date	04/09/2025
Pub Price	£14.99
ISBN	9781800786745
H x W	297 x 216mm
Binding	Hardback
Age Range	7-9 years
Author	Stephen Davies
Illustrator	Seaerra Miller
Extent	64pp
Word Count	12000 words
Files To Printer	10/04/2025
Freight On Board	14/08/2025
Rights Available	World

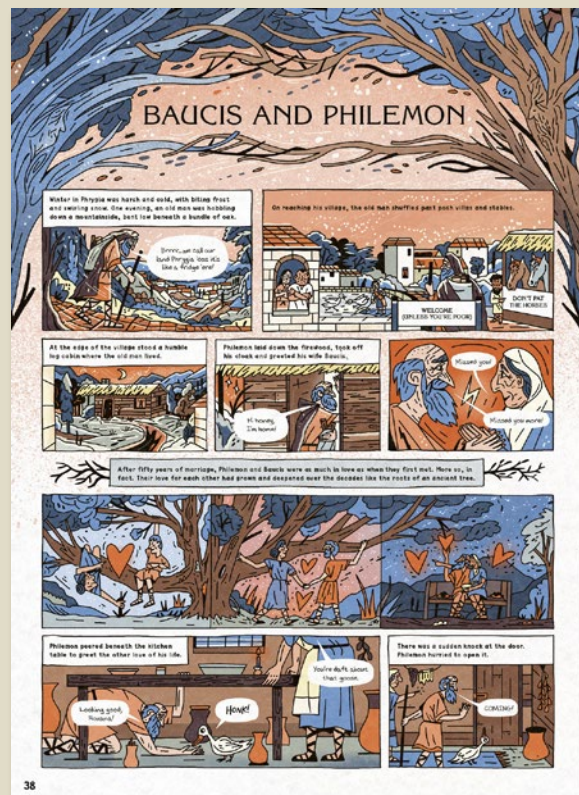
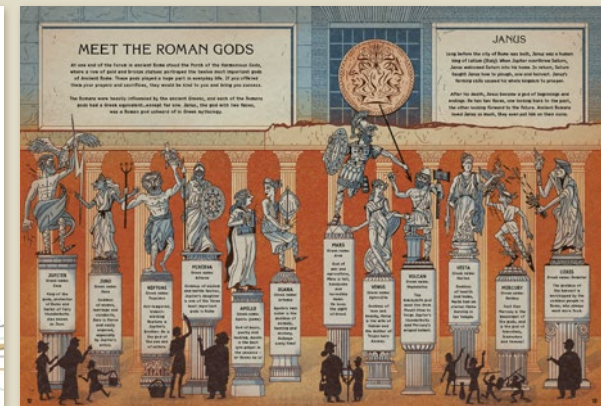
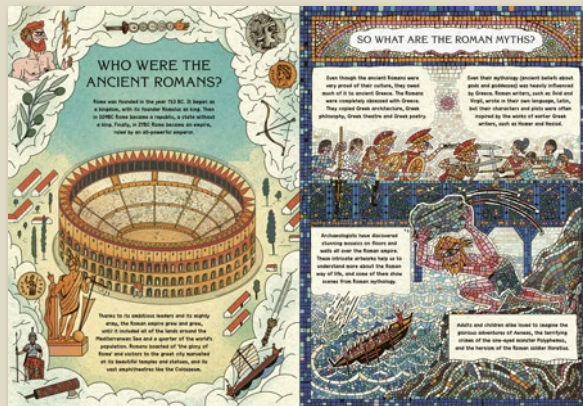
Myths, Gods and Gladiators in Ancient Rome



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

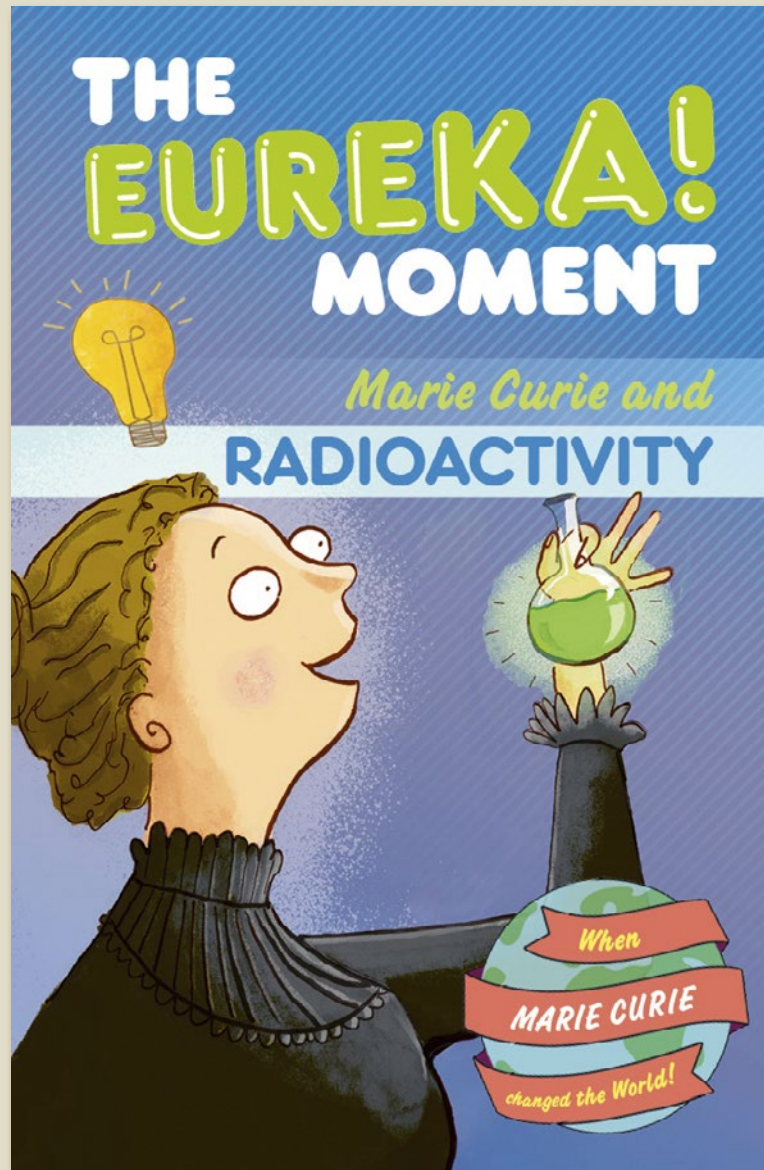
- The myths are broken up with a series of 'theme' spreads, which will take a broader look at certain aspects of Roman mythology (mythical beasts and monsters, the gods, heroes etc.)
- Following on from the success of *Myths, Monsters and Mayhem in Ancient Greece* (which has sold over 50,000 copies worldwide 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
H x W	297 x 216mm
Binding	Hardback
Age Range	7-9 years
Author	Stephen Davies
Illustrator	Laurie Avon
Extent	64pp
Word Count	12000 words
Translation Files	30/03/2025
Files To Printer	05/05/2025
Freight On Board	12/06/2025
Rights Available	World

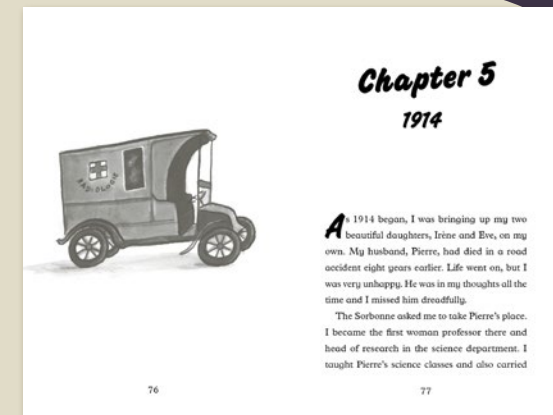
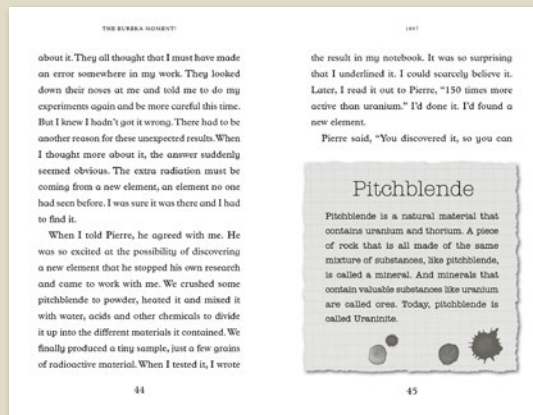
Radioactivity: The Eureka! Moment



Explore Marie Curie's incredible 'Eureka' moment!

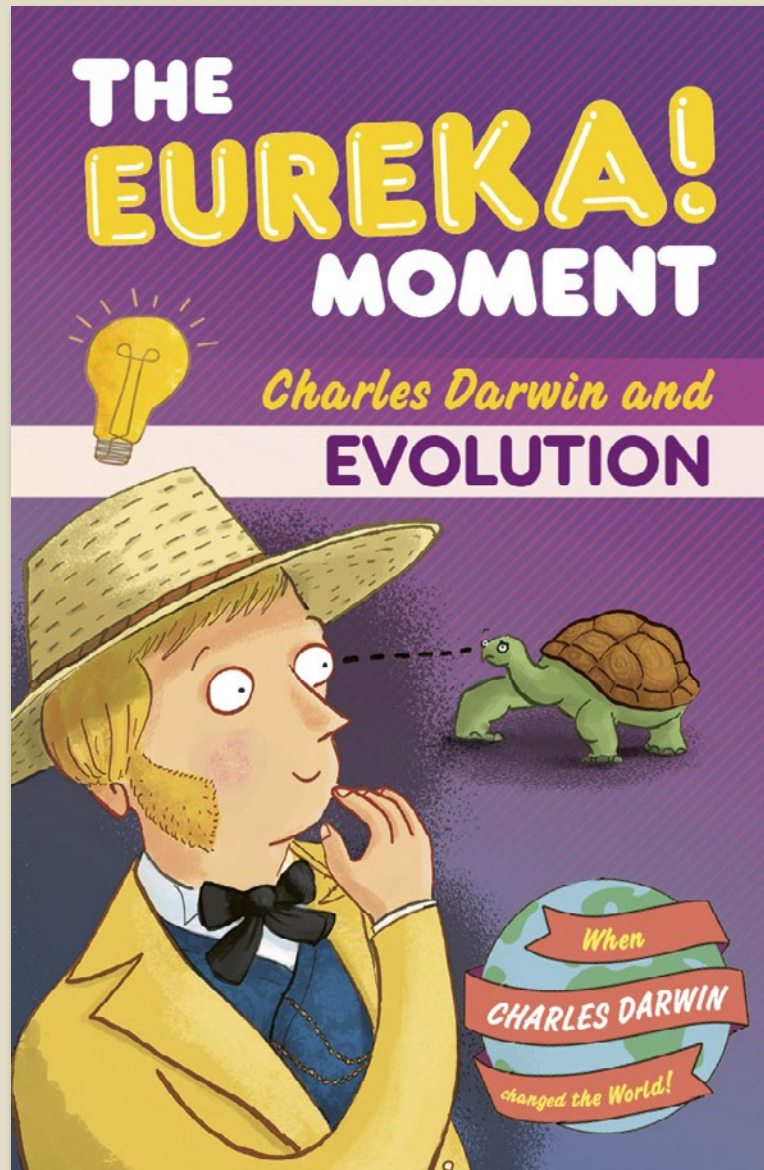
- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining manner.
- This series introduces children to a myriad of inspirational individuals and the barriers they faced during their quest for knowledge, encouraging 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
Pub Price	£5.99
ISBN	9781800788527
H x W	198 x 129mm
Binding	Paperback
Age Range	9-11 years
Author	Ian Graham
Illustrator	Annaliese Stoney
Extent	144pp
Word Count	14683 words
Rights Available	World

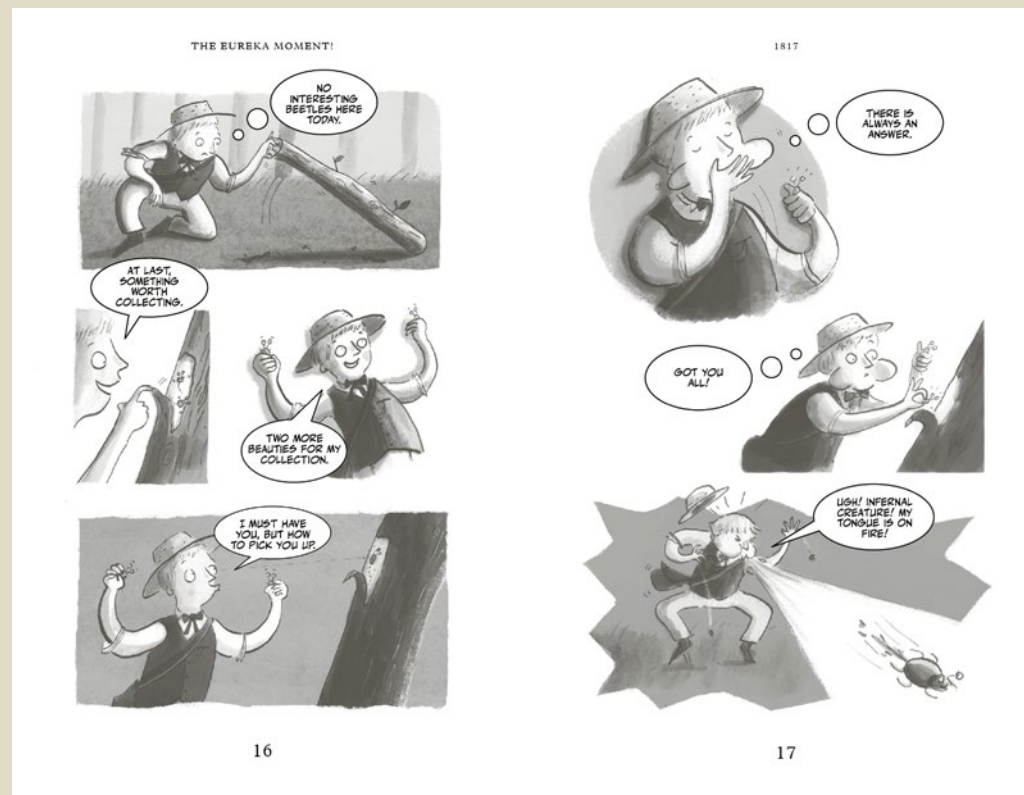
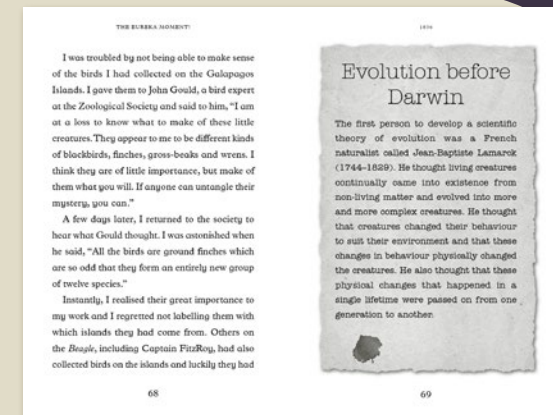
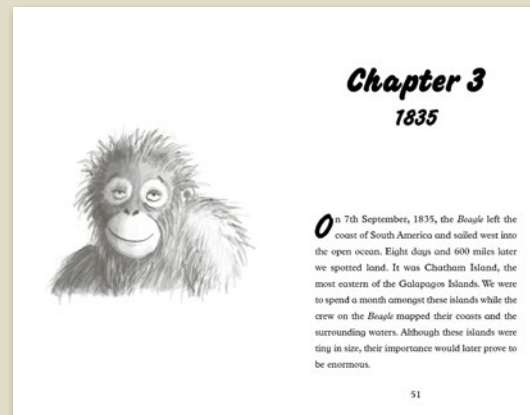
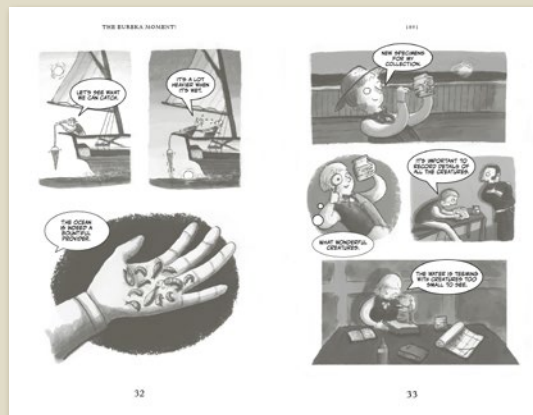
Evolution: The Eureka! Moment



Explore Charles Darwin's incredible 'Eureka' moment!

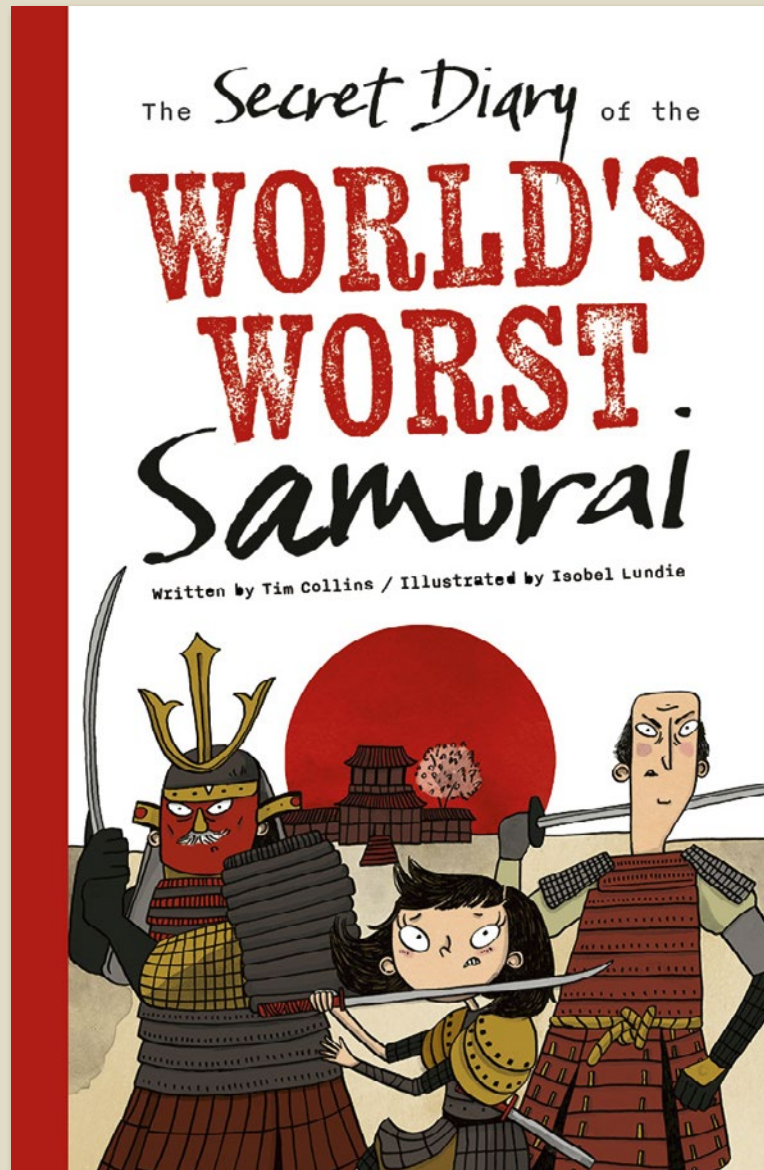
- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining way.
- Short comic strips scattered throughout the narrative to help children visualise and engage with key events.
- This series introduces children to 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	29/02/2024
Pub Price	£5.99
ISBN	9781800788473
H x W	198 x 129mm
Binding	Paperback
Age Range	9-11 years
Author	Ian Graham
Illustrator	Annaliese Stoney
Extent	144pp
Word Count	15936 words
Rights Available	World

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 13th 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'.

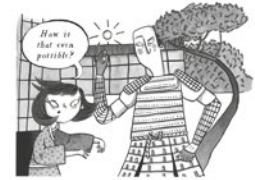
I would never have believed anyone could move that fast, never mind someone so thin and old.

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



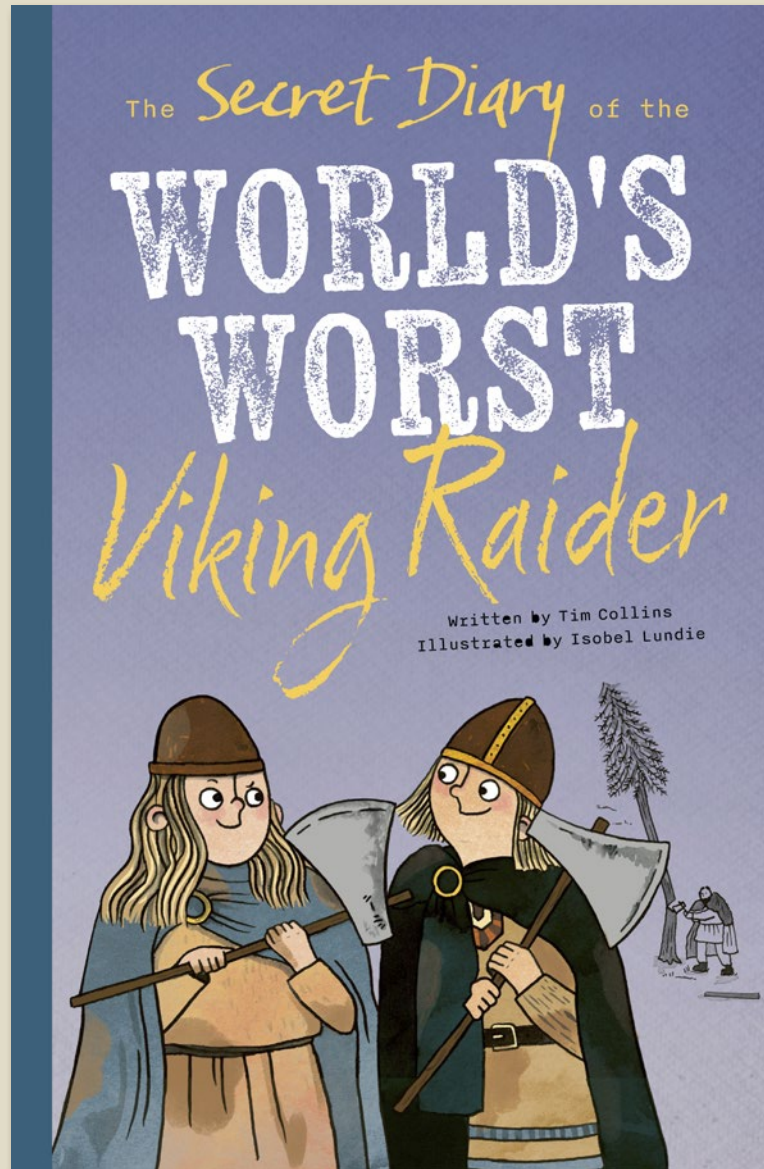
Day One

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
ISBN	9781800788886
H x W	198 x 129mm
Binding	Paperback
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's 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.

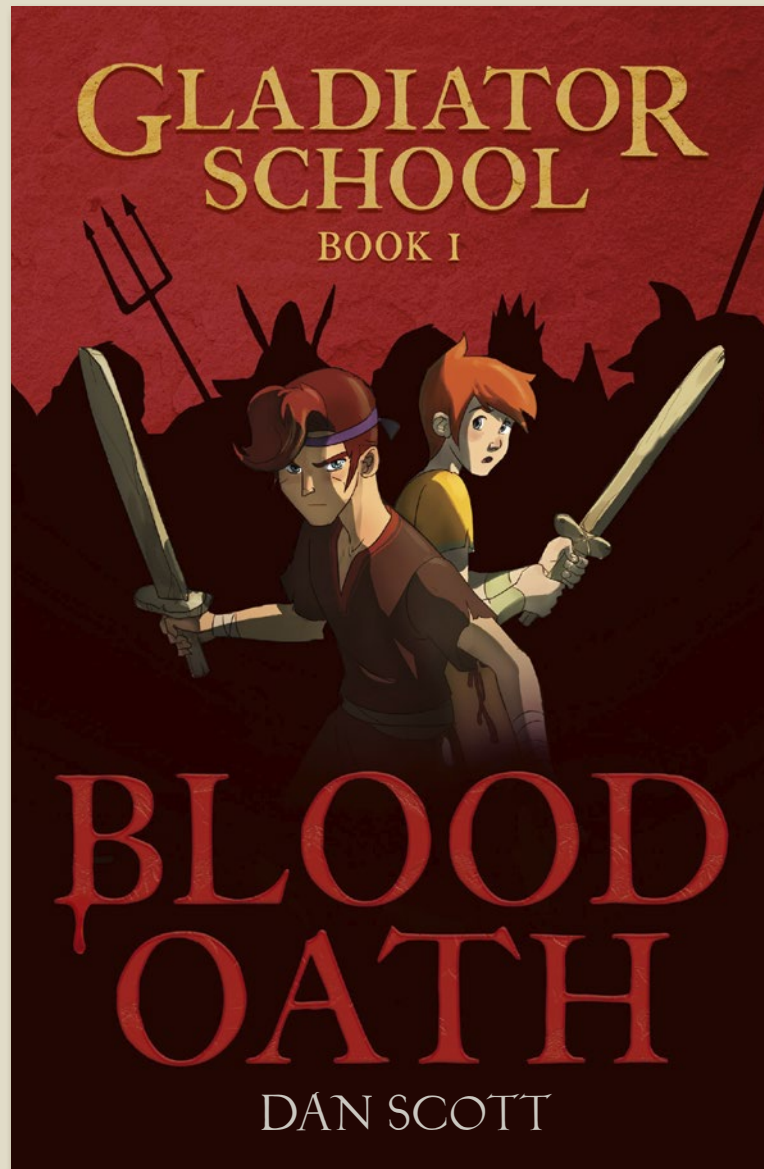
I met my best friend Astrid to play at raiding, and she brought one from her dad's workshop. He's the best blacksmith in our village, and he makes amazing shields and weapons.

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



Pub Date	28/06/2021
Pub Price	£7.99
ISBN	9781800788893
H x W	198 x 129 mm
Binding	Paperback
Age Range	7-9 years
Author	Tim Collins
Illustrator	Isobel Lundie
Extent	208pp
Word Count	20919 words
Rights Available	World

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.

◆

still in the arena with his brother. But now he realised that he was standing on the street where their old home was. The shops set into the villa walls were selling the same cloths and clay pots of olive oil as always. Everything looked just as it had been in the old days.



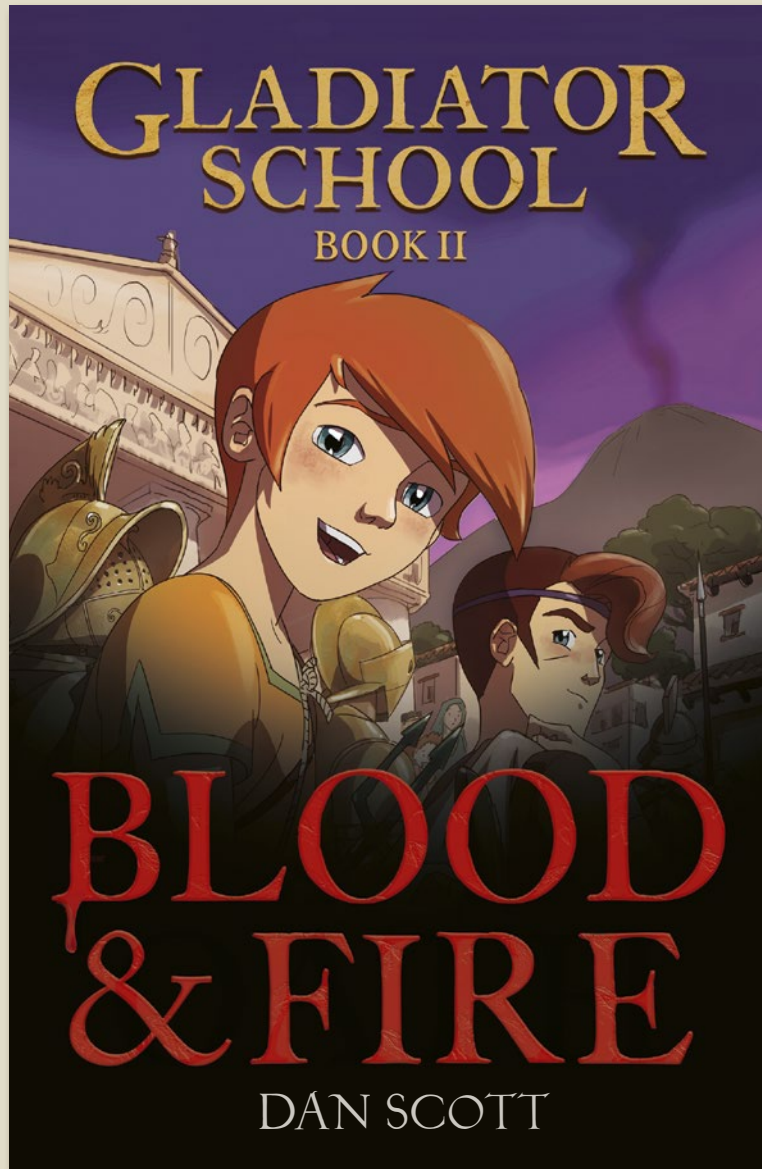
TRAITOR!



9

bookshelf.bonnierbooks.co.uk/books/9781800789098

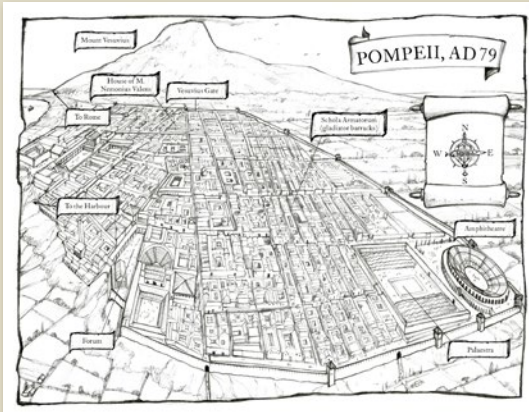
Gladiator School 2: Blood & Fire



**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 I

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

He muddled his head 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.

Smells 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 cries of fruit sellers and wine merchants and the pipes and drums of bankers. The noise and

* amphitheatrum (singular amphitheatrum) northwestern change jars.

GLADIATOR SCHOOL

BLOOD & FIRE

squalor reminded him of Subura, the area where he now lived in Rome. Yet Pompeii seemed to carry an entire 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 unsympathetic 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.

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

There were six of them – three armed with sticks – against the unarmed Quintus. Lucius growled. He steeled 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 encloved, egg-shaped helmet and fights with a short sword (gladius); his name means 'chaser'.

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