BLUE MONKEY STUDIO BOOK CATALOG









Blue Monkey Studio (BMS for short), established in 2010, is an Italian firm specializing in graphic design, illustration and publishing services.

It provides top quality art and design to local, national and international clients at competitive rates, granting that the corporate identity of a company is efficaciously promoted through highly personalized logo, mascot, headed paper, business card and web graphics.

It also provides artwork for the education and edutainment sector, book illustrations and comics, character design, backgrounds and concept art for multimedia entertainment companies.

Publishing services include the complete management of a literary work: concept development, proofreading and editing. BMS has also experience in setting books for printing and e-books for the most famous international distributors (CreateSpace, SmashWords, Lighting Source, Youcanprint, Kindle and IBook), providing advisory in all phases of the subscription and publishing process, as well as royalty management for non-US authors.

Pro-active on International level, BMS pursues European Commission financing opportunities. It also provides training to creative professionals with the goal to promote their employability and competitiveness in the labor market.

Our flexible procedure involves a customizable implementation process based on customers' specifications and feedbacks, providing the management of a large amount of projects from different industrial sectors. Such methodology has granted us a high level of satisfaction and a percentage of returning clients exceeding 85%.

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CORRADO SESSELEGO MARKETING & R&D UNIT

B.A. in Classics (University of Genoa) with a specialization in ancient Greek Literature, Specialization Course (University of Turin) in Corporate strategy, economics, finance, accounting, marketing, negotiation, business planning, TOEFL (Bocconi University, Milan).

Senior advisor in International Projects Development, Project and Knowledge Management. For 15 years of experience in multi-annual projects financed by the European Commission in the fields of ICT, culture, education and training, social affairs, promotion of SMEs and local authorities.

He designed, developed and carried out training courses in Italy, Belgium, Poland, Romania and Malta.

He also provided higher education at the University of Pavia and carried out educational and social projects for the Italian Ministry of Foreign Affairs, the Ministry of Education, Invalsi, IOM and the Italian Presidency of the Cabinet of Ministries.

Founding partner of BMS, he is in charge of the the Marketing & Management Department and the leads the research team aimed at promotiong culture, edutainment and education.

LAURA LIVI ART UNIT & HR

B.A. in Decoration (Academy of Fine Arts of Genova), with a specialization in illustration. 11 years of experience as an artist and Project Manager of cultural and artistic projects at National level.

Artistic Coordinator of Progetto Club DeA (2004-2010), a PBL project carried out by the International Library for Children Edmondo De Amicis and the the City of Genova, in cooperation with Wizards of the Coast and Hasbro Italy, Editrice Giochi/Parker.

She is also an expert in promoting on-the-job equal opportunities for artists and education/entertainment professionals by providing training in the management of intercultural processes and social equality.

At International level she managed and cooperated to develop projects finaced by the European Commission Life-long Learning Programme (2008-2013).





EMILIANO CIVILETTI COMPUTER GRAPHICS & PUBLIC RELATIONS

B.A. in Event Design (University of Genova), PhD in Industrial Design (University of Genova) with a focus on local and traditional food. 5 years of experience in developing visual communication projects for Noberasco, Pane al Pane Mediterranean Food Design, ARTour-o (2009, 2010, 2011). Project-Based Learning (PBL) national expert.

Founding partner of BMS he is in charge of technical innovation, design and editing. He is also in charge of defining the strategy for mass communication and manages public relations.

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PDE Vol. IV: Nedor Copyright Vol. IV

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Tacticles: The art of Geranto Touch to Believe!

VELVETRIES: THE CONTRADICTORY ART OF LAMBEMA

IF YOU WERE... ALICE IN WONDERLAND

Pumpkins: Happiness is within Grasp

A Traveller's Guide to Mars: Vol. I: The Warlord's Trilogy

WILD LOVE AND OTHER SENSUAL POEMS FROM THE ANCIENT GREEK

FULL CHEST!

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IL PREMIO DEL MAGO & IL TESORO DEI PIRATI

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TNTEAM #1: PRIDE

TNTEAM #2: PERDITION

TNTEAM #3: Purification

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Heros de l'Age d'Or Réuni!

HEROINES OF THE GOLDEN AGE!

GOLDEN AGE HEROES TO INK AND DRAW! GUIDEBOOK

Golden Age Heroes to Ink and Draw! Character Templates

HEROS DE L'AGE D'OR A DESSINER! GUIDE

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L'AVVENTO DEL LUPO

L'Onore del Drago

Un Sogno di Giustizia

La Borrachera

GLI SPECCHI

La Pioggia

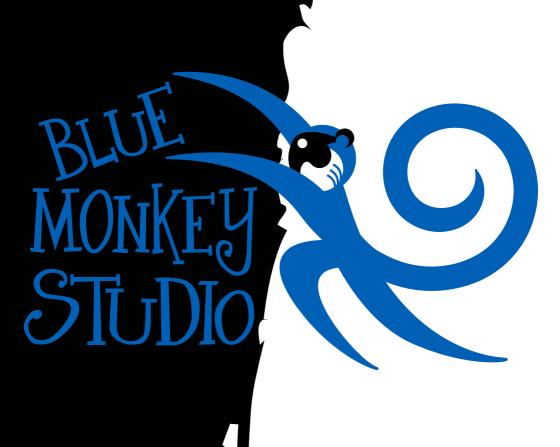
RAIN

Una Porta sul Passato

La Tigre di Cartapesta

Salute, Disabilità, Lavoro









PUBLIC DOMAIN ENCYCLOPEDIA NEDOR SUPERHEROES VOI. I

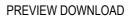
AUTHOR(S)
C. Sesselego (Text)
A. G. Ceglia (Art)



SOFTCOVER (B&W) 242 pages 5.5" X 8.5" (13.97 X 21.59 cm)

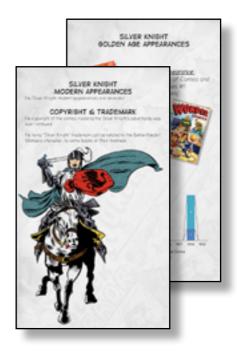


DIGITAL (FC) 600X1024 (optmized for Kindle Fire)





The 1st volume of the PDE is dedicated to the Superheroes of the Better/Nedor/Standard/ Pines Publications, a now dead publisher that issued comic books during the Golden Age (1938-1956). The Better/Nedor/Standard characters are supposed to be in the public domain and are used as such, however it is not totally clear if they are publicly available or not. This volume aims at shading more light on the riddle entangling the Black Terror, Fighting Yank, Miss Masque and other less famous Mystery Men. It is divided in 4 macro-sections: the history of the Better/Nedor/Standard imprints, a timeline of their founder, the late Ned L. Pines, an insight on the conceptualization, and actual copyright and trademark status of 28 characters, and, finally, an updated summary of the copyright status of the Better/Nedor/ Standard Golden Age superhero titles.









PUBLIC DOMAIN ENCYCLOPEDIA BLACK TERROR! Vol. II

AUTHOR(S)
C. Sesselego (Text)
A. G. Ceglia (Art)



SOFTCOVER (B&W) 155 pages 5.5" X 8.5" (13.97 X 21.59 cm)



DIGITAL (FC) 600X1024 (optmized for Kindle Fire)

PREVIEW DOWNLOAD



The 2nd volume of the PDE is dedicated to Black Terror, the flagship hero of the Better/ Nedor/Standard/Pines Publications, a now dead publisher that issued comic books during the Golden Age (1938-1956). Created by the late Richard E. Hughes, one of the most prolific comics' writer in the history of comics, Black Terror was published between 1942 and 1949 and is among the most successful characters undergoing modern revisionism.









PUBLIC DOMAIN ENCYCLOPEDIA CENTAUR SUPER-POWERED PIONEERS VOI. III

AUTHOR(S)
C. Sesselego (text)
L. Livi (art)



SOFTCOVER (B&W) 260 pages 5.5" X 8.5" (13.97 X 21.59 cm)



DIGITAL (B&W) 600X1024 (optmized for Kindle Fire)





The Public Domain Encyclopedia (or PDE) is a book series dedicated to the Golden Age of comics that are, today, freely available to all. It is aimed at readers, writers and artists that are looking for reliable and verified information about characters, authors, businessmen and publishers. The 4th volume is dedicated to Better/Nedor/Standard/Pines. one of the most prolific and successful publisher of the Golden Age. Mostly a technical book, the volume collects Nedor comic book copyright records from 1942 to 1959, the year the publisher stopped producing comics. It also includes a short history of Better/Nedor/Standard/Pines, an overview of copyright and trademark laws, and a chapter about the protection of literary and graphical characters. Illustrated with fully original art. No reprints of Golden Age comics.









PUBLIC DOMAIN ENCYCLOPEDIA NEDOR COPYRIGHT VOL. IV

AUTHOR(S)
C. Sesselego (Text)
A. G. Ceglia - E. Civiletti L. Livi - M. Rezzi (Art)



SOFTCOVER (B&W) 260 pages 5.5" X 8.5" (13.97 X 21.59 cm)



DIGITAL (B&W) 600X1024 (optmized for Kindle Fire)





The Public Domain Encyclopedia (or PDE) is a book series dedicated to the Golden Age of comics that are, today, freely available to all. It is aimed at readers, writers and artists that are looking for reliable and verified information about characters, authors, businessmen and publishers. The 4th volume is dedicated to Better/Nedor/Standard/Pines, one of the most prolific and successful publisher of the Golden Age. Mostly a technical book, the volume collects Nedor comic book copyright records from 1942 to 1959, the year the publisher stopped producing comics. It also includes a short history of Better/Nedor/Standard/Pines, an overview of copyright and trademark laws, and a chapter about the protection of literary and graphical characters. Illustrated with fully original art. No reprints of Golden Age comics.









PUBLIC DOMAIN ENCYCLOPEDIA

ANYTHING CHESLER! PART I: VOI. V

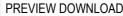
AUTHOR(S)
C. Sesselego (Text)
A. G. Ceglia (Art)



SOFTCOVER (B&W) 260 pages 5.5" X 8.5" (13.97 X 21.59 cm)



DIGITAL (B&W) 600X1024 (optmized for Kindle Fire)



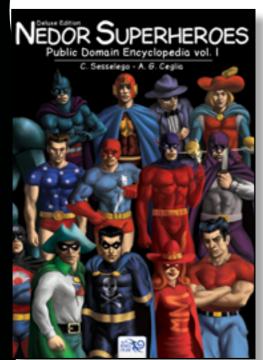


The 5th volume of PDE is dedicated to Harry A. Chesler, one of the very first entrepreneur in the field of comics during the Golden Age. Was he a ruthless businessman or a philanthropist? A farsighted manager or an opportunity seeker? This volume is divided in 3 macro-sections: an introduction describing the history of Chesler comics, Harry A. Chesler's bio, and the history of the comic packagers during the Golden Age. Section 2 focuses on Chesler's superheroes. providing insights on their creation and conceptualization, their publishing life and their actual copyright and trademark status. The last part is an updated summary of the copyright status of Chesler Golden Age titles, providing registration and renewal numbers dates and owners









PUBLIC DOMAIN ENCYCLOPEDIA

NEDOR SUPERHEROES DELUXE EDITION VOI. 1

AUTHOR(S)
C. Sesselego (Text)
A. G. Ceglia (Art)



PAPERBACK (FC) 222 pages 11" X 8.5" (27.94 X 21.59 cm)

PREVIEW DOWNLOAD



2015 Deluxe Edition of Public Domain Encyclopedia vol. I - Nedor Superheroes! Large format! Updated Modern Appearances of Characters! Updated Copyright and trademark information! Full color art Art! The Public Domain Encyclopedia (or PDE) is a book series dedicated to the lost treasures of the Golden Age comics industry that are freely available to all. No cost, no charge. This Deluxe volume is dedicated to the Superheroes of the Better/ Nedor/Standard/Pines Publications, a now dead publisher that issued comic books during the Golden Age (1938-1956). Recently, these characters raised the attention of many established modern comic book experts, readers and publishers, contributing to re-invent the way old comics are read, interpreted and understood in light of the historical events of the 20th Century. The Better/Nedor/Standard characters are supposed to be in the public domain and are used as such, however it is not totally clear if they are publicly available or not. This volume of the PDE aims at shading more light on the riddle entangling the Black Terror, Fighting Yank, Miss Masque and other less famous Mystery Men that fought the good fight in simpler times. This volume is divided in 4 macro-sections: an introduction describing the history of the Better/Nedor/Standards imprints and a timeline of their brilliant founder, the late Ned Pines; section 2 focuses on 28 characters, proving insights on their creation and conceptualization, their publishing life and their actual copyright and trademark status. A comprehensive analysis of the characters follows, including a description of their market trends, success factors and archetypal references. The last part is an updated summary of the copyright status of the Better/ Nedor/Standard Golden Age titles, providing registration and renewal numbers dates and owners. A trademark table completes this section summarizing the registered trademark of each of the characters. All sections are fully illustrated with fully original illustrations, pin-ups and splash-pages, granting a reading that goes far beyond the simple understanding of historical data, proving that the Funny Pages of the past are still enjoyable for all.







MAGIKS: THE CRAZY ART OF L'AURA

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)



SOFTCOVER (B&W) 106 pages 11" X 8.5" (27.94 X 21.59 cm)



DIGITAL (B&W) 1024X600 (optmized for Kindle Fire)





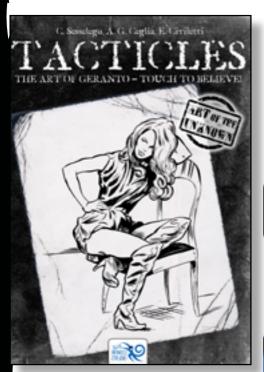
Laura Livi (or L'Aura, if you prefer) has been a professional artist for over ten years. She brought to life the ideas of writers all around the world with a unique, delicate and pictorial style. She is one of those artists whose talent is to get the writer's creativity and turn it into even something more imaginative, ironic and beautiful. She worked both on classical and innovative topics: the Snow Queen, Oz, Alice in Wonderland, John Carter of Mars, Tolkien's Silmarillion and the Hobbit, the successful game-book Quest series by Gerry Gaston and many other projects.

Her finished pencils and sketches are something to die for...









TACTICLES: THE ART OF GERANTO TOUCH TO BELIEVE!

AUTHOR(S)
C. Sesselego (Text)
A. G. Ceglia (Art)



SOFTCOVER (B&W) 106 pages 11" Y 8 5"

11" X 8.5" (27.94 X 21.59 cm)



SOFTCOVER (B&W)

106 pages 11" X 8.5" (27.94 X 21.59 cm)



DIGITAL (B&W) 1024X600 (optmized for Kindle Fire)





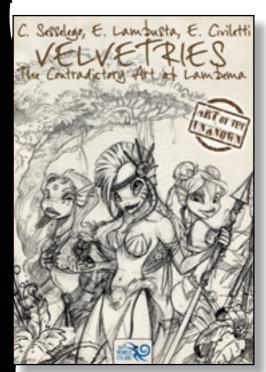
Gerardo (or Geranto as we call him) is probably one of the shyest people you will ever meet. However, things changes when he takes out his pencil and brush from of his drawer. The shy man disappears as strong lines run around the sheet. You don't ready the stories he draws. You touch them, both mentally and physically and the story touches you back.

Yet, power is not the only thing in Geranto's works. The feeling of retroism that runs through his art is the perfect touch that softens the edges, making things nostalgic, but no less believable.









VELVETRIES: THE CONTRADICTORY ART OF LAMBEMA

AUTHOR(S)
C. Sesselego (Text)
E. Lambusta (Art)



SOFTCOVER (B&W) 106 pages 11" X 8.5" (27.94 X 21.59 cm)



DIGITAL (B&W) 1280X800 (optmized for Kindle Fire)





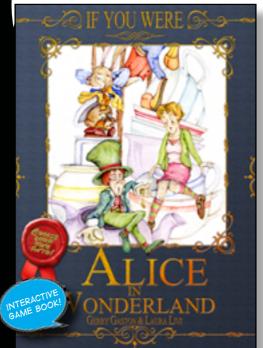
Emanuela Lambusta (or Lambema) is probably one of the most contradictory people you will have the chance to talk to. A tiny girl with a fierce spirit, she is a creature of indomitable artistic talent caged in a restless mind. This ever-moving spirit is also what you can spot in her art. Her illustrations are places you would like to be, yet they conceal a secret path to somewhere that can cause a sense of enchanting amazement in the unwary traveller. Technically speaking she is a complete artist. You name it she got it: drawing, inking and coloring hold no secret for her.

All you have to do is stretching out your hands towards her to thrive into her artistic heat...









IF YOU WERE... ALICE IN WONDERLAND

(IN PARTNERSHIP WITH



AUTHOR(S)
G. Gaston - C. Sesselego (Text)
L. Livi (Art)



SOFTCOVER (FC) 62 pages 7.5" x 9.2" (19,05 x 23.56 cm)



DIGITAL (FC) 800X1280 (optmized for Kindle Fire)

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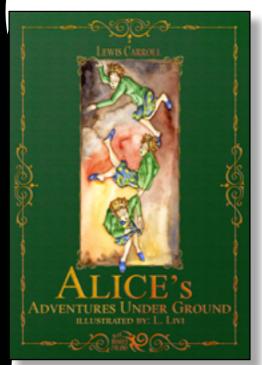


A literary game-book based on Alice in Wonderland by Lewis Carroll. The book brings the reader in Alice's shoes and let you guide the character through the character's many adventures in Wonderland. You will be able to meet the Mad Hatter and the Cheshire Cat in first person and decide how to behave once in front of the harsh Queen of Hearts. Fully illustrated with black and white drawings and fine watercolors









Lewis Carroll's Alice's Adventures Under Ground

AUTHOR(S) Lewis Carroll (Text) L. Livi (Art)



SOFTCOVER (FC) 68 pages 7.5" x 9.2" (19.05 x 23.56 cm)

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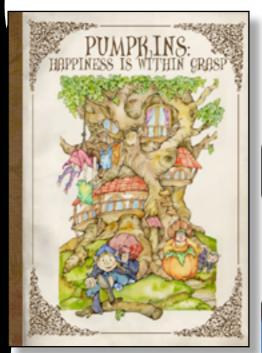


'Alice's Adventures Under Ground', was first version of the story told to Alice and her sisters, Lorina and Edith, on a trip down the river on the 4th July 1862. The children enjoyed the story so much that Alice asked Dodgson to write it down for her. The manuscript was presented to Alice as an early Christmas present on 26 November 1864. The very original adventures of Alice are now reprinted and re-illustrated in a classic, yet modern way by children artist Laura Livi. The book also contains a biography of Lewis Carroll and a survey about the Victorian girls that might have inspired the literary Alice.









Pumpkins: Happiness is within Grasp

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)



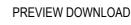
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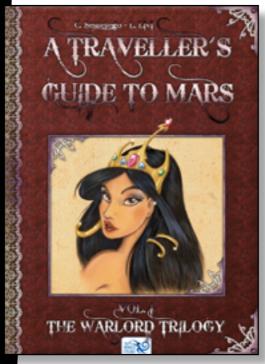


Between 1824 and 1832 Romantic Poet, Giacomo Leopardi, wrote the Dialogue between a Goblin and a Gnome. The Story behind is quite simple: the human race destroyed itself, nobody was aware of it, or cared. The sun kept going up and down; the universe worked as it did in the last five Billion years... On Earth, the time for the Little People has come... Fairy Marketplaces are built on roundabouts, crumbled mass-distribution centers of goods became mines Goblins and Gnomes dig to retrieve Wonders created by the Ancient Giants and sell them. Everybody wondered how the Tall People could have died, having so much to enjoy life. The Pumpkins are a family of Wonder miners and dealers from the Ripeshine Village. They mine a crumbled Mall near a large market place where they sell the goods they collect. Things change when they discover a secret warehouse of toys and reactivate N.E.C. a little toybot that soon becomes a member of the Pumpkin family... Yet, their lives are about to change. Something from the long-lost past wakes up in the Shining Mountains, unifying the fierce Cyborcs in a conquering force... Something bad...









How many legs a Banth has? What is a Mantalia? How long do Green Martians live? Who are the First Born? These and many other answers about the fictional world of Barsoom can be found in the Traveller's Guide to Mars. The guide is the most complete handbook ever published on the John Carter's saga by E. R. Burroughs, Aimed at both new and longtime readers. Vol. I of the Guide focuses on A Princess of Mars (1912), The Gods of Mars (1913), and The Warlord of Mars (1913), the first three books of the Martian adventures of the Virginia-born hero created by Burroughs at the beginning of the 20th Century. The handbook is also an ideal companion for those aiming at developing a role-playing campaign on Barsoom. With original illustrations!

A Traveller's Guide to Mars: Vol. I:

THE WARLORD'S TRILOGY

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)



SOFTCOVER (B&W)

118 pages 5.5" X 8.5" (13.97 X 21.59 cm)



SOFTCOVER (B&W)

118 pages 5.5" X 8.5" (13.97 X 21.59 cm)



<u>DIGITAL (FC)</u> 800X1280

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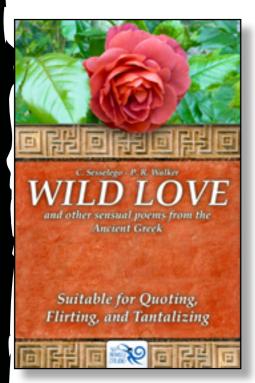
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WILD LOVE AND OTHER SENSUAL POEMS FROM THE ANCIENT GREEK

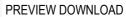
AUTHOR(S)
C. Sesselego - P.R. Walker (text & translation)
L. Livi (art)



SOFTCOVER 238 pages (B&W) 5.1" X 7.8" (12.95 X 19.81 cm)

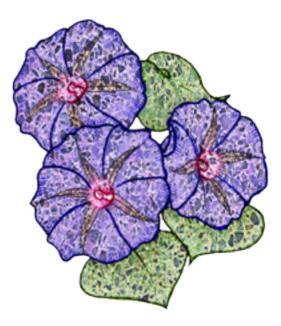


<u>DIGITAL</u> optmized for all Kindle devices





Poetry is the language of love, and no poets approached this subject with more passion, power, and unfettered abandon than those of ancient Greece. Their love poetry—selected presented here in new, accessible translations—has Enalish sensuality mixed with tender subtlety that reflects a land where gods and goddesses lusted and loved with the same wild abandon as did the humans who worshipped them. This is love without judgment and without rules. This is love because love and only love can sustain the lover's life







THE ART OF THE QUESTS FULL CHEST!

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)





SOFTCOVER (FC) 76 pages 8.25" X 6" (20.95 X 15.24 cm)



DIGITAL (FC) 1024X600 (optmized for Kindle Fire)



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PREVIEW DOWNLOAD



"Full Chest!" collects the art and visual concepts of the first four books from the successful Quest series, Gerry Gaston's interactive adventures. The book is a real behind the scene dedicated to the 2 years cooperation between Gerry and Blue Monkey Studio's senior artist Laura Livi. The book offers an eye-widening tour in the meandering path of game book development, art and graphic design concurring to create a lively, ever-improving interactive experience for children...









GERRY GASTON'S INTERACTIVE ADVENTURES SKETCHBOOK VOL. I LOST & DRAGON TREASURE

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)





SOFTCOVER (FC) 40 pages 8.25" X 6" (20.95 X 15.24 cm)



DIGITAL (FC) 1024X600 (optmized for Kindle Fire)



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"Lost & Dragon Treasure" (1st of the 2 books dedicated to the art of the Quest series, Gerry Gaston's successful interactive adventures for children), along with "Wizard & Pirate Prize", collects the sketches, the preliminary art and the unused variants of the color illustrations collected in the final books. A real behind the scene dedicated to the 2 years cooperation between Gerry and Blue Monkey Studio's senior artist Laura Livi, the book offers an eye-widening tour in the meandering way of concept development, art and graphic design concurring to create a lively, ever-improving interactive experience for children.









GERRY GASTON'S INTERACTIVE ADVENTURES SKETCHBOOK VOL. II WIZARD & PIRATE PRIZE

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)





SOFTCOVER (FC) 40 pages 8.25" X 6" (20.95 X 15.24 cm)



DIGITAL (FC) 1024X600 (optmized for Kindle Fire)

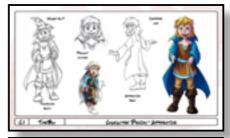


DIGITAL (FC) 1024X600 (optmized for Kindle Fire)

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"Wizard & Pirate Prize" (2nd of the 2 books dedicated to the art of the Quest series, Gerry Gaston's successful interactive adventures for children), along with "Lost & Dragon Treasure", collects the preliminary art, animation frames and unused variants of the color illustrations used in the final books. The book integrates the 1st volume with new thrilling art from the 3rd and 4th volumes in the Quest series, along with cartoon art done for a yet to-be-decided animated project based on the original interactive game-books.









SCHIZZI, ANIMAZIONI E STUDI DEDICATI ALLE AVVENTURE INTERATTIVE DI GERRY GASTON VOL. I

IL TESORO PERDUTO & IL BOTTINO DEL DRAGO

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)





SOFTCOVER (FC) 40 pages 8.25" X 6" (20.95 X 15.24 cm)



DIGITAL (FC) 1024X600 (optmized for Kindle Fire)



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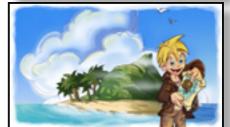
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"Il Tesoro Perduto & Il Bottino del Drago" (1° dei due libri dedicati alla produzione artistica delle avventure interattive scritte da Gerry Gaston), raccoglie, insieme a "Il Premio del Mago & Il Tesoro dei Pirati", gli schizzi, gli studi e le varianti delle illustrazioni a colori utilizzate nella versione finale dei librogiochi di Gerry.

Il libro contiene 40 pagine illustrate a colori ed è una lettura piacevole per bambini e adulti e la guida perfetta ai librogiochi di Gerry Gaston.









SCHIZZI, ANIMAZIONI E STUDI DEDICATI ALLE AVVENTURE INTERATTIVE DI GERRY GASTON VOL. II

IL Premio del Mago & IL Tesoro dei Pirati

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)





SOFTCOVER (FC) 40 pages 8.25" X 6" (20.95 X 15.24 cm)



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"Il Tesoro Perduto & Il Bottino del Drago" (1° dei due libri dedicati alla produzione artistica delle avventure interattive scritte da Gerry Gaston), raccoglie, insieme a "Il Premio del Mago & Il Tesoro dei Pirati", gli schizzi, gli studi e le varianti delle illustrazioni a colori utilizzate nella versione finale dei librogiochi di Gerry.

Il libro contiene 40 pagine illustrate a colori ed è una lettura piacevole per bambini e adulti e la guida perfetta ai librogiochi di Gerry Gaston.











THE DIE IS CAST!

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)



DIGITAL (B&W) 800X1280 (optmized for Kindle Fire)



DIGITAL (B&W) (Optimized for Ipad and Samsung Galaxy S5/S6)



DIGITAL (B&W) (Optimized for Ipad and Samsung Galaxy S5/S6)





New Atlantis...

A dire Alien Invasion has just ended...

From the blood-stained wreckage, a new generation of heroes rises...

They are young, powerful and extreme...

Nothing can stop them as they claim their rightful place in the world... except, perhaps themselves...

#0 intruduces the main characters, TNTeam members: Multix, Firefrost, Sapphyre, Tally Hawk, Amber Bee, Exo-Kid, Pixel, Kick-Off and Mode-3.

It also introduces Firelion, African-American hero of the Golden Age and the mysterious Wildcard.

The second part of the book tells how the TNTeam concept was developed. Interractive links to additional materials are added to provide a more enjoyable experience.









TNTEAM #1: THE ICE & FIRE LEGACY PRIDE

AUTHOR(S)
C. Sesselego (Text)
P. B. Zemelo (Art)



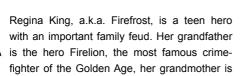
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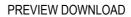


DIGITAL (FC) (Optimized for Ipad and Samsung Galaxy S5/S6)



Everything goes well, until Koori, immortal ice spirit and Firelion's arch-enemy, challenges her with the promise to reveal untold truths about the King family, but only if he is defeated!

the mysterious Cold Winter...













TNTEAM #2: THE ICE & FIRE LEGACY PERDITION

AUTHOR(S)
C. Sesselego (Text)
L. Livi - E. Lambusta (Art)



DIGITAL (FC) 800X1280 (optmized for Kindle Fire)



DIGITAL (FC) (Optimized for Ipad and Samsung Galaxy S5/S6)



DIGITAL (FC)
(Optimized for Ipad and Samsung Galaxy S5/S6)



However the battle left the young heroine with new questions about herself, her grandmother, Cold Winter, and the death of Firefrost's parents. Determined to discover the truth, Firefrost has no choice but look for the help of Deacon, the man who guided her into the darkest corners of her very soul...













TNTEAM #3: THE ICE & FIRE LEGACY PURIFICATION

AUTHOR(S) C. Sesselego (Text) L. Marcenaro - E. Civiletti (Art)



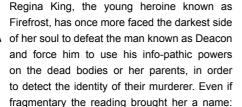
DIGITAL (FC) 800X1280 (optmized for Kindle Fire)



DIGITAL (FC) (Optimized for Ipad and Samsung Galaxy S5/S6)



DIGITAL (FC)
(Optimized for Ipad and Samsung Galaxy S5/S6)



With the help of her teammates Amber Bee, Sapphyre and Tally Hawk, Firefrost is determined to get the answers she seeks, no matter the cost she has to pay...

Gladius, whose whereabouts nobody seems to

PREVIEW DOWNLOAD







know.





TNTEAM #2 SPECIAL: THE ICE & FIRE LEGACY PERDITION UNCENSORED!

AUTHOR(S)
C. Sesselego (Text)
L. Livi - E. Lambusta (Art)



DIGITAL (B&W) 800X1280 (optmized for Kindle Fire)



DIGITAL (B&W)
(Optimized for Ipad and Samsung Galaxy S5/S6)

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Firefrost has fought Koori, the arch-enemy of her grandfather, Firelion, to a stand-off. However the battle left the young heroine with new questions about herself, her grandmother, Cold Winter, and the death of Firefrost's parents. Determined to discover the truth, Firefrost has no choice but look for the help of Deacon, the man who guided her into the darkest corners of her very soul...

The original TNTeam story was harsher than the final one. The team was still a combination of teens and young adults, with the latter behaving in a more extreme way. The characters had super-powers but they seldom wore traditional superhero costumes, preferring normal clothes that could be changed or easily ripped off.

In the following pages, you can find the uncensored black; white version of Ice & Fire #2 - Perdition, in which the original eighteen years old Firefrost confronts the main villain in more provocative and sensual way.









TNTEAM N° 0 II DADO È TRATTO

AUTHOR(S)
C. Sesselego (Text)
L. Livi (Art)



DIGITAL (B&W) 800X1280 (optmized for Kindle Fire)

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New Atlantis...

Una terribile invasione aliena si è appena conclusa...

Dalle rovine insanguinate si erge una nuova generazione di Eroi...

Sono giovani, potenti ed estremi...

Nulla può impedirgli di impossessarsi del posto che gli spetta, salvo forse loro stessi...

Il n°0 introduce i personaggi fondamentali, tra cui i membri del TNTeam: Multix, Firefrost, Sapphyre, Tally Hawk, Amber Bee, Exo-Kid, Pixel, Kick-Off e Mode-3.

Presenta inoltre Firelion, eroe di colore della Golden Age, e la misteriosa Wildcard.

la seconda parte del volume racconta brevemente la genesi dell'idea e il concept che sta dietro il TNTeam

Con link interattivi a contenuti aggiuntivi!

Per gli amanti del fumetto supereroistico classico e moderno!









TNTEAM N°1: EREDITÀ DI GHIACCIO & FUOCO ORGOGLIO

AUTHOR(S)
C. Sesselego (Text)
P. B. Zemelo (Art)



DIGITAL (FC) 800X1280 (optmized for Kindle Fire)

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Regina King, nota anche come Firefrost, viene da una famiglia importante. Suo nonno, Firelion, è il più grande eroe della Golden Age, sua nonna la misteriosa Cold Winter.

Tutto sembra filare lisco, fino a quando Koori, immortale spirito del gelo e nemico mortale di Firelion, non sfida Firefrost a combattimento, promettendo di rivelare indicibili segreti sul passato della famiglia King, ma solo se verrà sconfitto!









TNTEAM N°2: EREDITÀ DI GHIACCIO & FUOCO PERDIZIONE

AUTHOR(S)
C. Sesselego (Text)
E. Lambusta (Art)



DIGITAL (FC) 800X1280 (optmized for Kindle Fire)

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Firefrost ha combattuto Koori, nemico di vecchia data di suo nonno Firelion. Eppure, la battaglia l'ha lasciata con più domande che risposte, su se stessa, sua nonna, Cold Winter, e la morte dei suoi genitori.

Decisa a scoprire le verità che le sono state celate, Firefrost non ha altra scelta che chiedere l'aiuto di Deacon, l'uomo che l'ha condotta alla scoperta dei recessi più oscuri della sua stessa anima...









TNTEAM N°3: EREDITÀ DI GHIACCIO & FUOCO PURIFICAZIONE

AUTHOR(S) C. Sesselego (Text) L. Marcenaro - E. Civiletti (Art)



DIGITAL (FC) 800X1280 (optmized for Kindle Fire)

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Regina King, la giovane eroina conosciuta come Firefrost, ha affrontato il lato piu' oscuro della sua anima per costringere l'uomo chiamato Deacon ad usare i suoi poteri info-patici sui corpi dei propri genitori morti allo scopo di scoprire l'identita' del loro assassino.

Per quanto frammentarie, le informazioni le hanno restituito un nome, Gladius, i cui trascorsi nessuno sembra conoscere o desidera rivelarle. Con l'aiuto delle sue compagne di squadra, Amber Bee, Sapphyre e Tally Hawk, Firefrost si mette alla ricerca del misterioso Gladius, decisa ad ottenere le risposte che cerca con qualunque mezzo...









THERACOMICS: THE TUESDAY CLUB

GRAPHIC NOVEL MAKING FRIENDS

AUTHOR(S)
C. Sesselego - R. Hromek (Text)
E. Civiletti - M. Rezzi (Art)



SOFTCOVER 80 pages (FC) 6" X 9" (15.24 X 22.86 cm)

PREVIEW DOWNLOAD



Theracomics use the many advantages of comics to teach social and emotional skills to kids. Being both visual and verbal they quickly present social situations from several points of view, inviting readers to develop perspective and understanding. Earth and Amaroo are the same planet, only in two different dimensions. While on Earth evolution took a wild turn. Amaroonians opted for a more controlled approach improving the genes of their children before birth, in the attempt to create the perfect human race and the perfect society. This enhancement process is commonly referred to as "batching". Both worlds are changed when kids form the different dimensions meet to create the TUESDAY CLUB!









THERACOMICS #0 THE FIRST STEP IN!

AUTHOR(S)
C. Sesselego - R. Hromek (Text)
E. Civiletti (Art)



DIGITAL (FC)
(Optimized for Ipad and Samsung Galaxy S5/S6)



DIGITAL (FC)
(Optimized for Ipad and Samsung Galaxy S5/S6)

FREE ISSUE!

Theracomics use the many advantages of comics to teach social and emotional skills to kids. Being both visual and verbal they quickly present social situations from several points of view, inviting readers to develop perspective and understanding. Kids get to 'try out' different responses through the characters while making connections with their own challenges. When read with teachers, parents or therapists Theracomics allow guided discussion and reflection to take place.

Theracomics tell stories about the things kids deal with and think about, like friendships, anxiety, anger management, bullying, resilience, success at school, happiness, character development.

Issue #0 introduces the whole Theraworld project, its authors and the narrative ratio behind it.

Everything you need to know it's here!









THERACOMICS #1 SPECIAL EDITION MAKING FRIENDS PART 1

AUTHOR(S)
C. Sesselego - R. Hromek (Text)
E. Civiletti (Art)



DIGITAL (FC)
(Optimized for Ipad and Samsung Galaxy S5/S6)



DIGITAL (FC) (Optimized for Ipad and Samsung Galaxy S5/S6)

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This special issue has the 1st part of the Tuesday Club! story series called "Making Friends". It introduces the Tuesday Club members Roy Thunder, Kathy Smart, Madi Sanders and Harper Coodjie as they meet for the first time. This issue has it all: interdimensional travel, sky-surfing, talking animals and scientific mumbo-jumbo. The aim is to explore social issues like making friends, dealing with rejection, getting along with others and being comfortable with yourself.

Just don't hit the Thunderwhale passing by your room window, It's shy...

It also collects #0, an introduction to the whole Theraworld project, its authors and the narrative ratio behind it.

Everything you need to know it's here!









THERACOMICS #2 MAKING FRIENDS PART 2

AUTHOR(S)
C. Sesselego - R. Hromek (Text)
M. Rezzi - E. Civiletti (Art)



DIGITAL (FC)

(Optimized for Ipad and Samsung Galaxy S5/S6)



DIGITAL (FC)

(Optimized for Ipad and Samsung Galaxy S5/S6)

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#2 collects the 2nd part of the Tuesday Club! Story "Making Friends". Roy, Kathy, Madi and Harper are stranded in the Land of the Lost and Forgotten, while a Plasma storm is about to hit their location.

Now both Terran and Amaroonian children are forced to use their wits to save their lives and find a way home...

Will they cooperate and survive or will they fight and fail?









THERACOMICS #3 MAKING FRIENDS PART 3

AUTHOR(S)
C. Sesselego - R. Hromek (Text)
M. Rezzi - E. Civiletti (Art)



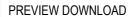
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The kids got over the plasma storm that hit them, but are still lost in the Land of the Lost and Forgotten with no way home.

Also, a mysterious creature spies on them without them knowing...

Will he be friend of foe?

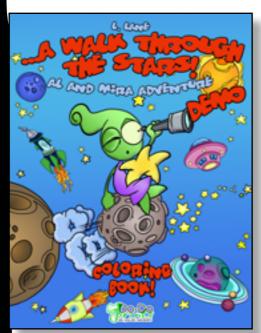
In the meanwhile on Earth and Amaroo their parents and mentors must find a way to cooperate to help their lost kids...











...A WALK THROUGH THE STARS!

AUTHOR(S) L. Lane (Art)



SOFTCOVER (B&W)

94 pages 8.5" X 11" (21.59 x 27.94 cm)



SOFTCOVER (B&W)

94 pages 8.5" X 11" (21.59 x 27.94 cm)





Al the alien and Mira, the wandering star, are best friends. They spend their time together in the deep blue of space among planets, meteors and spaceships. They want YOU to join them in a Walk through the Stars to add some colors to their adventures!









Heroes from Times Past! Vol: 1

AUTHOR(S) A.G. Ceglia - L. Livi (Art)



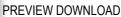
SOFTCOVER (B&W) 76 pages

8.5" X 11" (21.59 x 27.94 cm)



SOFTCOVER (B&W)

76 pages 8.5" X 11" (21.59 x 27.94 cm)





Heroes From Times Past collects fully original pin-ups of Golden Age characters that are now in the Public Domain. Both an artwork collection and a coloring book for long-time and new fans of old comics, the book is a mix between a time killer and visual manual in which the readers takes action in first person...









Heroes from Times Past! Vol.: 2

AUTHOR(S) A.G. Ceglia - L. Livi (Art)



SOFTCOVER (B&W)

76 pages 8.5" X 11" (21.59 x 27.94 cm)



SOFTCOVER (B&W)

8.5" X 11" (21.59 x 27.94 cm)

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Heroes from Times Past! Vol: 2 collects fully original pin-ups of Golden Age characters that are now in the Public Domain. Both an artwork collection and coloring book for long-time and new fans of old comics, the book is a true time-killer in which the readers have fun reviving Golden Age heroes and heroines.









Heroes from Times Past Assembled! collects fully original pin-ups of Public Domain characters from Heroes from Times Past! Vol. 1 and 2, plus five never-seen-before heroes' and heroines' drawings from the Golden Age. Both an artwork collection and coloring book for long-time and new fans of old comics, the book is a true time-killer in which the readers have fun reviving Golden Age heroes and heroines...

HEROES FROM TIMES PAST ASSEMBLED!

AUTHOR(S) A.G. Ceglia - L. Livi (Art)



SOFTCOVER POCKET (B&W)

150 pages 5.5" X 8.5" (13.97 x 21.59 cm)



SOFTCOVER (B&W)

150 pages 8.5" X 11" (21.59 x 27.94 cm)



SOFTCOVER POCKET (B&W)

150 pages 8.5" X 11" (21.59 x 27.94 cm)

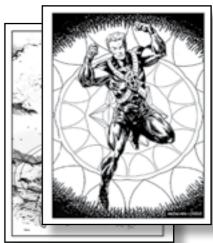


SOFTCOVER (B&W)

150 pages 8.5" X 11" (21.59 x 27.94 cm)













Heros de l'Âge d'Or Réuni! recueille originaux pin-up de caractères du domaine public de Heros de l'Âge d'Or! Vol. 1 et 2 ainsi jamais-vu-avant nouvelles dessins de héros et héroïnes de l'âge d'or. Il est une collection des illustrations et un livre de coloriage pour tout les fans de vieilles bandes dessinées americaine. Il est un passe-temps dans lequel les lecteurs ont le plaisir de revivre les héros et les héroïnes de le temp perdu ... Divertissment sérieux pour tous!

HEROS DE L'AGE D'OR RÉUNI!

AUTHOR(S) A.G. Ceglia - L. Livi (Art)



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SOFTCOVER (B&W)

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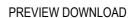
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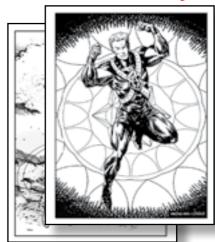


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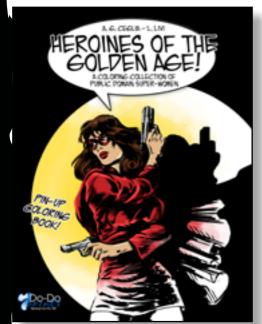












HEROINES OF THE GOLDEN AGE! A COLORING COLLECTION OF PUBLIC DOMAIN SUPER-WOMEN

AUTHOR(S) A.G. Ceglia - L. Livi (Art)



SOFTCOVER (B&W) 70 pages 8.5" X 11" (21.59 x 27.94 cm)



SOFTCOVER (B&W) 70 pages 8.5" X 11" (21.59 x 27.94 cm)

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"Heroines of the Golden Age" collects fully original pin-ups of Pulp and Golden Age female characters that are now in the Public Domain. Both an artwork collection and a coloring book for long-time and new fans of old comics and novels, the book is a mix between a time killer and visual manual in which the readers takes action in first person... Serious fun for all!









Golden Age Heroes to Ink and Draw! Guidebook is both a time killer and a visual manual in which the reader takes action in first person and learn how to design characters in a retro style recalling the one of the best authors of the Golden Age of Comics. Aspiring artists and fans of old comics can test or hone their skills on over 40 original illustrations of Golden Age Heroes and Heroines that are now in the Public Domain. All illustrations come in their final, fully inked version and in a less advanced stage of graphic development providing an initial guide to finalize art and have fun! A separate Template Book that goes along with the current Guidebook is also available for all readers...

GOLDEN AGE HEROES TO INK AND DRAW! GUIDEBOOK

AUTHOR(S) A.G. Ceglia (Art)



SOFTCOVER POCKET (B&W)

98 pages 5.5" X 8.5" (13.97 x 21.59 cm)



SOFTCOVER (B&W)

98 pages 8.5" X 11" (21.59 x 27.94 cm)



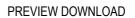
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SOFTCOVER (B&W)

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GOLDEN AGE HEROES TO INK AND DRAW! CHARACTER TEMPLATES

AUTHOR(S) A.G. Ceglia (Art)



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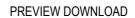
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SOFTCOVER (B&W)

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Golden Age Heroes to Ink and Draw! Characters Templates is a collection of Golden Age character templates to draw, ink and color that goes along the Golden Age Heroes to Ink and Draw! Guidebook. It collects over 40 templates at a different stage of graphic development that can be cut-out and freely re-worked by artists or fans of comics, aiming at developing a retro style recalling the one of the best authors of the Golden Age of Comics...







Heros de l'Âge d'Or à Dessiner! - Guide est à un passe-temps et un manuel visuel dans lequel le lecteur agit à la première personne et apprend comment concevoir des personnages dans un style rétro rappelant les meilleurs auteurs de l'âge d'or de la bande dessinée americaines. Les artistes aspirantes et les fans de vieux comics peuvent tester ou parfaire leurs compétences sur plus de 40 illustrations originales de héros et héroïnes qui sont maintenant dans le domaine public. Toutes les illustrations viennent dans leur finale, entièrement encrés version et à un stade moins avancé de développement graphique fournissant un guide initial pour finaliser l'art et amusez-vous! Un livre des modèles va de pair avec le Guide actuel est également disponible pour tous les lecteurs...

HEROS DE L'AGE D'OR A DESSINER! GUIDE

AUTHOR(S) A.G. Ceglia (Art)



SOFTCOVER POCKET (B&W)

98 pages 5.5" X 8.5" (13.97 x 21.59 cm)



SOFTCOVER (B&W)

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SOFTCOVER (B&W)

98 pages 8.5" X 11" (21.59 x 27.94 cm)













Heros de l'Age d'Or a Dessiner! Modeles

AUTHOR(S) A.G. Ceglia (Art)



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SOFTCOVER (B&W)

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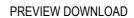
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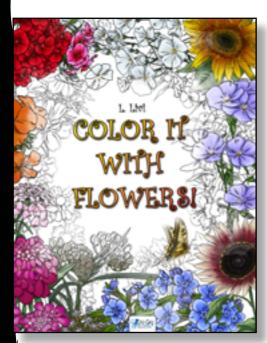




Heros de l'Âge d'Or à Dessiner! - Modèles est une collection de modèles de caractères de l'Âge d'Or à dessiner, l'encre et la couleur qui va le long de Heros de l'Âge d'Or à Dessiner - Guide. Il rassemble plus de 40 modèles à un stade différent de développement graphique qui peut être coupé-out et librement retravaillé par les artistes ou les fans de comics, visant à développer un style rétro rappelant l'un des meilleurs auteurs de l'âge d'or de la bande dessinée americaines...







If you love Sunflowers, cosmos or daisies, this book is for you! 30 flowery compositions to color alone, or with whom you love!

Color IT WITH FLOWERS!

AUTHOR(S) L. Livi (Art)



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Si vous aimez tournesols, cosmos ou marguerites, ce livre est pour vous! 30 compositions fleuries à la couleur seule, ou avec qui vous aiment!

COLORIEZ LE AVEC DES FLEURS!

AUTHOR(S) L. Livi (Art)



SOFTCOVER POCKET (B&W) 68 pages

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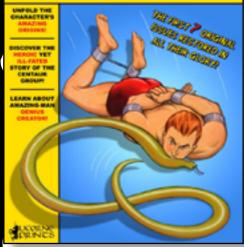




LICORNE DRINTS



BILL EVERETT'S AMAZING—MAN



Reprint of fully restored Amazing-Man Comics #5-11 (1939-1940), with additional information about Bill Everett, the Centaur "Comic Group" and the actual copyright status of the comics.

Created by Bill Everett at the very start of his career, John Aman, the Amazing-Man, was the leading hero of Centaur, one of the earliest Golden Age comic book publisher.

An orphan raised by enlighted Tibetan monks to achieve ultra-manhood, he truly is John "a-man", an archetype of human perfection, whose powers are a personal achievement anybody could attain, if given the opportunity to reach its full potential.

Neither an alien from another planet nor a mutant with a twisted genetic code, Amazingman is a human being with a bright and a dark side, like any other...

BILL EVERETT'S AMAZING-MAN!

AUTHOR(S)
Bill Everett (Story & Art)
E. Civiletti (Restoration)
C. Sesselego (Text)



SOFTCOVER (FC)

94 pages 8.5" X 11" (21.59 x 27.94 cm)



DIGITAL (FC)

800X1280 (optmized for Kindle Fire)



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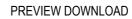
SOFTCOVER (FC)

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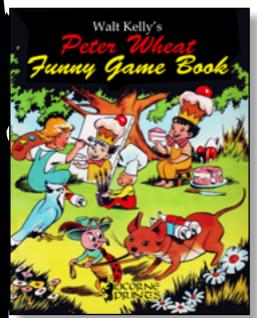












WALT KELLY'S PETER WHEAT FUNNY GAME BOOK

AUTHOR(S) Walt Kelly (Art) E. Civiletti (Restoration)



SOFTCOVER (B&W) 86 pages

8.5" X 11" (21.59 x 27.94 cm)



SOFTCOVER (B&W)

86 pages 8.5" X 11" (21.59 x 27.94 cm)

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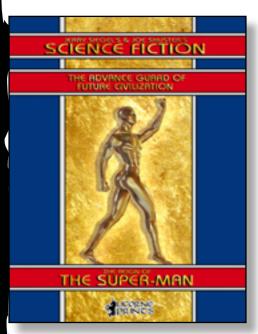


High quality reprint of the original activity books for children of Peter Wheat, published from the Breads and Bakers Associates and distributed by Dell Publishing during the Golden Age. Inside you will find coloring pages, crosswords, mazes and many other time-killer games that would thrill kids and adults alike. With art by animation and comic book legends Walt Kelly and Al Hubbard! Still fresh and funny after 60 years!









High quality reprint of "the Reign of the Superman," the very first "superman" story by Gerry Siegel and Joe Shuster. Not a comic book, but a short novel in the style of the pulps, it tells the story of Bill Dunn, a down-of-his-luck man who acquires superpowers through a radical experiment. The story has all the main elements of the superman myth: a bald supervillain, an unknown element coming from space that mutates human beings, telescopicvision, aliens, and an indomitable guest for absolute power. It was originally published on Science Fiction - The Advance Guard of Future Civilization #3 (Jan. 1933), one of the very first fanzine to be created, which Siegel and Shuster developed with a typewriter and mimeographic machine for printing. Also collected for the first time: "Goober the Mighty", Siegel's Tarzan parody, Stiletto Vance the vain detective, and other raw gems the creators of Superman developed for the Torch, the High School newspaper they worked for.

JERRY SIEGEL'S & JOE SHUSTER'S SCIENCE FICTION

AUTHOR(S)
Jerry Siegel (Story)
Joe Shuster (Art)
E. Civiletti (Restoration)
C. Sesselego (Text)



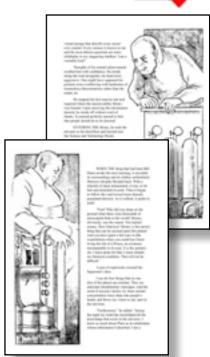
SOFTCOVER (B&W) 54 pages 8.5" X 11" (21.59 x 27.94 cm)



SOFTCOVER (B&W) 54 pages 8.5" X 11" (21.59 x 27.94 cm)

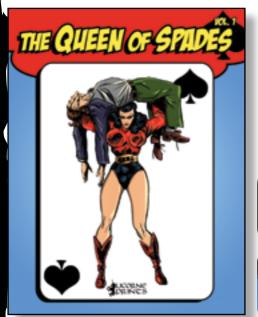
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The Queen of Spades is an interesting cross between Black Canary, Batman and the Phantom of Lee Falk.

Created in 1949, she is the very first female masked vigilante of the Italian Golden Age of Comics.

A rarity in the post-war Italian comicdom, she is an independent, strong-willed woman with no fear to face and subjugate her male adversaries. In vol.1 you can read the first 12 issues of her adventures, including the character's origin, her restless war against the criminals who brought her father to death, and her journeys around the world along with her faithful sidekick Buster.

The Queen of Spades has all the elements of a classic adventure: action, mystery, romance, humor, and sensuality!

Published in the English language for the first time!

THE QUEEN OF SPADES - Vol. 1

AUTHOR(S)

R. Renzi (Story)

A. Pedrazza(Art)

E. Civiletti (Restoration)C. Sesselego (Text)

M. Ayton (Translation)



SOFTCOVER (B&W)

206 pages 8" X 10" (20.32 x 25.4 cm)



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DIGITAL (FC)

800X1280 (optmized for Kindle Fire)













L'AVVENTO DEL LUPO

IL CICLO DEI GUERRIERI DEL SOLE VOLUME 1

AUTHOR(S)
Barbara Repetto (Text)
Blue Monkey Studio (Art)

SOFTCOVER (B&W)



232 pages 5.2" X 8" (13.20 X 20.32 cm)



<u>DIGITAL (B&W)</u> optmized for all Kindle devices

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La Terra del Vespro è in guerra, e la guerra non risparmia nessuno. Cederik, privato dei suoi cari e dei suoi beni, dovrà fare i conti con questa dura realtà, ritrovandosi a soli tredici anni catapultato in un mondo estraneo e violento. Malgrado la difficile condizione, non si darà per vinto e, accanto a Ser Nemo, suo padrone e futuro mentore, troverà lo spirito del guerriero che è in lui, forgiando un nuovo destino...







L'ONORE DEL DRAGO

IL CICLO DEI GUERRIERI DEL SOLE VOLUME 2

> AUTHOR(S) Barbara Repetto (Text) Blue Monkey Studio (Art)



SOFTCOVER (B&W) 210 pages 5.2" X 8" (13.20 X 20.32 cm)



DIGITAL (B&W) optmized for all Kindle devices





Crescere non è mai facile, e l'adolescenza può rivelarsi un periodo difficile, costellato di dubbi e incertezze. Cederik ha ormai diciassette anni e vive appieno questo dissidio esistenziale. Fortunatamente, la Bianca Dea dissiperà le tenebre delle sue insicurezze irradiandole di luce, predicendo un futuro colmo di trionfi e glorie, infondendo nel suo cuore nuova determinazione e ardore...







Un Sogno di Giustizia

IL CICLO DEI GUERRIERI DEL SOLE VOLUME 3

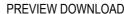
AUTHOR(S)
Barbara Repetto (Text)
Blue Monkey Studio (Art)



SOFTCOVER (B&W) 2228 pages 5.2" X 8" (13.20 X 20.32 cm)



DIGITAL (B&W) optmized for all Kindle devices





La pace della Terra del Vespro è precaria, bellicose minacce incombono e si formano inattese alleanze. Cederik, divenuto un guerriero, affronta nuove responsabilità a cui non può sottrarsi. Sebbene non gli sia facile accordare il senso del dovere all'orgoglio, egli saprà mettere da parte l'innata superbia e mantenere fede alla parola data, scoprendo amici preziosi in coloro che riteneva nemici...







La Borrachera

Breve etnografia sull'uso e abuso di alcool nella città di Sicuani e nella Provincia di Canchis, Perù

> AUTHOR(S) M. Gaspari (Text) Blue Monkey Studio (Art)



SOFTCOVER (B&W) 454 pages 5.2" X 8" (13.20 X 20.32 cm)



DIGITAL (B&W) optmized for all Kindle devices

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La ricerca presentata s'inserisce nell'ampio filone di studi sulle "culture dell'alcool" nel continente latinoamericano. Il nucleo centrale del lavoro etnografico si è concentrato sull'osservazione degli eventi sociali e comunitari denominati localmente compromisos: feste, celebrazioni, anniversari, consegne lavori (in particolare nel campo dell'edilizia), compleanni ecc., all'interno dei quali, sono innescati processi di naturalizzazione di modelli di abuso, che in tali contesti sembrano funzionare come "carburante sociale", indispensabile per rinsaldare e rinnovare periodicamente il patto comunitario. Il lavoro di ricerca ha provato a "svelare" e de-costruire i processi culturali alle spalle delle grammatiche di approccio all'alcool tipiche del Perù andino, interpretandole non come un fatto sociale e culturale statico, cristallizzato in modelli e habitus predefiniti, ma come il prodotto di processi storico socio-culturali ancora oggi in continua fase di definizione e ridefinizione.







GLI SPECCHI

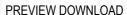
AUTHOR(S) G. Favata (Text) Blue Monkey Studio (Art)



SOFTCOVER (B&W) 663 pages 5.2" X 8" (13.20 X 20.32 cm)



<u>DIGITAL (B&W)</u> optmized for all Kindle devices





Gli Specchi è insieme un romanzo di formazione, un viaggio esistenziale e un'intima esperienza psicologica. Un gioco di simbologie che sconfina nella filosofia moderna, senza rinunciare a metafore impressionistiche capaci di descrivere l'Umanità (con la "U" maiuscola), nelle sue declinazioni individuali e sociali.

Scritto in prima persona, racconta il periplo di un uomo attraverso un mondo alienato ricco di potenzialità, spesso negate. Un viaggio fatto di silenzi e solitudine, quanto di amore in tutte le sue forme e di comunicazione tra gli uomini, ora compagni di viaggio, ora sagome lasciate al ciglio della lunga strada della vita.

Stilisticamente unico, è strutturato in 4 parti, che, ideologicamente descrivono le età della vita umana, con un finale a sorpresa che pone tante domande, quante sono le risposte che offre.







La Pioggia

AUTHOR(S) G. Favata (Text) Blue Monkey Studio (Art)



SOFTCOVER (B&W) 44 pages 5.2" X 8" (13.20 X 20.32 cm)



<u>DIGITAL (B&W)</u> optmized for all Kindle devices





In una notte di temporale, Paolo viene ospitato in un ostello solitario, un luogo al limite del surreale in cui regole e convenzioni sociali risultano bizzarre, se non al limite dell'inverosimile; un luogo, inoltre, dal quale una volta entrati, è estremante difficile fuggire... Le minacce non sono fisiche, quanto piuttosto psicologiche ed emotive e tanto pericolose quanto affascinanti. Sessualità, attrazione e amore, unitamente al desiderio di prevalere sugli altri vincendo su un ring che regala vittorie di Pirro, sono catene invisibili ed indissolubili da cui l'uomo, strumento inconsapevole della propria prigionia, non può liberarsi, pena l'esilio dalla società umana.

Un racconto kafkiano, che a tratti ricorda II "Castello" e a tratti, "America", la Pioggia è un racconto di formazione al contrario dai toni espliciti ed ironici.







RAIN

AUTHOR(S) G. Favata (Text) Blue Monkey Studio (Art)



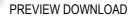
SOFTCOVER (B&W) 44 pages 5.2" X 8" (13.20 X 20.32 cm)



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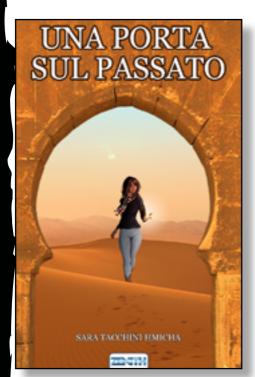
During a stormy night, Paolo is housed in a solitary hostel, a place at the edge of the surreal where social conventions are bizarre, if not improbable, and from which escape is an impossible task...

The threats are not physical, but rather psychological and emotional. Sexuality and love, along with the desire to rise above others by winning wrestling matches that bring no prize to the winner, are but unbreakable chains, no one can get rid of if he wants to be part of human society.

A Kafkaesque story recalling the "Castle" and "America", Rain is a reverse coming of age novel, told in explicit and ironic tones.







Una Porta sul Passato

AUTHOR(S) Sara Tacchini Hmicha (Text) Blue Monkey Studio (Art)



SOFTCOVER (B&W) 394 pages 5.2" X 8" (13.20 X 20.32 cm)



<u>DIGITAL (B&W)</u> optmized for all Kindle devices



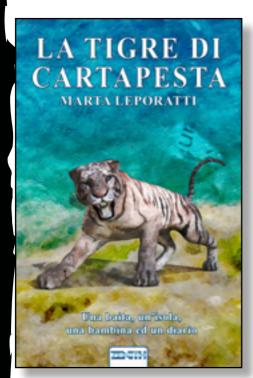


Simone è una giovane donna divisa tra un matrimonio fallimentare e un passato misterioso. L'unica certezza che possiede è di non essere figlia di Antoine, l'uomo con cui è cresciuta. Il perché non le sia dato sapere chi sia il suo vero padre, resta un segreto chiuso nel cuore freddo e refrattario di sua madre Nathalie.

Quando, inaspettatamente, un tragico evento rovescia il suo precario equilibrio, Simone intraprende un viaggio inaspettato nell'atmosfera eterna e surreale del Marocco, alla ricerca delle proprie origini, riscoprendo, tessera dopo tessera, il mosaico della sua vita, fino a impadronirsi del vigore e dell'energia che sente albergare dentro di lei, e che la porterà a sperimentare tutta la gamma dei sentimenti umani, con un'intensità che non avrebbe mai ritenuto possibile.







La Tigre di Cartapesta

AUTHOR(S)
Marta Leporatti (Text)
Blue Monkey Studio (Art)



SOFTCOVER (B&W) 233 pages 5.2" X 8" (13.20 X 20.32 cm)



<u>DIGITAL (B&W)</u> optmized for all Kindle devices





Anna, bambina intelligente e solitaria, abita in una borgata montana.

Durante una vacanza su un'isola mediterranea, entra in possesso del vecchio diario di una ragazza sconosciuta e ne divora le pagine: l'infanzia felice, i travagli dell'adolescenza, un amore meraviglioso e la scelta sofferta di abbandonare la città natale.

Senza avvedersene, Anna cresce insieme al diario e sarà proprio l'epilogo finale a catapultarla fuori dal suo infantile mondo dorato.

Un racconto al femminile dai personaggi positivi e negativi, forti e deboli, in cui ciascuno perde qualcosa lungo la strada, apprendendo verità nascoste su se stesso.







La conciliazione tra lavoro e cura della propria salute è un tema di primaria importanza nella società moderna, ed è disciplinato da norme il cui scopo è di tutelare, nel modo migliore possibile, la produttività ed il diritto ad una vita dignitosa.

Tali leggi, però, non sono di immediata comprensione o reperibilità da parte di coloro che, persone con disabilità per prime, dovrebbero avere accesso a tali diritti.

Il libro "Salute Disabilità Lavoro" è una guida pratica rivolta ai non esperti, finalizzata a facilitare l'accesso ai diritti che tutelano tutte le tipologie di disabilità in ambito professionale.

Corredata con esempi, modelli e suggerimenti pratici, è strumento d'uso quotidiano rivolto tanto a lavoratori del settore pubblico quanto a quelli del settore privato.

Salute, Disabilità, Lavoro

PARITÀ DI TRATTAMENTO, CONCILIAZIONE, REA-SONABLE ACCOMODATION. QUALI DIRITTI? COME CHIEDERNE IL RISPETTO?

> AUTHOR(S) Silvia Bruzzone (Text) Blue Monkey Studio (Art)



SOFTCOVER (B&W) 190 pages 5.2" X 8" (13.20 X 20.32 cm)



SOFTCOVER (B&W) Visually Impaired Version 452 pages 5.2" X 8" (13.20 X 20.32 cm)



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