

THE STORY

DIVIS/ON

FALL 2025

WWW.STORYDIVISION.COM



THE STORY DIVISION

LET'S MAKE SOMETHING
GREAT TOGETHER!



DEVELOP BESTSELLING IP

CONNECT WITH MAJOR LICENSORS

CATCH TRENDS WITH ACCELERATED
PUBLISHING SERVICES

REINVIGORATE YOUR BACKLIST

DISCOVER WORLD-CLASS TALENT

OUTSOURCE AUDIO PRODUCTION



**START THE
CONVERSATION!**

Steve Osgoode, President

steve@thestorydivision.com

www.thestorydivision.com



OUR SERVICES

YOU DREAM IT, WE DELIVER IT



IP Development

We partner with top entertainment companies and agencies to turn leading brands and popular media into bestsellers.



Book Packaging

Our highly experienced team offers a full menu of creative services, including writing, editing, illustration, and design.



Audio Production

Audiobooks and podcasts come to life with our dynamic sound design and effects, original music, and standout performances.

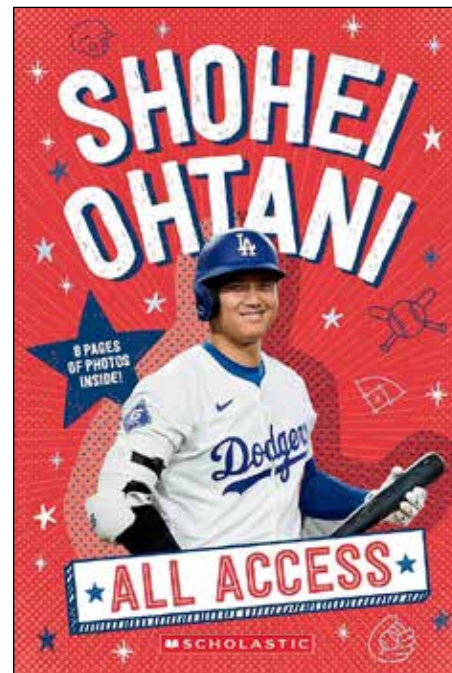
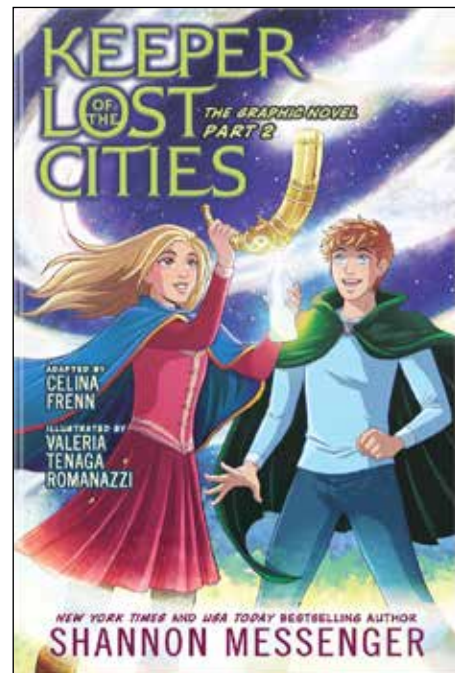
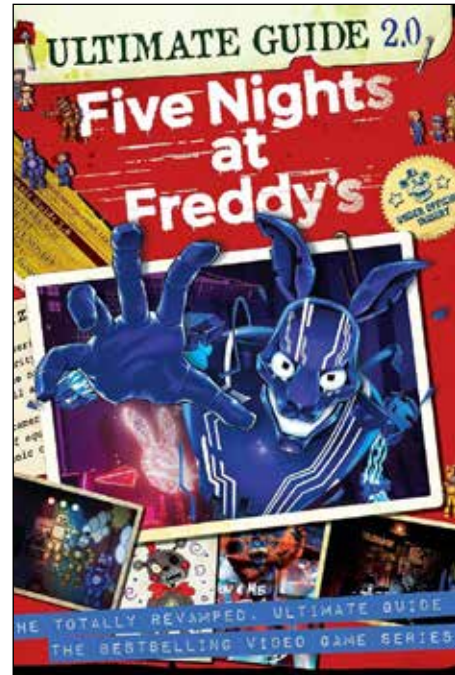


Original Content

We scout exceptional talent and compelling content to create distinctive, custom-made books and immersive audio.



RECENT PROJECTS



RECENT CLIENTS & PARTNERS



LITTLE, BROWN AND COMPANY
BOOKS FOR YOUNG READERS



Penguin
Random
House



CHRONICLE BOOKS



DISCOVER
PUBLISHING 911
OUR NEW RAPID RESPONSE SERVICE!



PUBLISHING 911

**BUILD YOUR DREAM PROJECT.
FASTER.**

RAPID RESPONSE SERVICES

**PROJECT MANAGEMENT • WRITING
EDITING • ILLUSTRATION • DESIGN
AUDIO PRODUCTION**

**Introducing our deadline-saving creative studio for publishers. Simply tell us what you need and we take care of the rest . . .
ON TIME, ON BUDGET, AND HEADACHE FREE.**

Rescue a project that's falling behind schedule

We'll leap into action at any stage, from concept to production, to meet hard deadlines.

Beat the competition to market

Accelerate your time-sensitive publications without compromising on quality.

Fill gaps within your creative team

Need to add or replace creators mid-project? Our artists and writers expertly match established styles.

**OUR GRAPHIC NOVEL
RESCUE CREW INCLUDES
PENCILERS, INKERS,
COLORISTS, AND
LETTERERS.**

FORMATS WE CREATE

EVERY FORMAT. EVERY AUDIENCE.

Graphic Novels

Adaptations, originals, brand extensions

Illustrated Books

Picture books, educational titles, art-driven collections, and more

Sticker & Activity Books

High-volume, high-engagement formats

Prose

Beautifully written fiction and nonfiction in every genre

Tie-Ins & Companions

Media extensions, spin-offs, backlist adaptations

Webtoon Adaptations

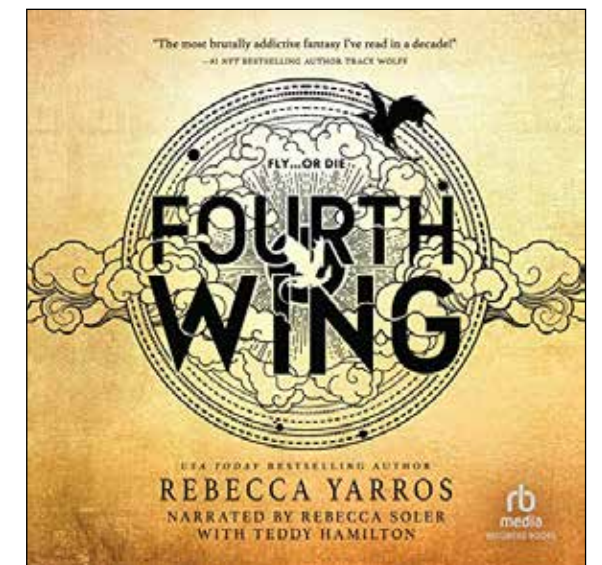
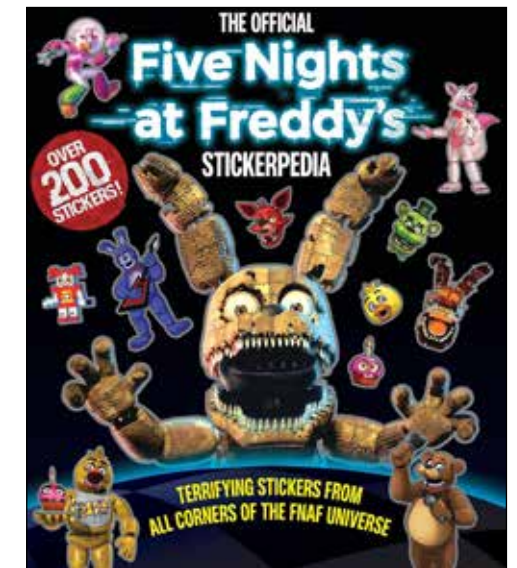
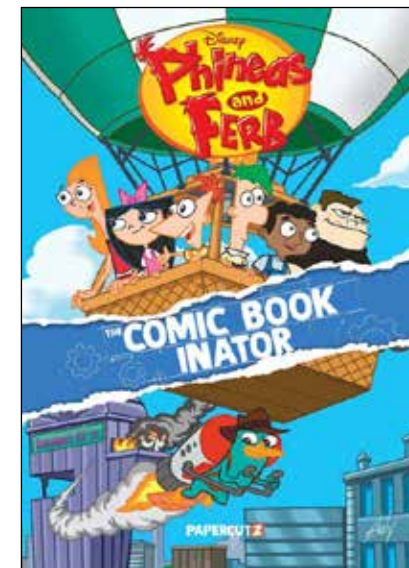
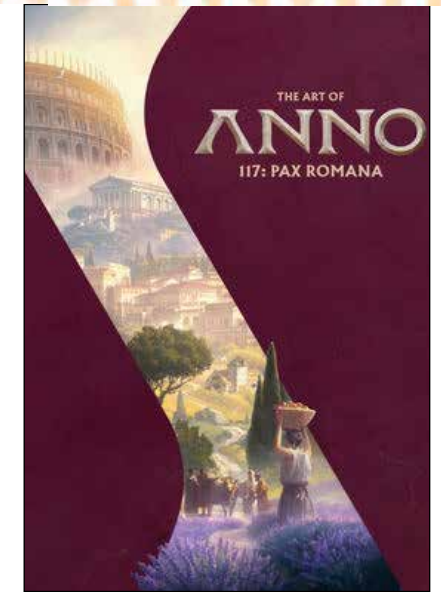
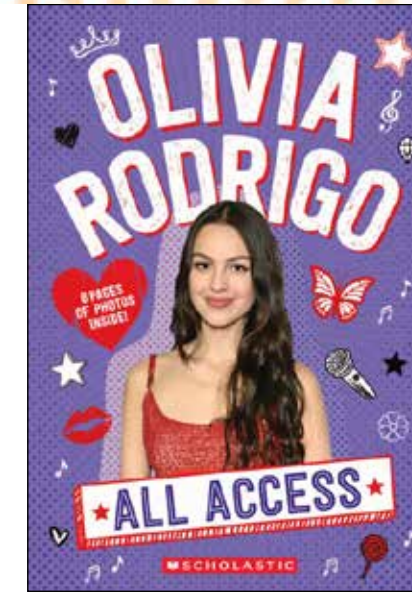
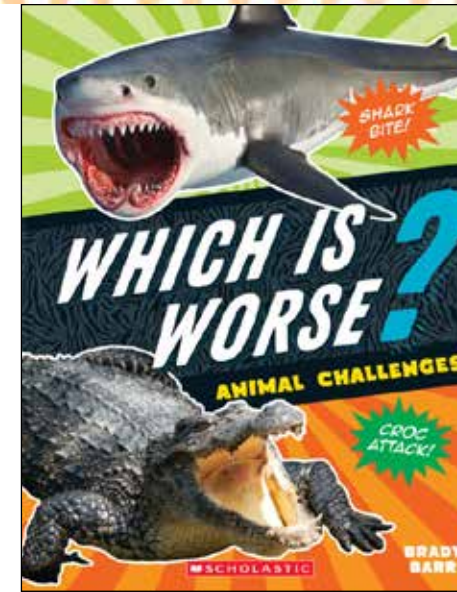
Digital stories expertly translated into print formats

Novelty & Specialty

Coffee table books, immersive editions, custom concepts

Audio

Audiobooks, podcasts, full-cast adaptations



GRAPHIC NOVELS

YOUR NEXT BESTSELLER, FRESHLY INKED.

We've built a reputation for creating captivating and visually stunning graphic novels and comics that delight readers of all ages.

WHY PUBLISHERS CHOOSE US:

Stylistic Range: With our wide network of professional artists, we bring the right creative voice to every project—from classic comics and painterly realism to manga-inspired linework and trendy middle-grade styles.

Quality Assured: We run thorough checks at every art stage, ensuring art directors and editors never worry about continuity or repeat the same note twice.

Hands-On Management: We handle all artist communication, freeing up inboxes and giving our publishing partners peace of mind.



ILLUSTRATED BOOKS

BIG IDEAS, BEAUTIFULLY EXECUTED.

We blend top-tier art direction, design, and production to deliver standout titles that beg to be picked up, from deluxe coffee table books to vibrant kids' favourites.

WHY PUBLISHERS CHOOSE US:

Design that Sells: Engage readers on every spread with highly visual sports, lifestyle, and educational books.

Prestige IP Expertise: We transform assets from games, film, and pop culture into collectible volumes that fans treasure.

Global Artist Network: Gain access to world-class illustrators who can capture your vision for any book.

Photo Research Expertise: We source, curate, and license compelling photography to fit every budget.





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Two Canadian icons embark on the adventure of a lifetime

THE ART OF ADVENTURE



In 1957, before they were famous, wildlife artist Robert Bateman and biologist Bristol Foster set off on a fourteen-month global road trip in a custom Land Rover they named “the Grizzly Torque,” their encounters with nature, wildlife, and local people captured by Bob’s paintings and Bristol’s 16mm Bolex camera. The discovery and restoration of the abandoned Land Rover is the subject of a new documentary by acclaimed filmmaker Alison Reid (*The Woman Who Loves Giraffes*), which follows their inspiring journey over nineteen countries, four continents, and 60,000 kilometres.



ROBERT BATEMAN’s paintings have been featured in exhibits around the world. A recipient of the Royal Canadian Geographical Society Gold Medal, he is also an Officer of the Order of Canada, a Member of the Order of British Columbia, and a Life Member of the Royal Canadian Academy of the Arts. His bestselling books include his memoir *Life Sketches*.

BRISTOL FOSTER is an accomplished naturalist, conservation biologist, ecological consultant, and documentary filmmaker, who has served as the Head of Wildlife Ecology Graduate Studies program at the University of Nairobi, Director of the Royal British Columbia Museum, and Director of the Provincial Ecological Reserves program. With Ann Foster Dagg, he co-authored *The Giraffe: Its Biology, Behavior, and Ecology*, widely considered the definitive book on the species.

WORK WITH US

The iconic duo have opened their archives to The Story Division, making available original art, sketchbook pages, journals, photography, film stills, and reflections. We can help you curate these treasures to develop a gorgeously illustrated journey through time and place for a general audience or young readers.

OUR PARTNER

Free Spirit Films makes films that are diverse in genre but similar in their exploration of the human spirit. Created by filmmaker Alison Reid, its award-winning releases include the LGBTQ2+ feature comedy *The Baby Formula* and the feature documentary *The Woman Who Loves Giraffes*.

KEY FEATURES

- » Access to a goldmine of evocative material
- » Creative and promotional support from Robert Bateman and Bristol Foster
- » A strong message about blending art and science to power environmental activism

- » Licensed Publishing Opportunity
- » Available Rights: World
- » We Recommend: Illustrated Non-fiction; Children’s Nonfiction
- » <https://robertbateman.ca>

**BOOK ADAPTATION:
DOCUMENTARY COMPANION**

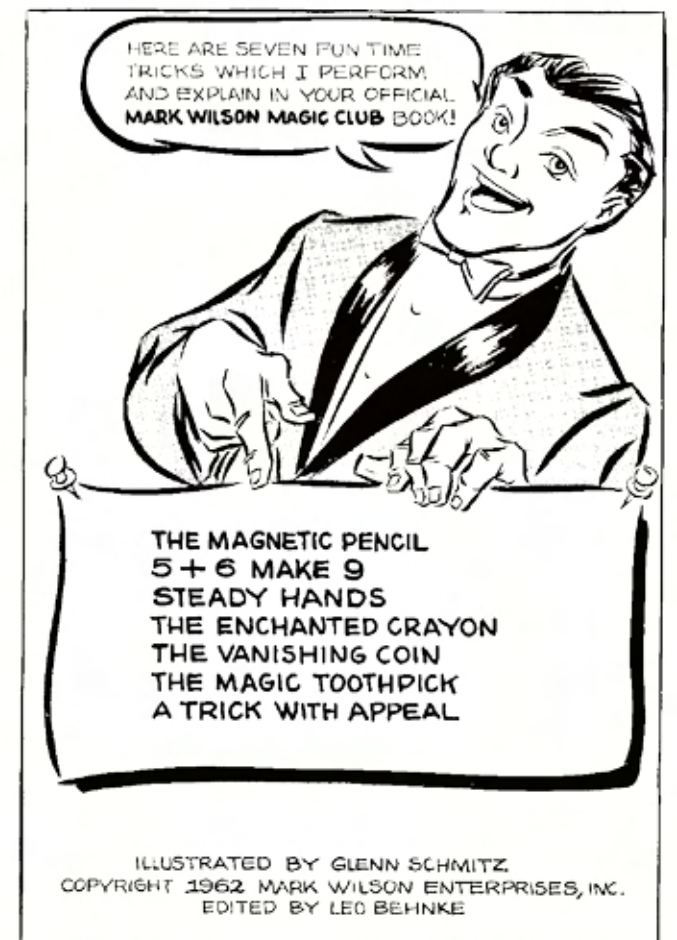
MARK WILSON'S MAGIC

LEARN MAGIC FROM ONE OF THE
ALL-TIME GREATS IN THIS IRRESISTIBLY
RETRO NONFICTION GRAPHIC NOVEL

Mark Wilson's *Complete Course in Magic* is one of the most popular illustrated magic instruction books of all time, with over 800,000 copies sold. The late master magician left behind not only a powerful legacy, but a generous archive of previously unpublished material that's perfect for the middle-grade novice. Through energetic storytelling and throwback illustrations that seem teleported from the mid-century Sunday pages, this nonfiction graphic novel will teach kids impressive tricks and the joy of performing magic.



MARK WILSON was "this nation's leading authority on magic," according to the *New York Times*, and is still considered one of the most influential magicians of all time. He was among the first magicians to appear on television, including the series *The Magic Circus*, *The Magic of Mark Wilson*, *The Magic Land of Allakazam*, and four HBO specials. He was named Magician of the Year and earned the Masters Fellowship from The Academy of Magical Arts Magic Castle, the prestigious David Devant Award from England's Magic Circle, and entry into The Society of American Magicians Hall of Fame.





"A true . . . legend in the Art of Magic."
— L.A. Times



WORK WITH US

The Story Division can support your search for a perfectly-paired writing and illustration team and work with our partner to deliver ample raw material. As graphic novel specialists, we're also well equipped to take on editorial and production, if needed, and deliver a polished, publication-ready title.

OUR PARTNER

Jonathan Tessero leads Live at Five, a content powerhouse based in Burbank, California, that offers IP management and executive producing of live events for theatre, television, and touring. www.jonathantessero.com

KEY FEATURES

- » While Mark Wilson's legacy has endured since his passing, the unique format of this book has broad appeal and will attract beginners who are unfamiliar with the brand
- » Expect media attention when the 50th anniversary edition of Mark Wilson's Magic Club, a classic book of magic tricks, is re-released in 2025 with a new forward by Teller.
- » <https://www.indigo.ca/en-ca/mark-wilsons-complete-course-in-magic-50th-anniversary-edition/9780762414550.html>
- » A children's magic web portal in development called Mark Wilson's "Allakazorium" will provide promotional opportunities for books and enhance their discoverability

- » www.markwilsonmagic.com
- » Middle Grade Nonfiction Graphic Novel
- » Full Color
- » Ages 9 to 13
- » Available Rights: World
- » Available Materials: Proposal

CREEPY



A LEGENDARY ANTI-HERO OF THE GREAT DEPRESSION RISES AGAIN



ALVIN KARPIS—alias “Creepy”—was a Canadian gangster, revered for his cunning by John Dillinger, Al Capone, and Baby Face Nelson. Acclaimed filmmaker Peter Lynch investigates the life and mythology of this criminal genius who outgunned, outran, and outlived the most notorious public enemies of all time. Featuring rarely-heard interview clips with Karpis, expert commentary, period music, and beloved pop cultural tropes, this audio original series and companion book will immerse listeners in an era when gangsters were rock stars who captured the public imagination with money, sex, and cold-blooded murder.

PETER LYNCH is a Canadian director and producer, known for *Arrowhead*—winner of the Genie Award for Best Theatrical Short Film—*The Herd*, and *Project Grizzly*. He’s the cofounder of Video Culture International, a festival showcasing video and new media.



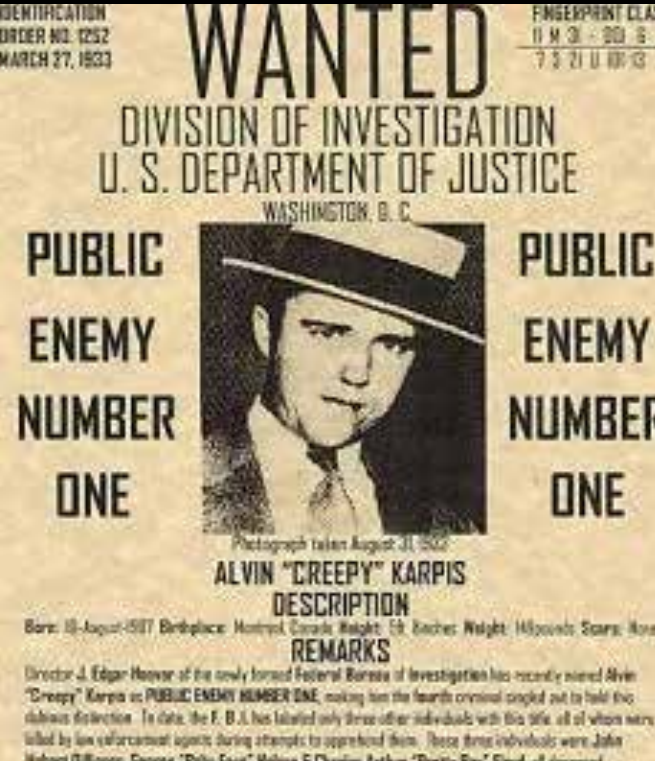
WORK WITH US

Collaborating closely with Peter Lynch, The Story Division can help you create a winning concept that makes best use of an impressive collection of audio and visual assets, and can take on any and all aspects of its development.

- KEY FEATURES**
- » Peter Lynch is one of the foremost experts in the life and legend of Alvin Karpis
 - » Blends true crime, history, and celebrity culture to reach a range of listeners
 - » Incredible assets available, including rare audio clips

- » **Licensed Publishing Opportunity**
- » **We Recommend: Audio Original and Print Book**
- » **Available Rights: World**

AUDIO DOCUMENTARY & COMPANION BOOK





SUNNY GREWAL is a producer, director, and story editor with a background in journalism. Specializing in documentary and pop-science content, she has worked on projects for CNN, ABC, CBC, Netflix, Crave, Discovery Channel, and Blue Ant Media.

WORK WITH US

Bringing together the filmmakers' subject expertise and source materials with our highly-accomplished graphic novel crew, we can help you create a standout graphic nonfiction adaptation that's brimming with atmosphere, unforgettable eerie moments, and haunting imagery that will linger with readers long after they close the book.

OUR PARTNER

Cream Productions is a leader in the field of factual entertainment, bringing together unique expertise and decades of combined experience to produce outstanding programming for distinguished international clients.

www.creamproductions.ca

KEY FEATURES

- » The teams who brought *Bathsheba* to the screen now turn to the page, combining deep knowledge of the paranormal with skilled storytelling
- » Includes vivid first-hand accounts from members of the Perron family, who claim to have been the targets of *Bathsheba's* wrath
- » Spotlights other classic ghost stories and contemporary paranormal incidents that will leave you breathless

CONJURING BATHSHEBA: A GRAPHIC HORROR STORY

From the creators of the acclaimed documentary *Bathsheba: Search for Evil* comes the chilling true story of *Bathsheba Sherman*, a witch made famous by the hit horror film *The Conjuring*. Pull back the curtain on the remote farmhouse at the centre of it all, where a 19th-century ghost allegedly haunted generations of families—including contemporary survivors of her malevolent intentions. Drawing upon interviews with local historians, paranormal investigators, the current homeowners, and the cast and crew of *The Conjuring*, top comic creators delve into 200 years of terror, separating fact from fiction in the dark mists of history.

THE TRUE HORROR BEHIND
THE CONJURING

- » Licensed Publishing Opportunity
- » Available Rights: World
- » We Recommend: Graphic Novel Adaptation

**GRAPHIC NOVEL ADAPTATION:
DOCUMENTARY COMPANION**



SURREAL ESTATE

THREE NEW STORIES TO THRILL PARANORMAL FANS



The Roman Agency is back! The intrepid team of paranormal agents return for three original ghost audio stories that deliver all the chills—and real estate FOMO. Atmospheric sound production and top-notch performances will plunge listeners into spine-tingling tales of cursed properties that house restless spirits and deeply hidden secrets, featuring the characters and plots twists that fans love.

GEORGE OLSON is a successful advertising writer turned screenwriter, best known for *SurrealEstate* and *First Person Shooter*.



WORK WITH US

George Olson has developed three original scripts that The Story Division can help you adapt to the best length and format for your list. Can't get enough of the SurrealEstate team? Work with our writing and editing team to develop novelizations of one or more of the stories.

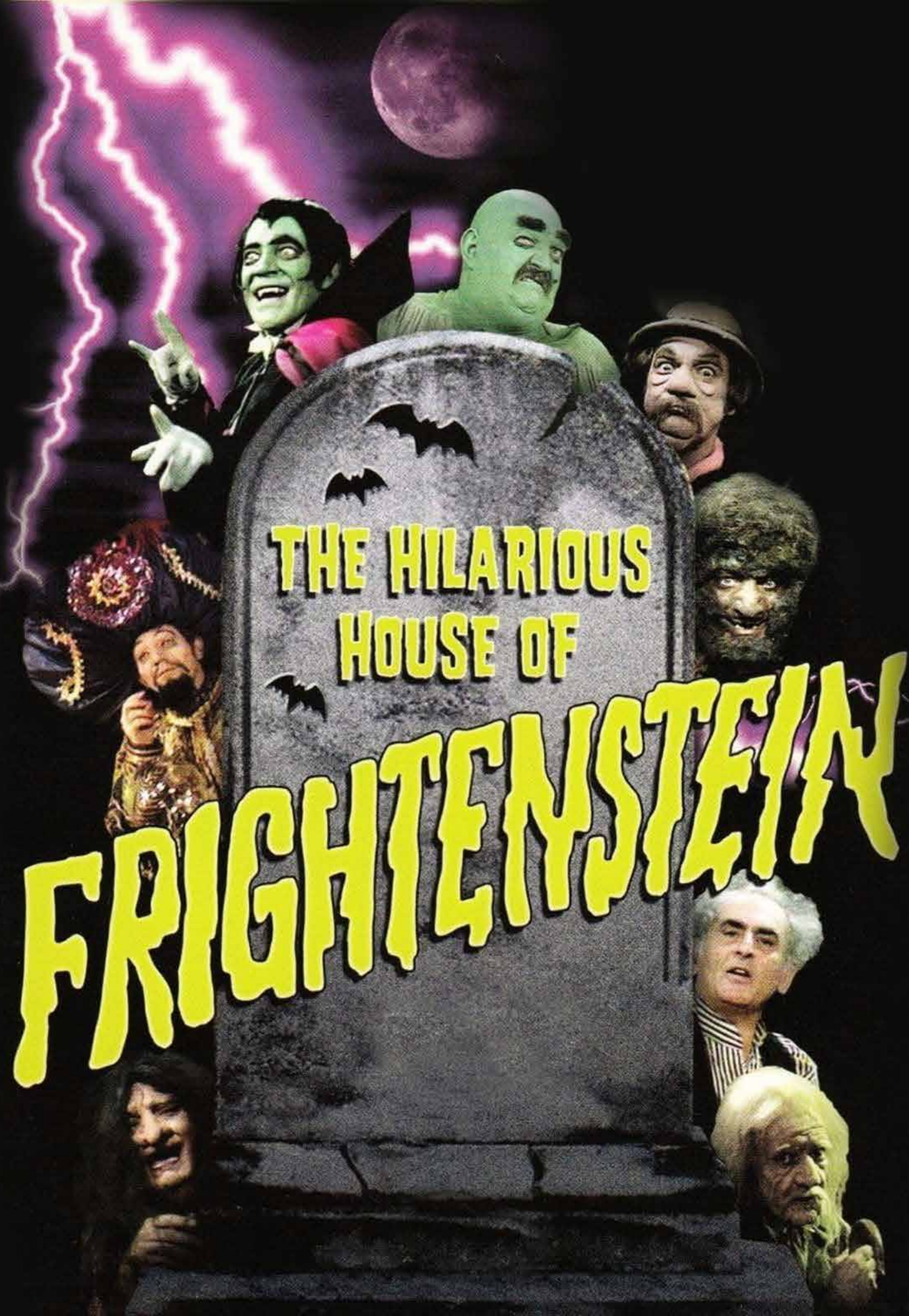
KEY FEATURES

- » The television series has a devoted fan base that follows the characters wherever they go
- » George Olson is a nimble writer who understands what listeners want
- » The new stories can be adapted to different lengths, formats, and audio styles



- » **Licensed Publishing Opportunity**
- » **We Recommend: Audio original; companion book; novelization.**
- » **Available Rights: World**

AUDIO ORIGINAL



"Another lovely day begins with ghosts and ghouls with greenish skin, so close your eyes and you will find that you've arrived in Frightenstein."

—Vincent Price

**SERVE UP A CAULDRON OF
NOSTALGIA FOR THE CLASSIC
CHILDREN'S SKETCH-COMEDY SERIES**

Return to *The Hilarious House of Frightenstein*! Launched in 1971, the live-action, one-hour children's sketch show was produced by CHCH, an independent television station in Hamilton, Ontario, and became a staple of Saturday morning television for decades in Canada and parts of the United States. Kids were enthralled by its unusual blend of spooky and silly, Vincent Price's memorable narration, and beloved recurring characters, such as the Wolfman, the Librarian, Igor, and of course Count Frightenstein.



WORK WITH US

Create a guide book to this pop-culture phenomenon or a middle-grade adaptation for the children of the show's original fans. The Story Division can explore concepts with you, and has the know-how to take the project from premise to printed books if you need additional support.

OUR PARTNER

Toronto-based Headspinner Productions is an award-winning creative production company that creates and executes great content for the international market, from kids and family to drama and genre. www.headspinnerproductions.com

KEY FEATURES

- » More than 25 years on television, creating major nostalgia for Gen-Xers and Millennials
- » Currently available to stream on Crave and Tubi, with clips on Youtube
- » Famous fans of the show include Mike Myers, Jim Carrey, John Candy, and Alice Cooper

- » <https://frightenstein.com>
- » Licensed Publishing Opportunity
- » We Recommend: TV tie-in; TV History; Middle-Grade Novel Adaptation
- » Available Rights: World

Simple Things

A Reminder of the Simple Joys in Life

**THE BELOVED BRITISH CHILDREN'S BRAND,
HUMPHREY'S CORNER, COMES TO
NORTH AMERICA**

As he approaches the 20th anniversary of his creation, young Humphrey the elephant and his adorable siblings remain a cornerstone of the UK baby and toddler market. From children's books to clothing, soft toys to décor, Humphrey is a fixture of nurseries and preschool life.

Author-illustrator Sally Hunter depicts three-year-old Humphrey's world as cozy and familiar, filled with drawing, playtime in the garden, and cuddles with Mum. His gentle adventures have filled the pages of more than 40 books, including Sally's latest work, "The Little Things: A Reminder of the Simple Joys in Life." In this collection of thoughts and drawings, she celebrates the everyday pleasures that make life worth living: strawberry picking, crunchy autumn leaves, baby animals, getting caught in the rain. It is an ode to small joys, as comforting as a hug.

"Gently celebrating toddlers' independence and imagination, as well as a mother's comforting presence, Hunter's art and words shape a story that is, indeed, just right."

—Publishers Weekly, reviewing Sally Hunter's picture book *Humphrey's Corner*

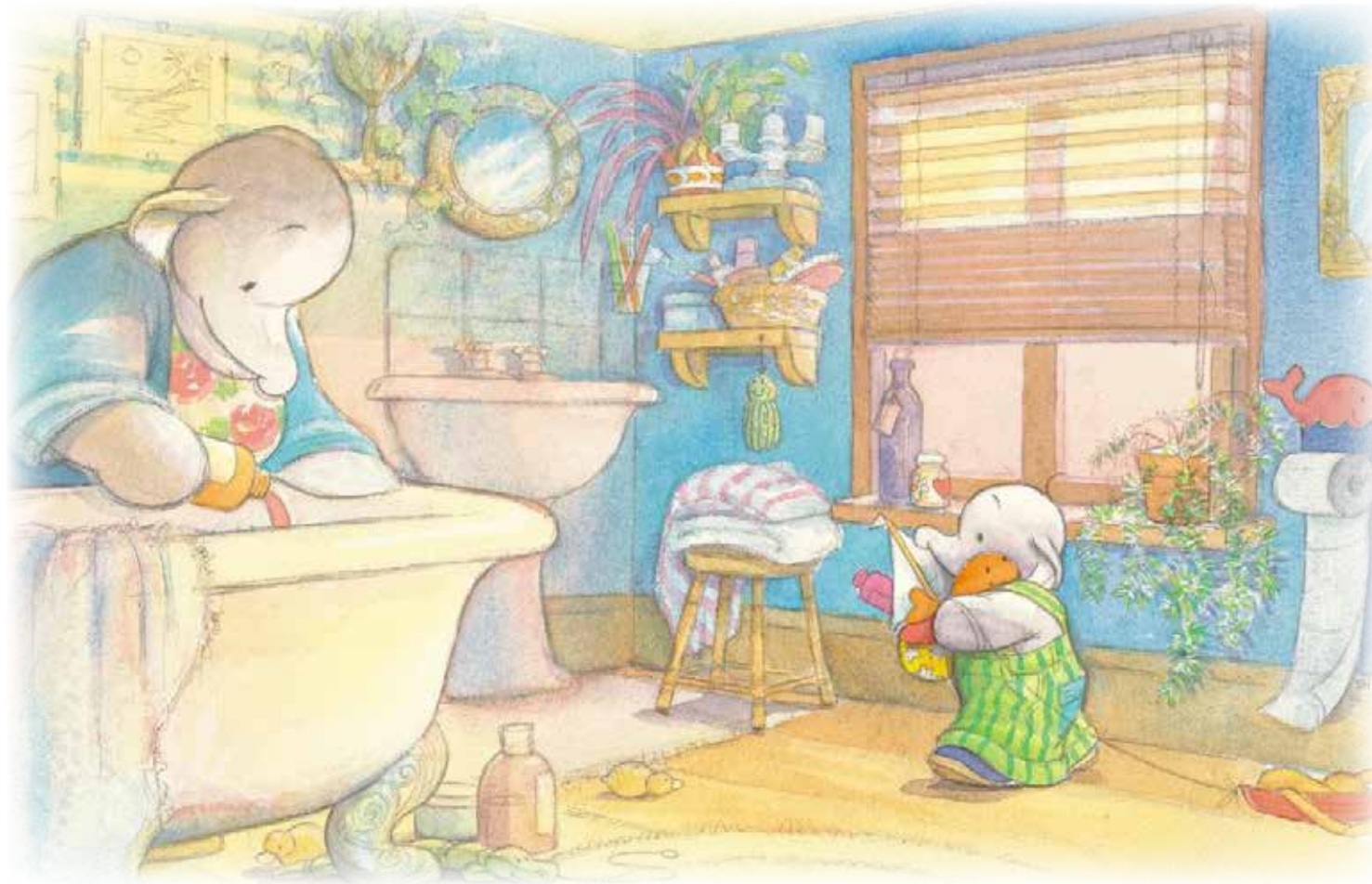


In difficult times when everything can feel uncertain I have found solace in focusing on the little (and big) moments, memories - favourite 'things' that bring me joy. They will be different for everyone, but I have found it helps give perspective and a sense of calm. One of which is Dear Humphrey, who has now been a part of my life for almost a quarter of a century! Stepping into his world of innocence warms my heart, and from the messages I receive, I feel he gives comfort to others, of all ages too.

So this is for you!

A book of...





SALLY HUNTER is a British author, illustrator, and creator of children's characters for TV and story books. In addition to the Humphrey's Corner brand, she created the BAFTA-nominated global TV show *Digby Dragon*, as well as the My Unusual Friends baby retail range. Humphrey's Corner was originally based on her three small children.



WORK WITH US

The "The Little Things" proposal is generously populated with dozens of gorgeous sketches and accompanying text. We can help you curate the best of the best to create a pleasing framework for the book, and are always happy to lend a hand with production if you need it.

OUR PARTNER

The Sharpe Company is a boutique licensing agency offering the best in pop culture intellectual property to the United States and the world through strategic partnerships, licensed merchandise, and new media development.
www.sharpeco.com

KEY FEATURES

- » Delicately rendered, with small details that young children will love poring over
- » The gentle reminder to find joy in everyday life makes this a perfect gift book
- » Rich with merchandizing potential
- » Sally Hunter has more than 56K engaged followers on Facebook

- » Picture Book | Gift Book
- » Full Color
- » Ages 3-6
- » Available Rights: US & Canada
- » Available Materials: Proposal
- » www.humphreys-corner.com

BRASSY

A PITCH-PERFECT GRAPHIC NOVEL SERIES FOR TWEENS, PACKED WITH LAUGH-OUT-LOUD COMEDY

Thirteen-year-old Emily Reese is on a mission. Not only will she bring the competitive marching band program back to Blakely Secondary School, she'll lead it to a resounding win at the Regional Championships. Confident and aggressively optimistic—you might even say brassy—Emily's attempts to steamroll her way to glory face an uphill battle from the start. With each new challenge, Emily doubles down on the determination and bravado that mask her deeply-buried insecurities and the lingering pain of a terrible loss.

Acclaimed television writer Ken Cuperus cleverly uses the niche world of competitive marching band culture to explore highly relatable middle-school experiences, from exasperating authority figures to evolving identities to clashes among teammates. Featuring a cast of colorful supporting characters, *Brassy* sympathetically portrays the evolution of a gutsy but imperfect young leader who marches to the beat of her own drum.



KEN CUPERUS is a Toronto-based television writer and partner in the highly acclaimed creative production company Headspinner Productions. Ken has over a hundred hours of produced television credits, including *Carter*, *Stargate: Atlantis*, *Frankie Drake*, *My Babysitter's a Vampire*, *Mr. Young*, *Berenstain Bears*, and *Total Drama Island*. He was the co-creator and showrunner of the sitcom, *The Stanley Dynamic*, and is the former showrunner of CityTV's hit drama *Hudson & Rex*. Winner of multiple Canadian Screen Awards, Ken has also been nominated for an Emmy, Writers Guild of Canada Awards, and two Canadian Comedy awards.

WORK WITH US

The Story Division can help you identify the right illustrator to bring *Brassy's* story to life. We're graphic novel experts, with a solid track record of successfully matching writers, artists, and publishers, and a keen eye for blending the artistic and the commercial.

OUR PARTNER

Toronto-based Headspinner Productions is an award-winning creative production company that creates and executes great content for the international market, from kids and family to drama and genre. www.headspinnerproductions.com

KEY FEATURES

- » Diverse cast of hilarious and highly-relatable characters
- » Fast-paced and episodic, each chapter containing a compelling story arc
- » An opportunity to launch the publishing career of an award-winning writer of kids' comedy

- » www.headspinnerproductions.com
- » Middle Grade Graphic Novel Series
- » Full Color
- » Ages 9 to 13
- » Available Rights: World
- » Available Materials: Series Proposal; Book 1 Outline





THE UNSUNG HERO OF THE ICE RINK IS READY FOR ITS CLOSEUP

Since 1949, the Zamboni name has been synonymous with the indispensable, super-chill heroes of ice rinks big and small. Kids have always been drawn to Zambonis, captivated by the giant ride-on machines with the distinctive hum that clean and polish the ice surface until it gleams like glass. In 2022, Zamboni and the National Hockey League (NHL) introduced an electric ride-on toy for kids to great fanfare, delighting young fans and affirming the Zamboni's place among the big machines kids most love.



Zamboni® machines are used in 70+ countries



Sells more ice resurfacing machines than all of its global competitors combined



12,000+ Zamboni® machines have been delivered around the world



Zamboni® has been designated the official ice resurfacing machine of the NHL



The Zamboni® ice resurfacing machine made its Olympic debut at the 1960 Winter Olympics

WORK WITH US

Delve into the nuts and bolts of the machine with a children's nonfiction project, or soothe little ones to sleep with a bedtime picture book in the vein of Goodnight, Construction Site. Or how about a just-for-grownups parody picture book about a friend-sized Zamboni companion for your favourite hockey fan? Let's talk about how The Story Division can help you harness the power of this iconic brand.

OUR PARTNER

Toronto-based Playology is a leading strategic consultancy dedicated to elevating client brands through intellectual property, licensing, brand management, and sourcing.
www.playologyintl.com

KEY FEATURES

- » Zambonis have all-ages appeal—from preschoolers to fully grown kids at heart
- » Zambonis fans are highly engaged! When www.zamboni.com launched way back in 1999, more than a million people visited the site to vote for Zamboni driver of the year
- » Your book project will have the promotional backing of a major brand that has delivered thousands of machines to 70 countries around the world

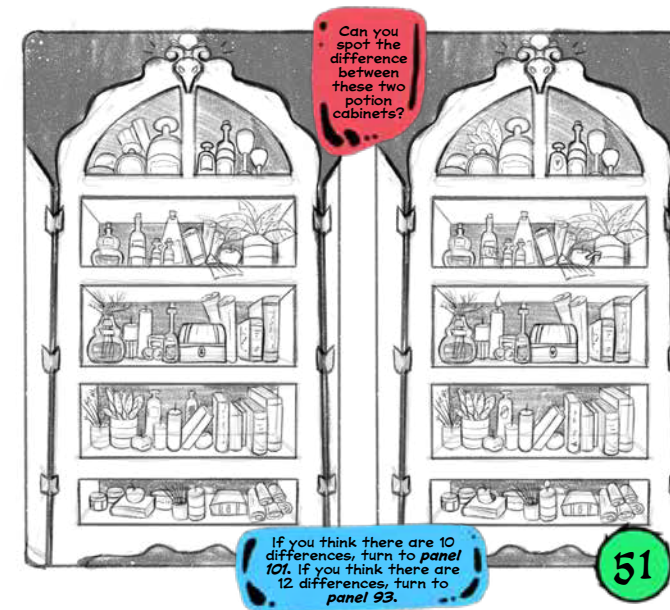
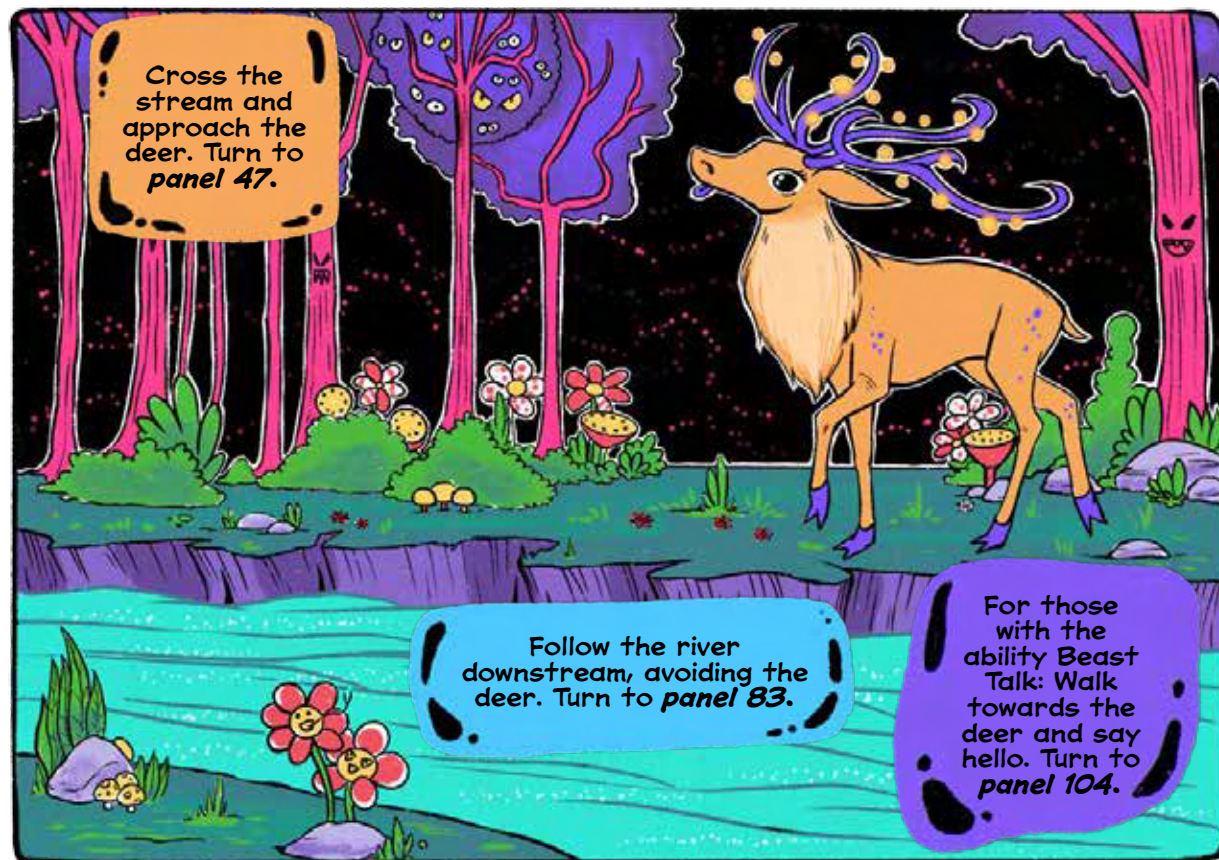


- » <https://zamboni.com>
- » Licensed Publishing Opportunity
- » We Recommend: Board Book; Picture Book; Children's Nonfiction; Activity Book; Gift Book
- » Available Rights: World

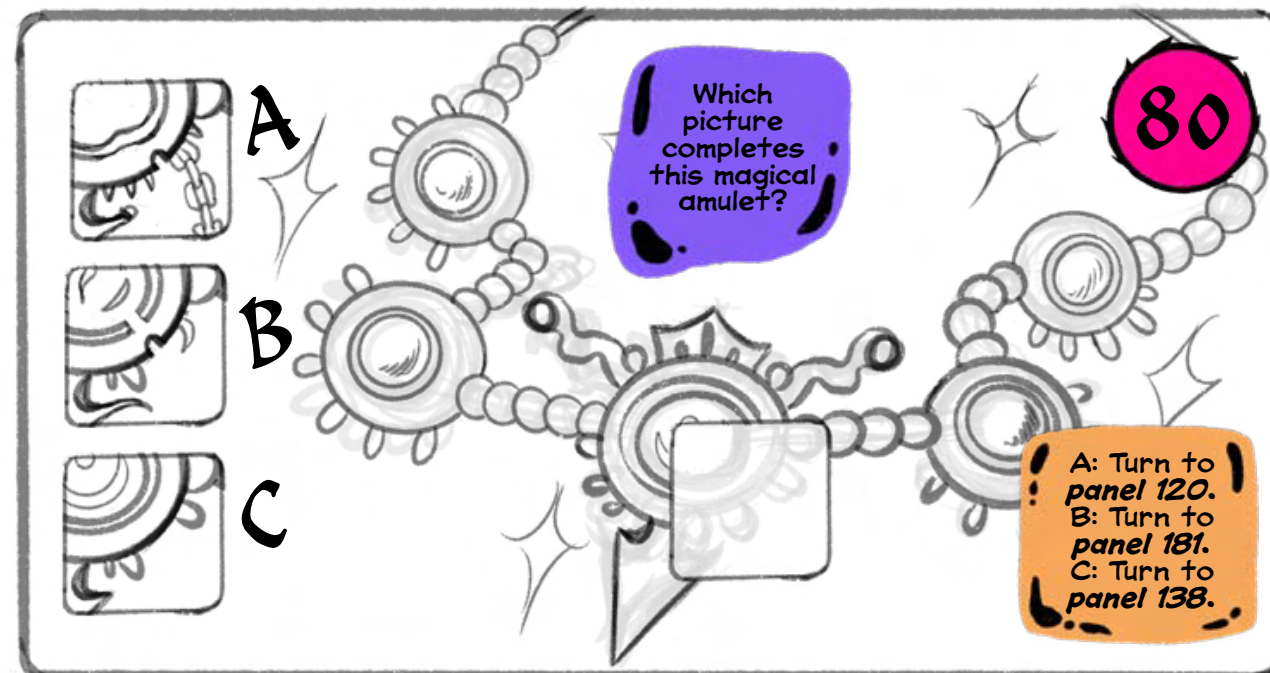
PLAYABLE COMICS

IT'S A COMIC BOOK.
IT'S A ROLE-PLAYING GAME.
AND IT'S DIFFERENT EVERY TIME YOU PLAY.

Discover comic book adventures that combine the thrill of escape rooms with the immersive storytelling experience of Dungeons & Dragons within a colorful graphic novel. Choose a character with unique abilities and set off on a quest with challenges at every turn. Along the way, you'll need to make choices, solve puzzles, escape mazes, and test your luck. With different abilities, challenges, and story outcome every time you play, our Playable Comics provide endless hours of engaging entertainment.



NIKO DALCIN is a Brazilian-Canadian designer, comic book artist, and illustrator passionate about self-expression, storytelling, and representation through art and comics. They have a Bachelor of Visual Design from Escola Superior de Propaganda eMarketing in Brazil and a diploma in Sequential Art and Illustration from Max the Mutt School of Animation and Design in Canada. Niko currently works as the Production Designer for WEBTOON Unscrolled. Their published work includes illustration and colouring for the Disney Princess comic and layout design and lettering for more than 20 Disney Cinestory Comics.



Beast Talk

- You can speak to and understand animals

Bullseye

- Change any roll of 1 to a 6

Adventurer's Agility

- Take 1 less damage when you lose conflict

Natural Expertise

- Instantly gain +4 health points and a Healing Potion (Item 4)



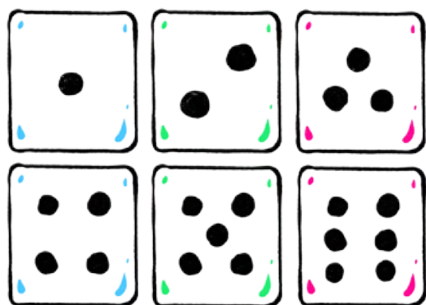
CHARACTER SHEETS

Character sheets are the first opportunity readers will have to customize their gameplay and take an active role in the story. From naming their own character to tracking everything they need to know throughout the game from inventory, damage/health, abilities, and level, the character sheet calls to mind D&D and other classic role-playing games.

The streamlined and accessible character sheet design helps readers of all ages navigate their gameplay with ease.



LUCK MECHANISM



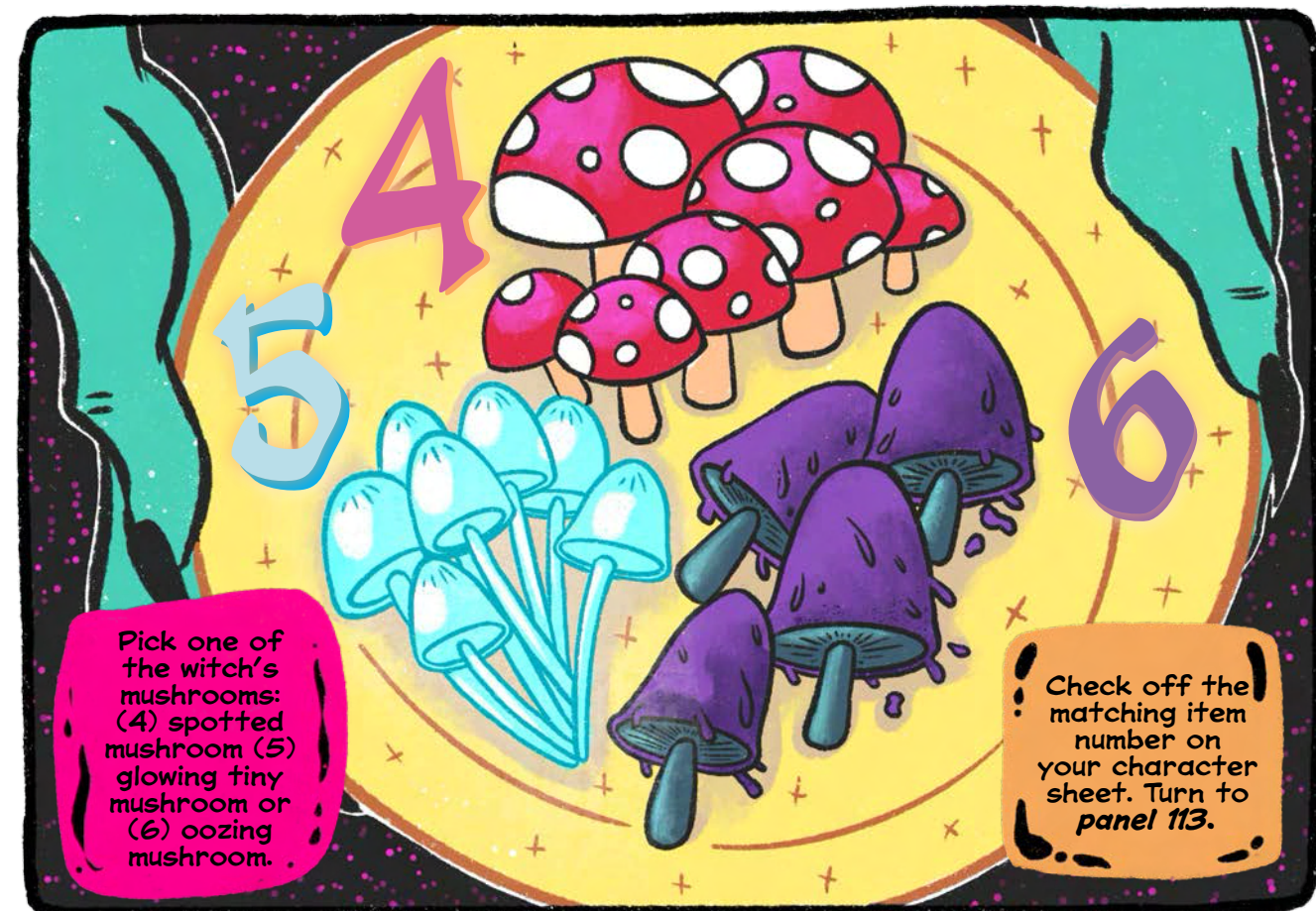
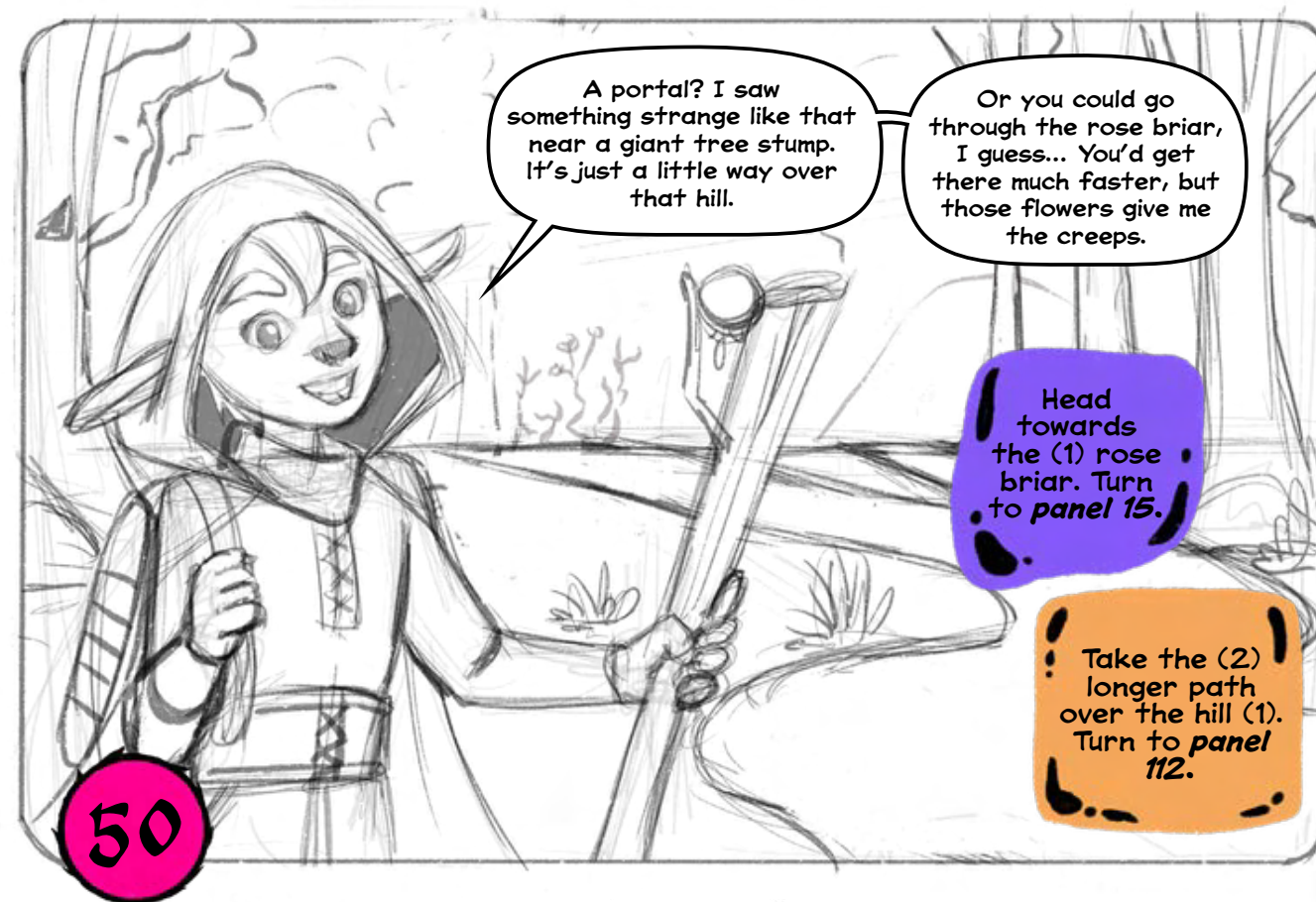
While choices are the core of the adventure, an element of luck and chance adds excitement. Randomized numbers 1 through 6 are printed in the corner of pages throughout the book, which the reader uses flipbook style to determine their fate in certain situations. While a six-sided die could also be used, having the luck element embedded within the book allows readers to play without needing additional equipment. Readers will use this flipbook-style die in conflict, and also in certain moments in the story.

For example, a character might need to complete a skilled task like climbing a tree or dodging out of the way of a magic burst. If they flip to a 4, 5, or 6, they succeed, but if they flip to a 1, 2, or 3 they fail.

ROLES

By choosing one of three roles, the reader will determine some choices they are able to make, and the abilities their character is able to learn as the story progresses.

The role is always visually marked by a symbol, and each role has its own advantages in conflict. The roles are highlighted by equipment in the artwork, so the reader can project themselves into action and imagine themselves as the hero of the story.



WORK WITH US

The underlying game system is adaptable to new characters, worlds, and genres—from the Wild West to sci-fi to fairy tales. Let's talk about how we can help you build a playable comic for your original intellectual properties or licensed brands.

KEY FEATURES

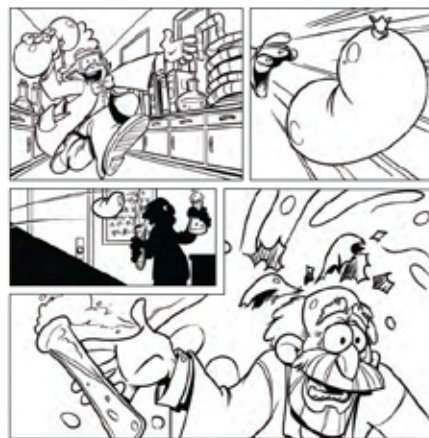
- » Highly interactive and entertaining comic stories
- » A spin on "Choose Your Own Adventure" that repeatedly delivers new experiences and outcomes
- » Adaptable to your favorite characters, genres, and properties

- » <https://linktr.ee/nikodals>
- » Middle Grade Graphic Novel
- » YA Graphic Novel
- » Full Color
- » Ages 8 to 18
- » Available Rights: World
- » Available Materials: Proposal



CREATE YOUR OWN **COMICS!**

Everything you need to create your very own comics! Sharpen your writing skills by filling in the blank spaces in wildly entertaining scripts. Learn the basics of character creation through dynamic, step-by-step worksheets. Practice sketching with tracing panels and coloring with lively line drawings. Featuring tips from top comic artists and loads of guided activities, each workbook culminates in blank comic pages for dreaming up a unique story from start to finish.



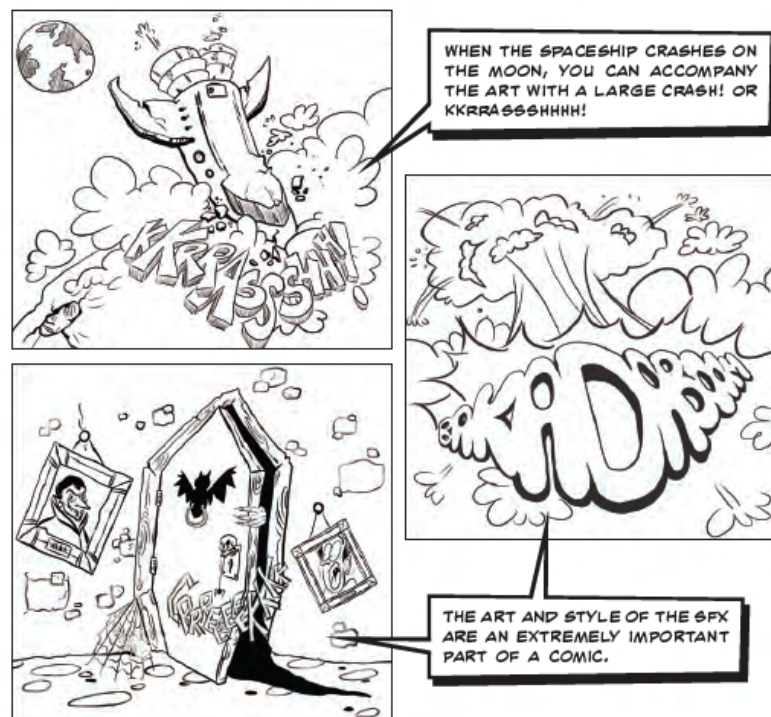
Color and create as you finish stories that feature everything from escaped zoo animals to out-of-this-world adventures and more! Featuring one to four large comic panels of line drawings per page with dynamic and fun vignettes within them, many pages also have a blank panel or two for you to let your imagination run wild.

WRITE, DRAW, AND COLOR YOUR OWN COMIC STORIES!

SOUND EFFECTS

The dynamic nature of sound effects (SFX) can really punch up your comics. With a POW! BANG! CRASH! you can ZAP! some added something into a panel to express action outside of both dialogue and caption.

Sound effects can capture any kind of noise—quiet or loud—that might be happening in a panel, and this helps your readers understand the action they're seeing. The use of sound effects is unique to comics, and another reason why comics are so special.



WHEN THE SPACESHIP CRASHES ON THE MOON, YOU CAN ACCOMPANY THE ART WITH A LARGE CRASH! OR KKKRRASSHHHH!

THE ART AND STYLE OF THE SFX ARE AN EXTREMELY IMPORTANT PART OF A COMIC.

Your SFX should echo the actual sound as closely as possible. And it's a fun exercise. Would the tire of the car sliding off the road sound like SCREEECH! Or maybe SKKKKKRRREEEEECCHHH?

YOU TRY!

Add your own SFX to these panels!



A COMIC PAGE

Let's take a look at the most important parts of a finished comic page.

PANELS

THESE ARE THE BUILDING BLOCKS OF YOUR COMIC.

GUTTER

THIS IS THE SPACE BETWEEN THE PANELS ON THE PAGE.

SAFE AREA

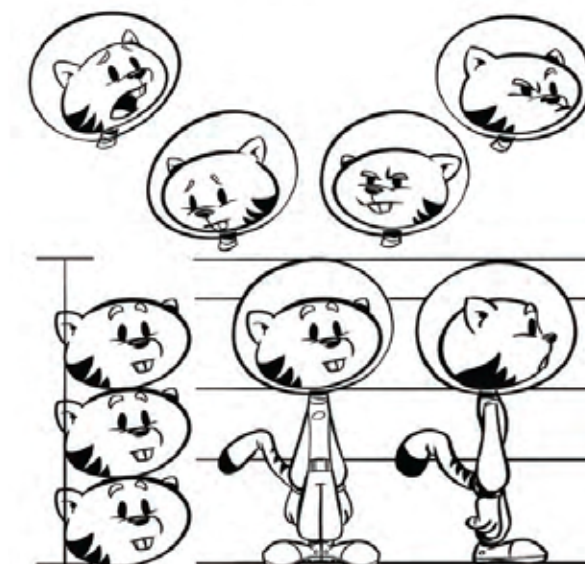
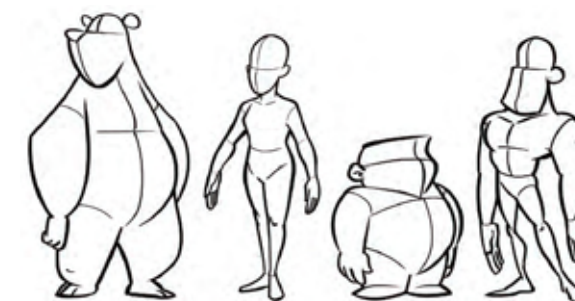
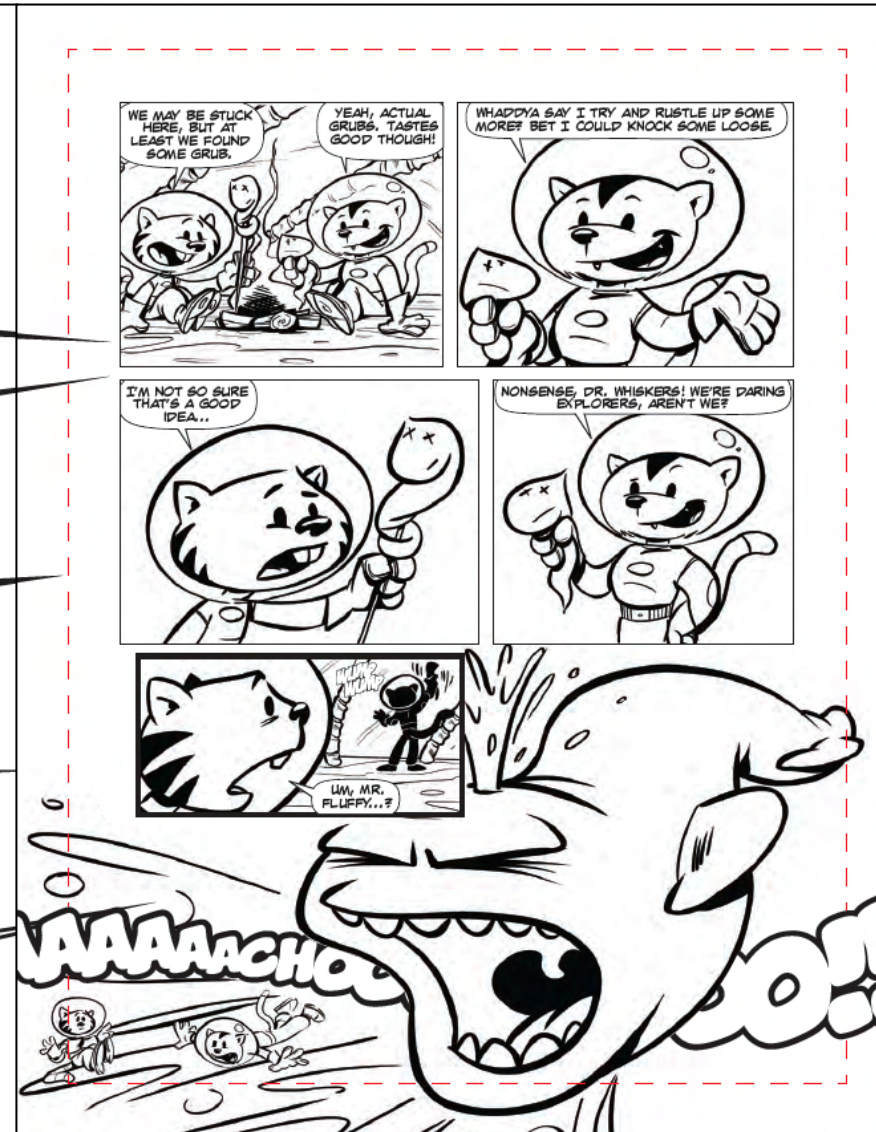
THIS IS THE SECTION OF THE PAGE YOU HAVE TO PLAY WITH--WHERE YOUR ART, DIALOGUE, LETTERS, AND GFX GO!

CREASE

THIS IS THE AREA ON THE PAGE THAT WILL GET LOST ONCE THE COMIC IS BOUND OR, IN THE CASE OF MOST COMICS, STAPLED--IT'S THE MIDDLE SPACE BETWEEN TWO PAGES THAT FACE EACH OTHER.

BREAKOUT ARTWORK

SOMETIMES IN EXCITING OR IMPORTANT MOMENTS, THE ARTIST WILL CREATE AN IMAGE THAT DOESN'T HAVE A PANEL BORDER AT ALL.



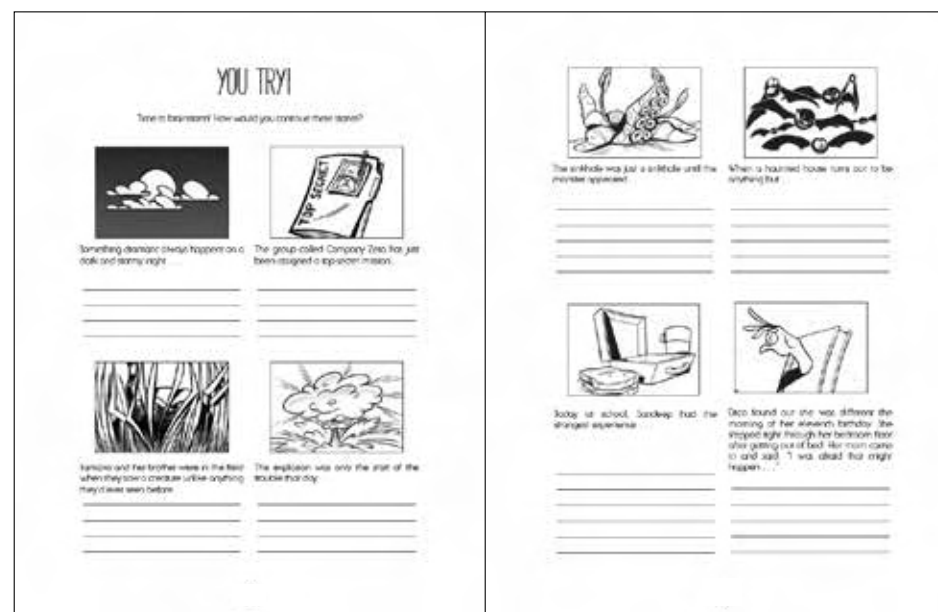
WORK WITH US

We envision Create Your Own Comics as a series of engaging activity books that will spark the imagination and creative potential of creators of all ages. Volumes may be divided into skills, such as writing, lettering, and coloring, or you may prefer to organize the series by style, genre, or age group. Let's talk about how to adapt the concept to suit *your* publishing strategy!

KEY FEATURES

- » A fun, educational series that blends significant skill-building with limitless flights of imagination
- » Content provided by top-shelf talent with a deep understanding of the creative process
- » Tips from leading creators enrich and attract fans to the series

- » Activity Book
- » Black & White
- » Spot Color
- » Available Rights: World
- » Available Materials: Proposal; Sample Material



Learn the basics of character creation and drawing mechanics through guided worksheets and tracing panels, and then unleash your new skills in blank comic panel pages that allow you to freestyle your way through the stories you want to tell, generating unique characters, costumes, and settings to bring your ideas to life. Guided tips from expert comic artists throughout the margins keep your skills sharp!

ABOUT US

STEVE OSGOODE PRESIDENT

Steve Osgoode co-founded and runs the day-to-day of The Story Division, a full-service licensing and content development agency, specializing in publishing products for partners in media, entertainment, and marketing.

Steve is the former president and publisher of Joe Books Ltd., an independent publisher that held extensive licensing relationships with Disney, NBC-Universal, and CBS Consumer Products. The company also launched significant retail initiatives with Walmart, Target and Costco, including an exclusive product line with Hasbro. Previously, Steve served as VP, Digital Product at HarperCollins Canada, where he spent 16 years in sales, marketing, business development, and product development roles. He oversaw multiple consumer product launches, including the HC podcast network and HarperAudio Canada.



STEFFIE DAVIS PUBLISHING DIRECTOR

Steffie is an experienced editor and project manager who specializes in translating world-recognized properties into bestselling publishing products. Her keen editorial eye and experience liaising with key licensors have sparked innovative brand expansions, including a major pop star's middle grade graphic novels, original audio content featuring notable public figures, and adaptations of top franchises.

Steffie has managed dozens of projects from conception through every stage of development for Disney, Pixar, Marvel, NBCUniversal, Nickelodeon, among others, and has overseen book packaging for partners such as Penguin Random House, Abrams, Scholastic, Target, and Costco. She previously collaborated with Steve Osgoode at Joe Books Ltd.

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