



TRUE
ADVENTURES
COMICS

Middle Grade Graphic Novel Series



The Magic School Bus meets *Who Was?* in colorful adventures through our world's incredible forgotten tales

With mischievous good humor, a teacher from a distant future instructs her students through moments in history that provide examples of courage, perseverance, and ingenuity. Action-packed stories, brought to the page by a diverse group of talented comic writers and artists, focus on remarkable people from different eras. From pirates to gamblers, zombie hunters to inventors, these aren't your typical history-class heroes, but while their names may not be widely known, they each helped to shape our world through their **true adventures.**

Length: 128 pp volumes
Genre: Narrative Non-Fiction
Target Audience: Middle Grade



Interludes That Fascinate!

Each *True Adventures Comics* volume is made up of four adventures about real people who made impacts on the world and fun illustrated interstitials that introduce readers to the finer points of heroism. From HOW TO FIGHT A WILDFIRE to HOW TO DRIVE A SUBMARINE, these fascinating graphics, presented as notes to the Traveller's students, highlight real examples of the methods and tactics featured in the stories.

Back Matter That Educates!

Appendices at the back of each book will invite readers to delve deeper into history, providing maps, excerpts from primary sources, and notes that illuminate each tale. The back matter will also include a fascinating tally of what's fact and what's fiction in the stories, with truth always winning by a landslide. The result is a user-friendly summary of each story that erases any doubt as to the degree of fictionalization.



A NARRATOR THAT CAPTIVATES

★ The Traveller

★ Each story is introduced and narrated by the Traveller, a teacher from the distant future. Though clearly a human woman, the Traveller has modified physical traits and wearable-tech far beyond anything that exists today. Readers play the role of her students, receiving her transmissions as they discover that the Traveller is able to step through history and chronicle defining events in the lives of the people she visits. With mischievous good humour, she immerses readers into adventure-filled moments of life-threatening peril and wild bravery, teaching lessons on history, science, and life along the way.

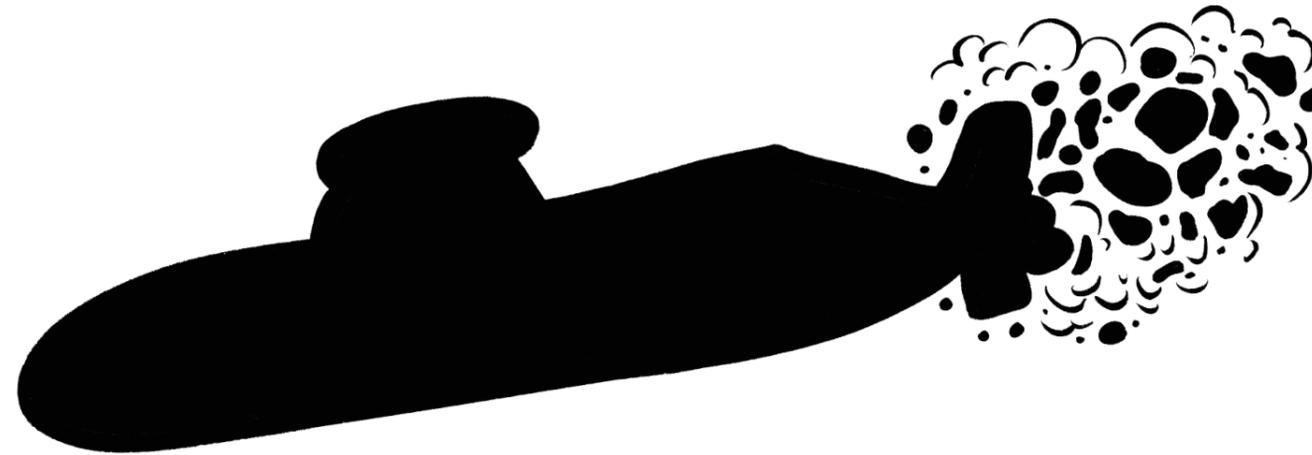
THE KID WHO BEAT THE TSUNAMI



Trust yourself

2004. Tilly walks with her parents on a white sandy beach in Phuket. Tilly can't help noticing: the beach looks so weird. Waves aren't rolling in and out. Instead, the water just keeps creeping forward with thick froth on top that wasn't there before. She remembers her teacher, just a few weeks ago, playing a video about how an earthquake could create a huge tidal wave from miles away. Here on the beach, she was seeing the same warning signs presented in that video. She wants to trust the adults, but no one is doing anything. Tilly has to take action. She tells her mom and dad they are all in danger. Her parents try to calm her down. Tilly is scared and nervous. Maybe she's got this all wrong. But, no! Tilly knows what she's seeing. Tilly drags her dad up to the hotel. They find a security guard who listens closely to Tilly's warning. Moments later, the guard hurries tourists off the beach, moving everyone to high ground. Before long, a huge wall of water moves in from the ocean. It wipes out everything. Hundreds would have been killed if Tilly hadn't spoken out.

GEORGE WASHINGTON'S SUBMARINE



Create something new

1776. David Bushnell opens the hatch of a round wooden craft bobbing in New York harbour. Bushnell helps the seaman climb through the top of the craft. Inside, it is barely large enough to hold this single person required to operate the hand crank that allows it to manoeuvre underwater. This is Bushnell's invention: a submarine. Revolutionary colonist to his bones, he outfitted the submarine with a gunpowder torpedo that can be drilled into the hull of an adjacent ship. He also convinced General George Washington to launch the strange contraption against the British navy. Under the noses of British commanders, the terrified seaman carefully brings the submarine into contact with the *Eagle*. Down in the dark, water starts seeping into the vessel. Scared of being detected or blown up at any moment, the seaman botches the procedure and fails to attach Bushnell's primitive torpedo. The ensuing explosion, seeming to originate from the harbour itself, sends water and debris spraying all around but the *Eagle* sustains no damage. Watching together, Bushnell and Washington curse their bad luck. However, to their amazement, the British fleet retreats from New York. Even their most seasoned officers cannot explain the explosion. Bushnell succeeds in scattering the mighty British navy back out to sea with his tiny submarine.

PIRATE QUEEN ANNE

Stand up for yourself

1720. Sailing into a Caribbean paradise, Anne Bonny feels like a prisoner. Locked into a life she despises, Anne grows to hate the richly outfitted ships and patrolling gunboats at port. She prefers the raucous energy of the rougher parts of harbour. Before long, Anne falls in with a crew of scam artists run by Jack Rackham. Anne proposes a cunning plan. The cargo ship, *William*, is at port. It is a six-cannon sloop that could take on anything but a military vessel in these waters. She knows all too well the pompous vanity of the merchants who own it. Disguised as a young lady of wealth, pretending to ask questions about the shipping business for her husband, Anne tricks the *William's* captain. She and Jack storm the ship with their mates and take it by force. In the months that follow, Anne sails the Caribbean plundering cargo. She and Jack add two additional ships and many more crew members to a fearsome pirate outfit. They become well known and feared. Their luck runs out when the bravado and success they have enjoyed draw the attention of an experienced pirate hunter. A larger, faster ship with more guns descends on the *William* and calls for its surrender. Some of the other pirates abandon ship. Not Anne. She has been ready for this fight since the day she arrived. Anne readies the cannons to fire as the much stronger vessel glides into range.



THE REFUGEE OLYMPIAN



Have the courage to make a splash

2019. Yusra and her sister flee their home in Damascus, leaving behind everything they know in a desperate attempt to escape the Syrian war. Yusra is scared but pushes her sister to think only of staying together and getting to safety. Soon after, they climb onto a fishing boat overloaded with passengers. The unstable vessel pushes out to sea headed for Greece and the promise of protection. In rough conditions, with the faintest sign of a shoreline in the distance, the boat starts taking on water. Yusra and her sister fear capsizing more than swimming in the sea. They jump out and, pull the boat themselves toward land. As they get closer, Yusra's sister sees men with guns standing next to relief workers on the beach. Yusra encourages her to stay focused on reaching the shore. They will deal with the next danger when it arrives. That exhaustion and worry come to her again a year later as Yusra stands on the starting block at the Olympics. Cameras and a full crowd look down from the stands. The other swimmers are powerhouses. She is a refugee athlete who came to the Games without a country to call home. Yusra thinks of the sea and her sister. She remembers to think only of the problem at hand as she bursts off the block. She stuns the Games by winning her heat and qualifying for the finals. The triumph turns Yusra into a sensation. All these images come to mind as she enters a refugee camp in Jordan, newly appointed ambassador for the United Nations. Yusra is nervous, knowing she will soon meet scared and vulnerable people very much like she had been back in Syria. Yusra finds strength in reminding herself that dignity and bravery will always shine for people, even in desperate times, who are able to face their immediate challenges head on.



ADDITIONAL ADVENTURES:

T.W. Hawes: Billion Dollar Watchman

The night watchman who saved the U.S. from certain financial ruin

Pete Francisco: The Hercules of Virginia

Teen strong man who fought for America's independence

Zora Neale Hurston: Zombie Hunter

The beloved novelist's encounter with the undead in Haiti

Molly Day: Wildfire Fighter

Her quick thinking when faced with a wall of fire saved her team

Cathay Williams: From Slave to Soldier

The woman who risked everything to serve as a soldier in the Civil War

Lottie Deno: Southern Belle Gambler

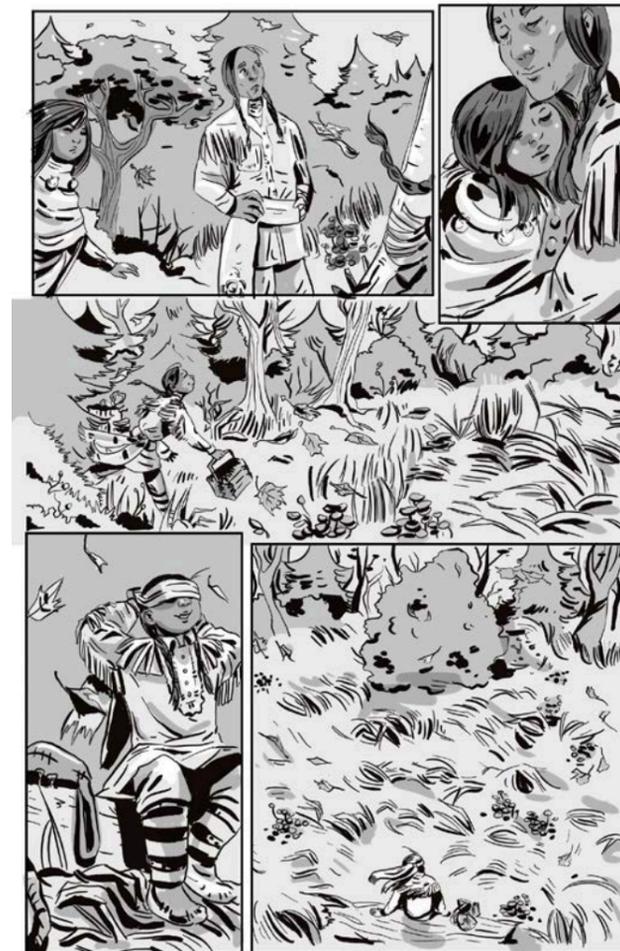
She took on the baddest town in the wild wild West... and won



THE TRUE ADVENTURES

MILO APPLEJOHN

<https://applejohnillustration.com/>



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CHRIS FENOGLIO

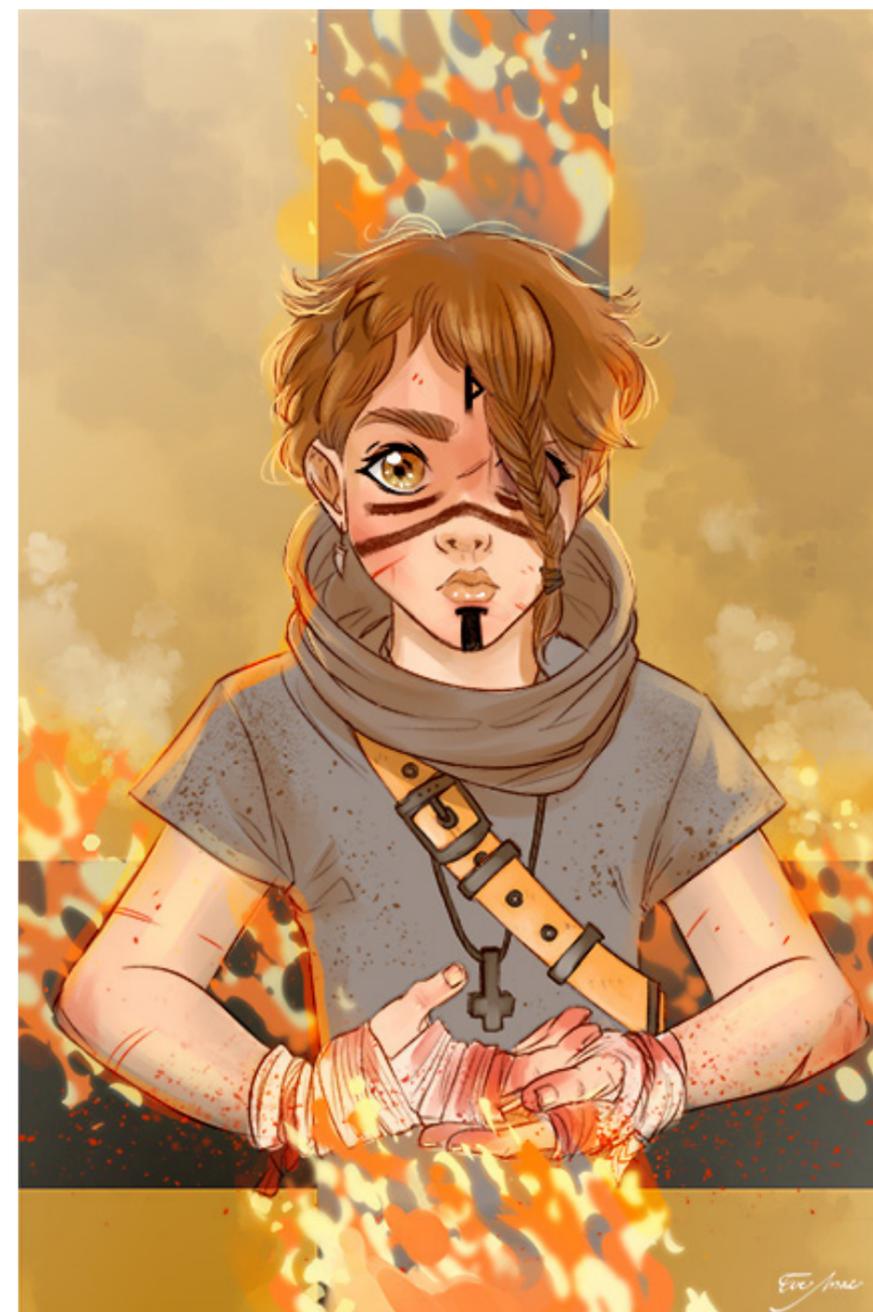
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JIM LAVERY

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