Les mondes d'Arven

By Bertorello & Fernandez & Scotto Di Rinaldi & Stoffel

CHILDREN'S & FAMILY

Publisher : **Dargaud**
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PAGES
52

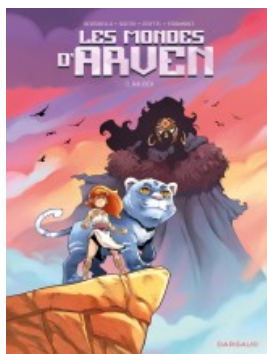**VOLUME**
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Blandine, a young 15-year-old, loves the Auvergne region where she lives with her family in Chaudes-Aigues. Her other passion is video games. That's exactly why, with the help of her friend Marco, she develops one. In Arven's World, she imagines the ideal ecological society, very strongly inspired by Greek and Roman antiquity and by the natural beauties of her region. The game is partly managed by an artificial intelligence .

As Blandine starts to explore the game, she notices that her creation seems to have gone out of control. Not only are the NPCs inventing dialogues and acting strangely, but a monster she had invented for certain parts of the game starts spreading chaos... precisely where it shouldn't be! Blandine, and Marco, will investigate in the real and virtual worlds to understand what is going on. A story which, under the guise of virtual worlds, speaks to us about the threats which weigh on our world, and the need to defend it, especially with renewable energies.

In this series

Nauséa

Menace souterraine

La Bête noire

Le lendemain.

RFFFFFFFLLLL

... Bien dormi ?

Beuh... J'ai rêvé de grands corbeaux noirs et de tremblements de terre toute la nuit...

Un peu plus tard.

En route pour Rittershoffen !

Ça en a pour un moment... ça te dit de jouer un peu, chevalier Labourde ?

... J'enfile mon armure.

... Replongeons directement dans le même tableau !

...Tu crois que ce Grand Sombre t'en veut beaucoup de lui avoir volé son chat ?

Et de vouloir contrecarrer ses plans démoniaques ?

À ton avis ?... Après tout, c'est le méchant de l'histoire, il est dans son rôle !

C'est pas que j'aie la trouille, mais...

Regarde, là ! Une... Un genre de...