

GAUDIN - ARMAND

# ANGOR

I - Runaway



Soleil





# ANGOR

— I - Runaway —

Story

Jean-Charles GAUDIN

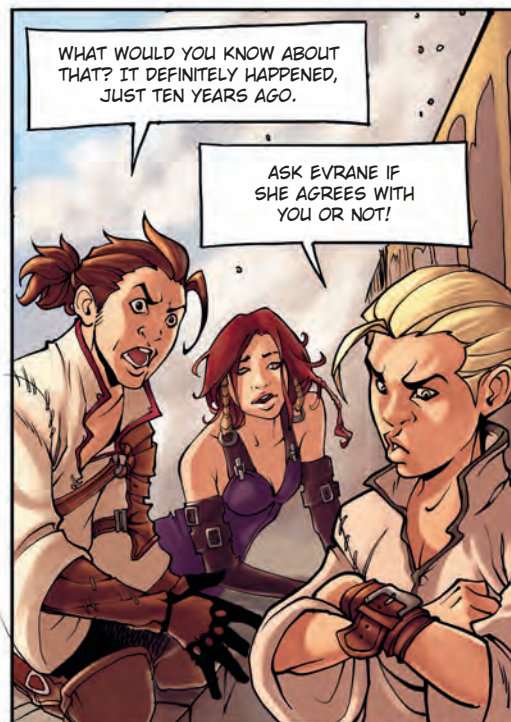
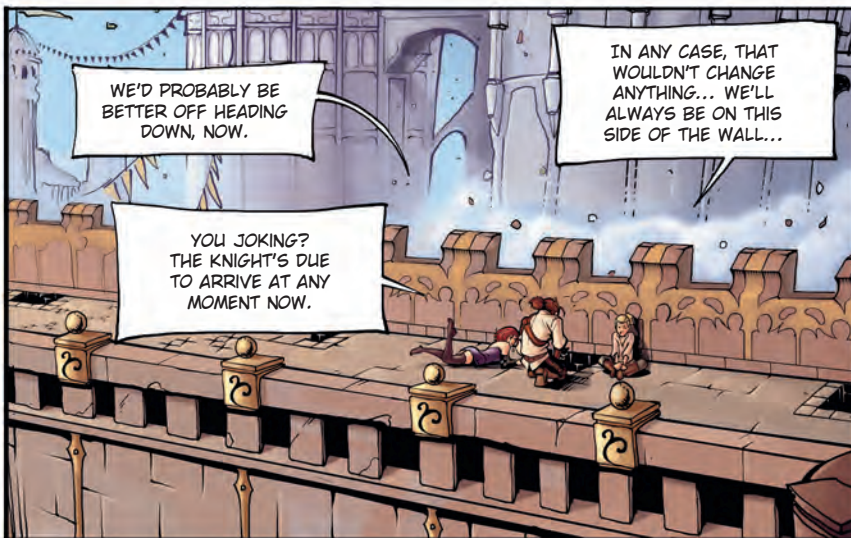
Art

Dimitri ARMAND

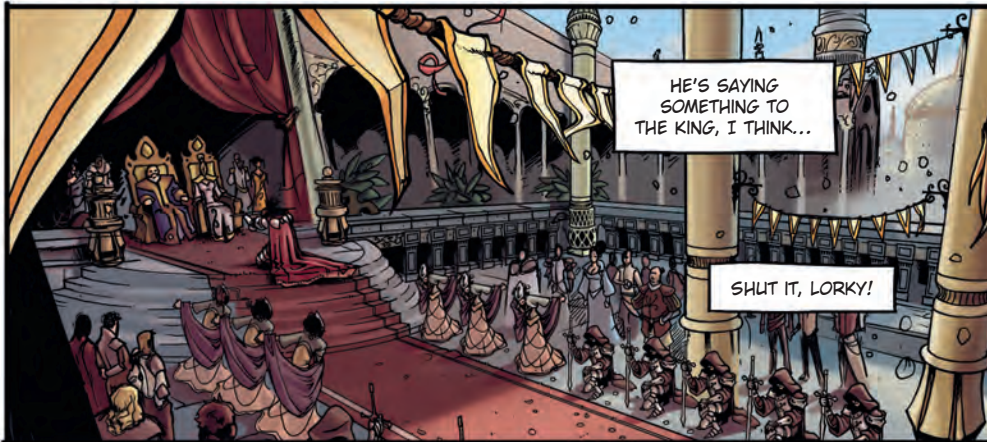
Color

Dimitri ARMAND & ARIATIB









HE'S SAYING  
SOMETHING TO  
THE KING, I THINK...

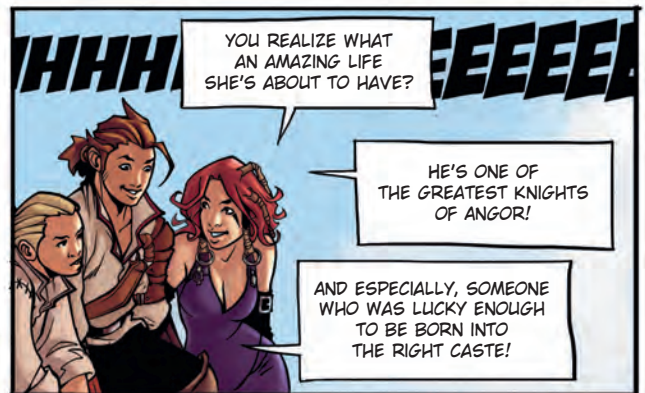
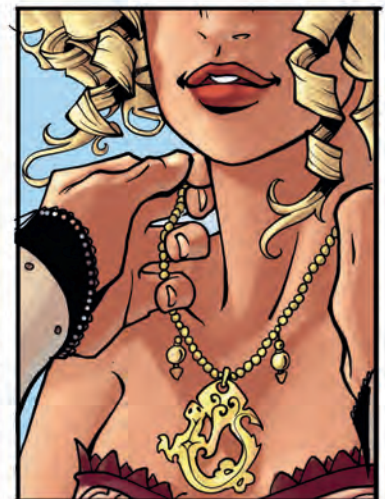
SHUT IT, LORKY!



THERE SHE IS!  
SHE'S...



... AMAZING!



YOU REALIZE WHAT  
AN AMAZING LIFE  
SHE'S ABOUT TO HAVE?

HE'S ONE OF  
THE GREATEST KNIGHTS  
OF ANGOR!

AND ESPECIALLY, SOMEONE  
WHO WAS LUCKY ENOUGH  
TO BE BORN INTO  
THE RIGHT CASTE!

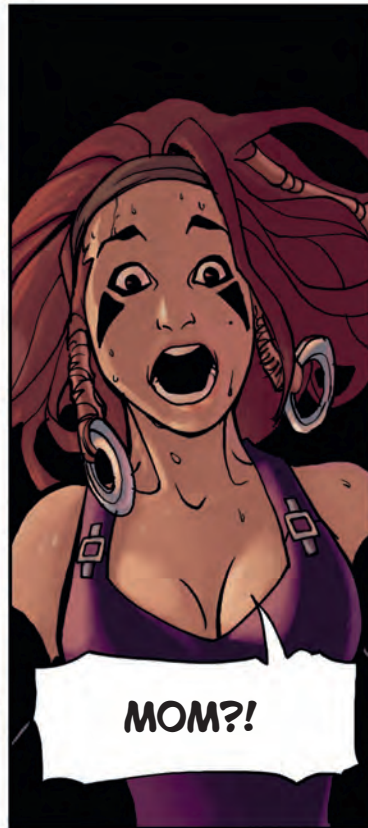


WHAT ARE  
YOU CHILDREN  
UP TO?

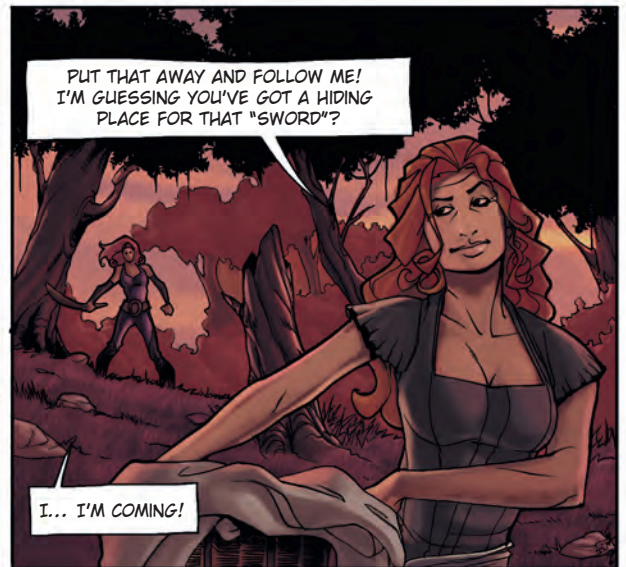




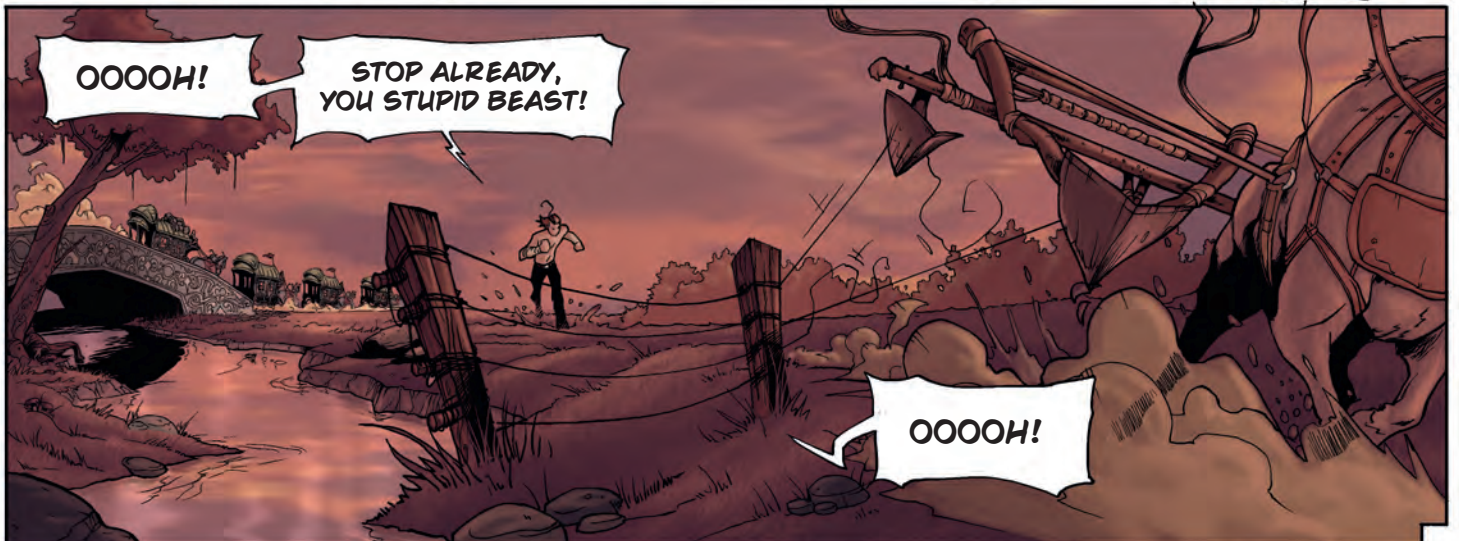
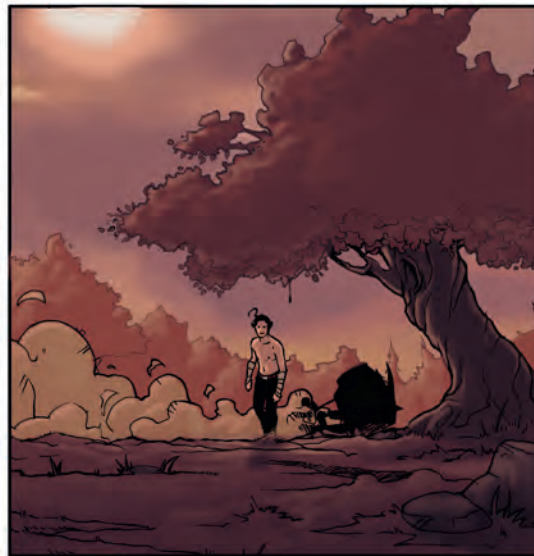
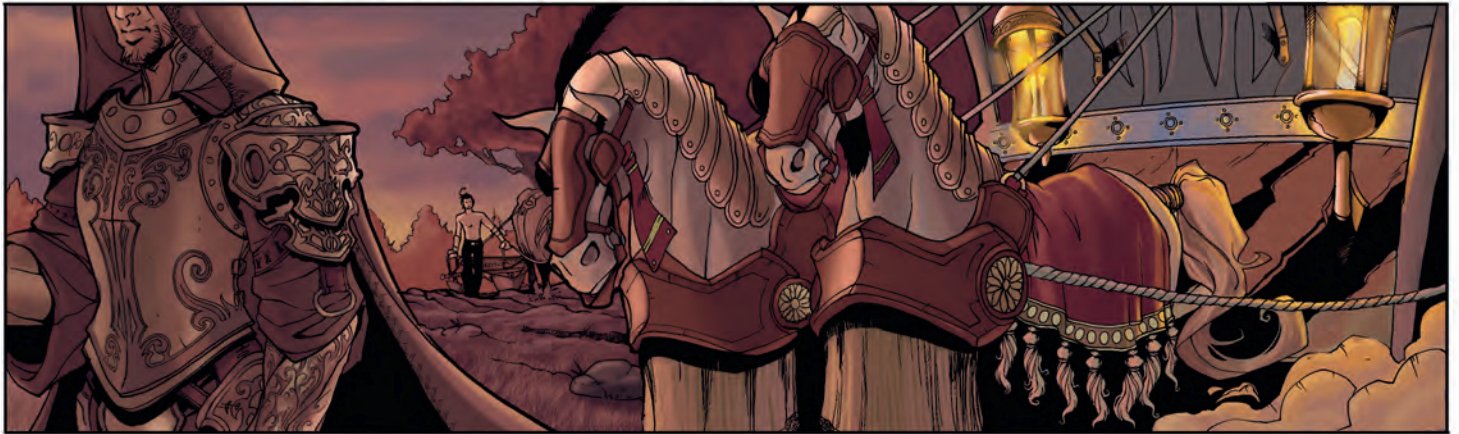
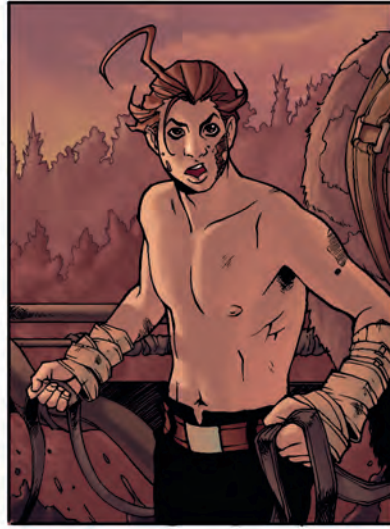
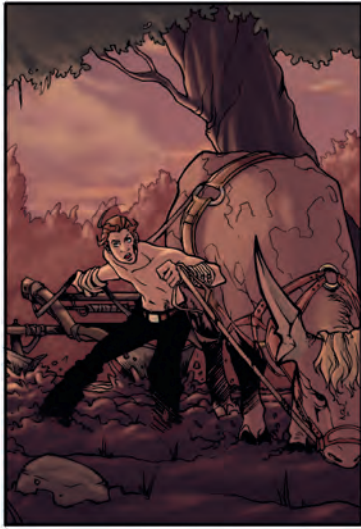












OOOOH!

STOP ALREADY,  
YOU STUPID BEAST!

OOOOH!





THAT'S ENOUGH, RODYOK!  
I THINK HE GOT THE GIST OF IT.

HE DIDN'T UNDERSTAND  
ANYTHING! TALINN!  
LOOK AT ME WHEN  
I'M SPEAKING TO YOU!



TOMORROW, YOU'RE GOING  
TO TELL YOUR BOSS  
THAT YOU'RE STOPPING  
EVERYTHING! WE'RE  
PUTTING AN END TO ALL  
THIS SQUIRE NONSENSE.



BUT PAPA...  
THAT'S IMPOSSIBLE!



AND NOW,  
YOU'RE GOING TO STAY  
AND WORK HERE!

WHAT ARE  
YOU EVEN ON ABOUT?  
YOU CAN'T DO THAT  
TO ME...



ALL THIS NONSENSE,  
IT'S GOTTEN TO HIS  
HEAD! HE'S GOT NO  
CHANCE AT ALL!  
NONE! I KNOW IT...



YOU ALWAYS THINK  
YOU KNOW EVERYTHING!  
I'M SICK OF LISTENING  
TO YOU!



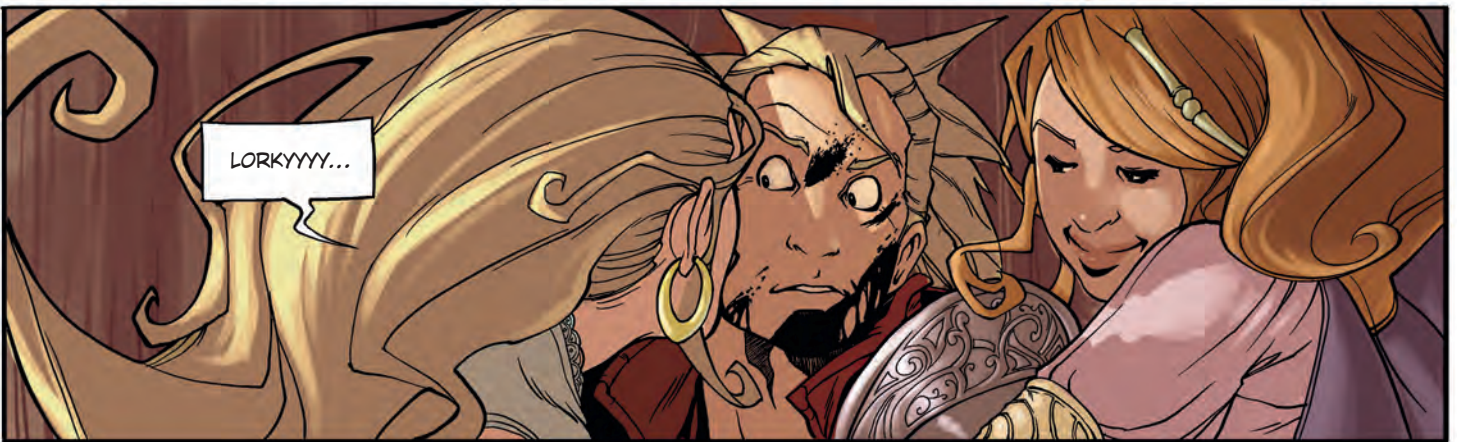
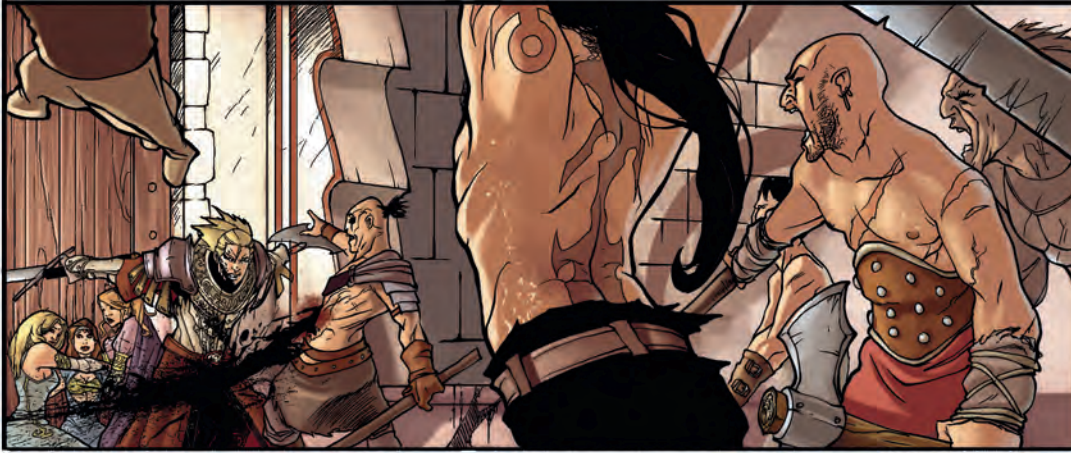
I'M GONNA MAKE  
IT, NO MATTER WHAT  
YOU SAY!

TALINN! DO NOT  
USE THAT TONE  
WITH ME!

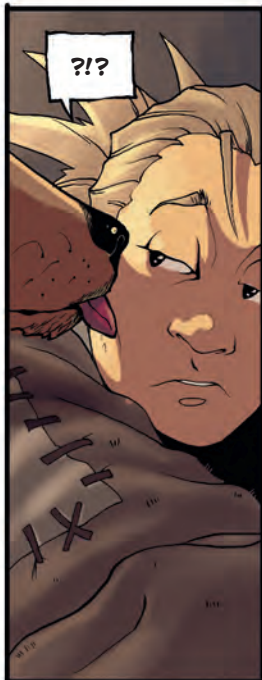




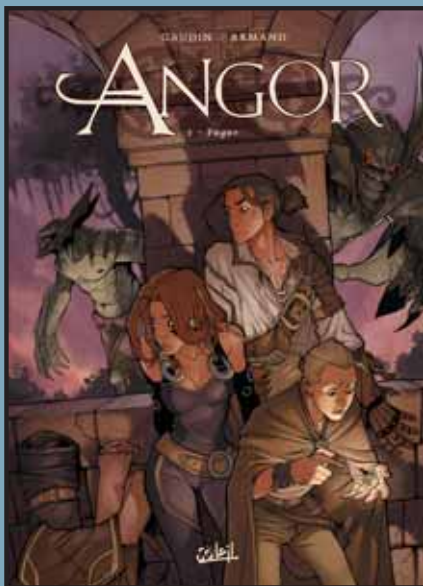












#### CONTACT

Séverine Aupert (Ms)  
Foreign Rights Department  
Éditions Soleil  
8 rue Léon Jouhaux – 75010 Paris France  
saupert@groupedelcourt.com



*Heroic Fantasy*

# ANGOR

**VOLUME 1 - FUGUE**

**GAUDIN – ARMAND**

***TO ESCAPE FROM THEIR MISERABLE  
EXISTENCE, THREE TEENAGERS TAKE  
CONTROL OF THEIR DESTINY, OFTEN AT  
THE RISK OF THEIR LIVES.***

Three teenagers, Talinn, Evrane and the very young Corky, live in a small village in the vast Kingdom of Angor.

As members of the lowest caste, their future is all mapped out; they have to till the soil and raise livestock alongside their parents.

However, all three dream of chivalry, adventure and freedom. But if they want to be masters of their own destiny, they have to leave the City - no matter what the cost.



SCENARIO : GAUDIN  
ARTWORK : ARMAND

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