



Sword Princess's **Amaltea** Natalia Batista

In a magical fairy tale world where the Queens rule, the princesses are the ones rescuing the princes. The naïve and hot tempered Princess Amaltea is sent out on this quest, but Prince Ossian whom she rescues, refuses to marry her! Their journey through this gender flipped world is paved with challenges, a story filled with action, humor, drama and powerful women!

Sword Princess Amaltea is a trilogy graphic novel in a style inspired by Japanese comics, Manga. It was first published in Sweden in 2013-2015 and has since then been published in USA, Germany, Italy, the Czech Republic, been adapted into a roleplaying book and is about to become a digital game. It is ready to be adapted to the screen.

Adaption of the books to film

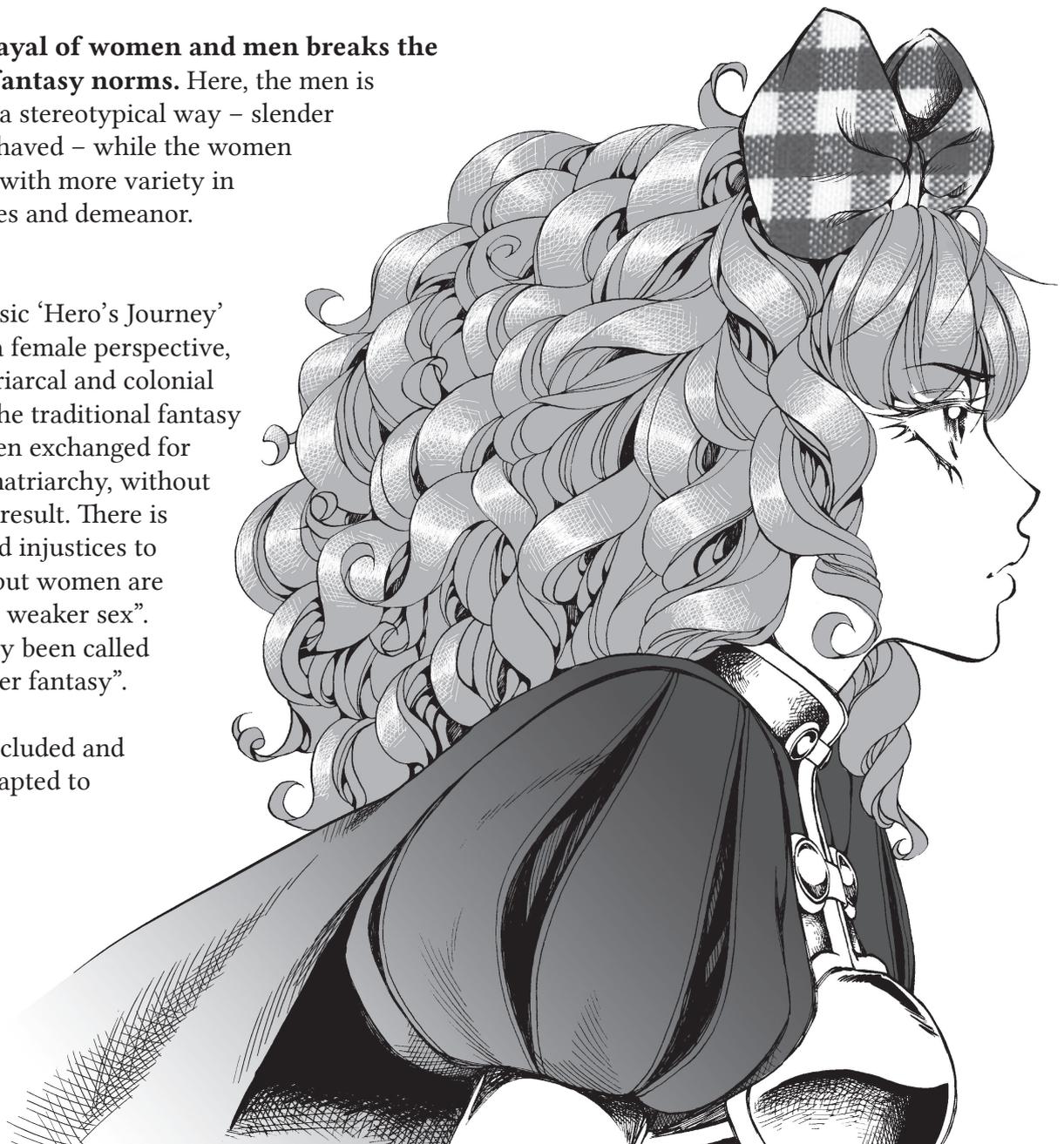
Sword Princess Amaltea is a fantasy graphic novel series of three volumes in a Japanese inspired Manga style. Its visual narration is cinematic and the dramaturgy is based on structures from the world of movie scripts. The subject matter is addressed to young viewers and young adults with hopes and dreams for the future but who see injustices in society and wants to break free from the norms that hold them down.

The tale about Amaltea and Ossian is coinciously created based in these principles:

- **Active female characters push the story forward** and have prominent roles in the story.
- **Diversified characters with a variety of ethnic backgrounds and skincolors**, which are not connected to religions, exotic tribes or regions, but can be found in any class and position in this society.
- **Clichés from fantasy and popculture, but from a gender flipped perspective**, which makes the aduence both giggle and reflect.
- **The portrayal of women and men breaks the classical fantasy norms.** Here, the men is molded in a stereotypical way – slender and well-shaved – while the women are casted with more variety in body shapes and demeanor.

This is a classic ‘Hero’s Journey’ tale but from a female perspective, where the patriarchal and colonial structures of the traditional fantasy genre have been exchanged for a diversified matriarchy, without glorifying the result. There is still sexism and injustices to fight against, but women are no longer “the weaker sex”. It has rightfully been called “a female power fantasy”.

The tale is concluded and ready to be adapted to the screen.



Visions for the adaption

Sword Princess Amaltea is a fantasy story that includes dragons, magic, warriors in armour and middle age scenery, exactly what a fantasy audience is looking for.

The vision for an adaption of *Sword Princess Amaltea* to film is a full length film of about 90-150 minutes or a series of 6-10 episodes. Any adjustments or changes to make the story more suited for a live action adaption is much welcomed.

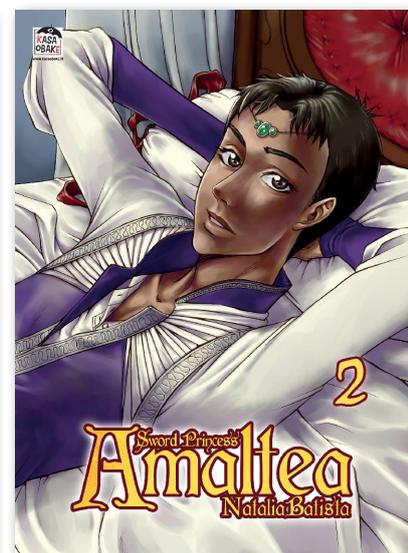
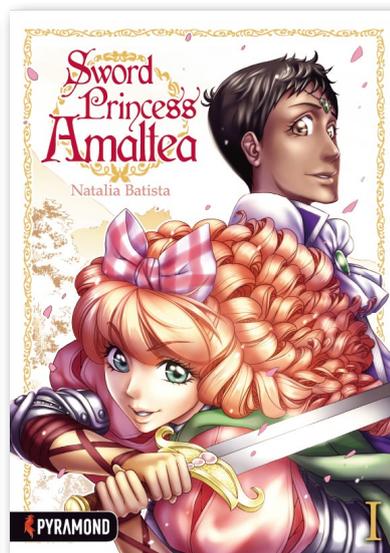
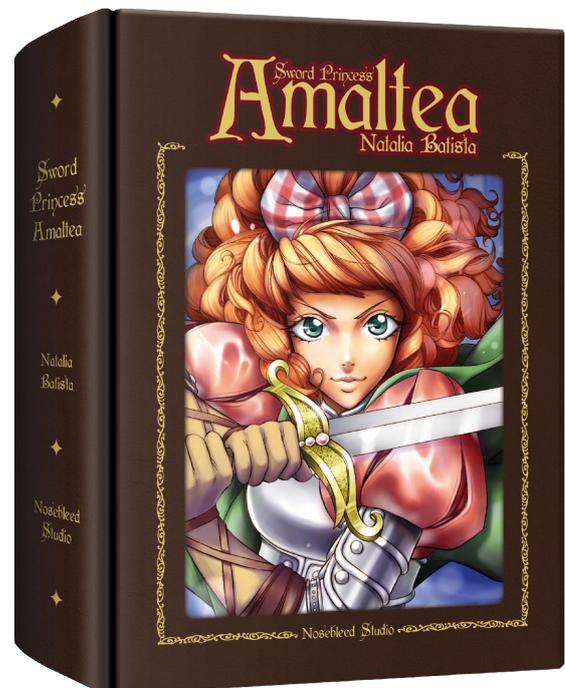
An animated adaption can also be of interest, but needs to be separated from kids shows as the content is more aimed for a teen audience.

International potential

Sword Princess Amaltea is published in several countries so the possibility for a cross Atlantic production as well as more investors is there.

***Sword Princess Amaltea* has already gathered the fans for crowdfunding campaigns online.** In 2019, the Swedish hardcover omnibus collected over \$8500 at IndieGoGo and in July 2020 the fans backed the English game with over \$12000 via Kickstarter. A film adaption or series would most certainly engage these passionate fans and they are ready to put in a contribution too.

Covers from Sweden, USA, Germany and Italy.



Synopsis

Once upon a time, the world was gender equal. But when the people found the power of magic, only the women could learn to master it. This led to war amongst the mightiest magicians and did not end until a peace treaty was put in place. The rules of this peace treaty states that every princess without an heir to her mother's throne, like the 17 year old Princess Amaltea, should find a prince to rescue and earn his mother's throne.

She reluctantly take on this quest, but the prince she rescues from a dragon, Prince Ossian, refuses to marry her. He doesn't like his lot in life as a man in this sexist world. Their journey together back to his mother's castle is paved with challenges and experiences that bind them together. They learn how women and men are treated in this world, and in the end they chose to revolt against these unjust norms and traditions.

Notable scenes in the story:

- **A gang of female bandits tracks them and kidnap Ossian at several occasions.** In the beginning, Amaltea takes back Ossian in a possessive way, but later she develops empathy for him and sees him as a friend.
- **The couple temporarily go through a sex change after bathing in an enchanted spring.** Ossian and Amaltea get to see the world through the other's eyes and the audience learns more about this world's gender norms.
- **The male waiter Tibus steals their money but also ends up helping them several times.** His role as a poor working man contrasts the priveledged life of Prince Ossian.
- **Amaltea's sister Dorotea tries to assault Ossian, but he manages to flee.** This scene aim to illustrate the sexual power women have over men i this world. The sisters reunite after Dorotea asks Ossian for forgiveness.
- **The witch Nimuriana on her flying dragon attacks the couple in the mountains.** She was the one who kidnapped Ossian from the beginning, and it was her dragon that Amaltea killed. This scene also gives the audience insight into each of the main characters backgrounds.
- **When arriving at the castle of Ossian's mother Queen Ylvasin, she challenges Amaltea to a duel.** Just before the duel, Dorotea confesses for Amaltea that the peace treaty rules lets them both rule their mother's throne together. But Amaltea says it doesn't matter, because she is now fighting to free Ossian. The audience understand that Amaltea's motivation has changed from an egoistic "finish the quest" to an empathic "free my friend Ossian".



- **During the duel, Amaltea is about to expire, but Ossian breaks it off and proclaims he doesn't want her to die because he likes her.** This is when Ylvasin reveals the plan, made by the two mothers to bind Amaltea and Ossian closer to each other. The bandit leader Lokis and the witch Nimuriana was actually Ylvasin in magic disguise. Amaltea confronts the Queens and says it is wrong to use humans as pawns in their political games. This makes Ylvasin impressed and she grants her Ossian's hand in marriage. The day after, the couple flees the wedding and the audience see them stand up for what they believe is right and take their own path in life.

The Characters

Princess Amaltea is one of the main characters. She is impulsive, hot tempered and self centered. A bit of an anti hero and an underdog in relation to her older sister. Amaltea's character development starts with an egocentric perspective and ends up more empathic and caring.

Prince Ossian is the other main character. He has lived a sheltered life in his mother's castle, but still had the negative experiences of being a man and is getting fed up with it. Ossian is righteous and speaks his mind when he feels confident. His change is from disillusioned to engaged.

Princess Dorotea is Amaltea's sister. She is dominant but still care deeply about her sister. Dorotea is one of the antagonists in the story, as she starts out as an enemy and ends up an ally.

Queen Galatea and Queen Ylvasin are their mothers. They are more traditional and controlled by the norms in society. The final battle is against Ylvasin, but it is Galatea's acceptance Amaltea seeks.

Except for these major roles, there is also the **Bandits Lokis, Are and Sanada, the waiter Tibus, the witch Nimuriana** and some more, which are all obstacles on Amaltea and Ossian's journey.

The World

The world in this story is strongly inspired by classical fairy tales and fantasy, but with a matriachal power structure.

The setting is medieval fantasy-like.

The castles is based on real places in Portugal, like the cloister in Tomar (pictured), but it is not necessary to film in these specific places. Sweden also has many beautiful castles and historic settings that would fit this fantasy story well.

The costumes mix historic and modern styles.

Women doesn't cover their skin as much as men does and armour is fitted to the female body.



Natalia Batista

Natalia Batista studied comics in Sweden and debuted in 2010 with her kids comic *Mjau!*

She has illustrated childrens books in Sweden and held lectures at schools and educational institution in both Sweden, Italy and the US.

Batista's most well know work is *Sword Princess Amaltea*, which has been published in five countries.

She is also a member of the Swedish manga artist group Nosebleed Studio and organizer of a local comics festival.

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