



ABRACA



ABRACA

AN OFFBEAT, QUIRKY SERIES ABOUT A GEEKY TWEEN BOY WHO FORMS AN UNLIKELY DUO WITH A IMPULSIVE VIGILANTE GIRL TO HELP FAIRY TALE CREATURES SORT OUT THEIR PROBLEMS - AND THEY'VE GOT PLENTY!





Firmin, a 12-year old boy and video-game fanatic, sees his world turn upside-down when he meets "Abraca," a strange girl of the same age. Abraca's on a mission to help creatures of legend solve their personal problems. That's right, characters from fairy tales actually exist! They live in a world called Imagi, but aren't afraid to cross into our realm to sort out their troubles.

Despite their differences, pragmatic Firmin and impulsive Abraca must work together to help weird and wonderful creatures and return them to Imagi while keeping their existence a secret. Firmin and Abraca have a ton of absurdly funny adventures ahead of them!

Once Upon a... WHAAAT?

FIRMIN'S BLOG

HEY, MY NAME'S FIRMIN, I'M 12 AND I LIVE IN A HOUSE WHERE I'M THE ONLY HUMAN. SERIOUSLY, THIS IS NOT CLICKBAIT, I PROMISE. YOU PROBABLY WON'T BELIEVE THIS BUT HEAR ME OUT...



An unlikely duo

- Posted July 7th -

ONCE UPON A TIME...

I MET THE WEIRDEST 12 YEAR OLD GIRL EVER: ABRACA

Abraca is a vigilante-in-training from Imagi, the world of fairy tales and legends. Which is a real thing apparently. Who knew? Magical creatures from Imagi are totally fascinated by our modern world and aren't afraid to check it out...sometimes just to sort out a personal problem, and sometimes to wreak total havoc.

Abraca and I try to help these creatures and get them back to Imagi safely. Except the nasty ones, who we just send packing! My Gramma's well at the edge of the garden acts as a portal between our two worlds.

Abraca and I are what you might call a weird duo. A weirduo. Is that a word? She's brave, impulsive and stubborn, while I'm smart, thoughtful, and awesome at fleeing from danger. We're from two different worlds, literally: I'm a modern-day Earth-kid, and Abraca is from some crazy medieval period. I teach her to use domestic appliances without getting hurt while she tries to teach me that magic is perfectly safe. Which is kinda cool. Except for that time we got hit with a spell that turns us into toads whenever we're more than 27 yards apart. Significantly less cool.

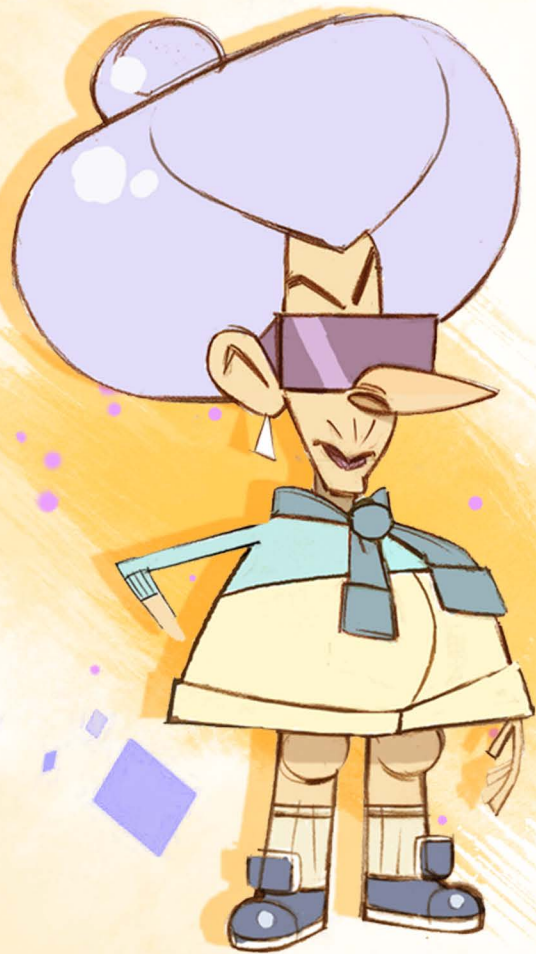
Our less-than-trusty co-adventurers are 3 Imagiens: my Gramma - who is an unpredictable crazy-fairy-lady, Coqueluche - an obese feline who recently retired from all things adventurous, and Hildegard - a chicken in all senses of the word. There's one Earthling though - Lulu, a cheeky 6-year old neighborhood soul-sucker who never leaves me alone. Yaaaay...TEAM!

More details after the jump about how things got this way...

👁 Read: 1 👍 Likes: 0 🗨 Hates: 0 💬 Comments: 0

Abandoned without hope!

- Posted July 7th -



GUESS WHAT? MY FOLKS ABANDONED ME AT GRAMMA'S WHILE THEY'RE ON VACATION!

How can I describe my dear, old Gramm-Gramms? Remember 'Doc Brown' from "Back to the Future?" Now take a sharp left towards **RABID-BAT BONKERS** and you're almost there. Mentally, she lives in her own world. Physically, she lives in mine. Urghh. She's always ambling around doing all sorts of stuff like murmuring recipes containing plants **NO ONE's** ever heard of. And that's when she's not locking herself in her room for days in a house covered with gargoyles.

But wait for it...**SHE. DOESN'T. HAVE. BROADBAND.** Is this not the 21st century? Unless it's the 20th, I'm actually not sure, I'd google it...**BUT I HAVE NO BROADBAND!!**

There goes my future career of being an online gaming superstar, only after leading my small army of keyboard warriors up the ranks of "Quest for Methusawamp!" And so close to the Big Boss battle! I even had to remind my star player, galacticitis532, to feed his hamster in between levels. He told me he was ready to sacrifice anything for glory. Which was weird, but I can't let that type of loyalty go hanging!

👁️ Read: 12 👍 Likes: 11 🗨️ Hates: 0 ✍️ Comments: 0

Lameness personified...

- Posted July 2nd -



MY ROOM HAS BEEN CAPTURED...BY A GIRL!!!

She's also 12. She's also on vacation, and she's called "Abraca" - must have hippy parents or something. According to my Gramma, she's the daughter of the sister of the brother of the cousin of her sister, on the other side. I think. She comes from the isle of Nrrp somewhere in the South Pacific, ever heard of it? Me neither. Anyway, technology must be a little behind there because she spent an hour turning the light switch on and off, looking amazed. And she says super-weird things like, "Halt thy fungal feet, guileless carbuncle!" What does that even mean? Not to mention the suit of armor she brought with her. But if you want to see...or smell, something really medieval, wait'll she takes off her boots! Gag! Actually, she's not so much medieval as NEANDERTHAL.

All this means I've got to lend her my room which caught the only sliver of WIFI in the whole house! I seriously cannot lead my guild to online victory under these conditions.

The only friend I have left in this madhouse is my Grandma's cat, Coqueluche. He sleeps next to me...and occasionally on top of my face, but I'm glad he's around. It's like he's the only one who gets what I have to say. If only he could talk back.

👁 Read: 12 👍 Likes: 9 🗨 Hates: 0 ✍ Comments: 0

Something strange...

- Posted July 3rd -

WI-FI FOR THE FLY GUY!

So, I figured out that if I wrap my upper body in tin-foil and position my tablet at the end of the garden by the old well, I can juuust about connect to Lulu's network. She's my 6-year old neighbor, but sometimes she says things which sound pretty mature. I made her a deal: free Wi-Fi in exchange for playing princess at her tea parties. GULP. Well, like galacticitus532 said, we all have to make sacrifices.

And guess who I saw at the other end of the garden? That's right – Neanderthal-girl herself – Abraca, training as if she was about to fight a poltergeist. With a chicken. Lulu told me it's her pet, Hildegarde, whom she saw talking to on several occasions. And that's not all...Lulu said she once saw gnomes, fairies, and an ogre or two hanging out by the old well! Riiight - a 6-year old who believes in fairy tales a little too much, big deal! Just to make Lulu happy, I peeked into the well and saw...nothing. What'd do you expect? It's a well, nothing but a deep, dark hole. Then, I heard Abraca grunting for us to stay away it "lest we invite a maelstrom of danger!" What does she take me for, a kid? Also, I'm not sure what maelstrom means.

Anyway, after all that I forgot all about my guild's mission. Two of my team are threatening to quit. What pressure! I rescheduled and BOOM...we nailed it. LEVEL UP! Only two missions left and the Grail of Methusawamp is ours! This is how virtual history is made, newbs!

👁 Read: 12 👍 Likes: 9 🗨 Hates: 0 ✍ Comments: 0

Help!

- Posted July 4th -



GRAMMA'S HOUSE GONE CRAY-CRAY...

Through the window, I saw Gramma and Abraca stuffing a gnome down the well! There was an explosion of color when he finally dropped in. Abraca was holding some sort of super-weird musket and Gramma looked like a witch! I gotta get outta here. I filled my parents' voicemail and all I got back was this text: "Quit playing games, go outside, get some french air" Fresh air, maybe? They didn't even check their autocorrect! I'm all alone here. Lulu was right: freaky things are happening at Gramma's house. Needless to say, I slept with one eye open last night.

Breakfast was even weirder. I accidentally squirted milk through my nose which made Gramma laugh twice. Suddenly, Abraca drew her musket from under the table like Han Solo, aiming at Gramm-Gramms! When Gramma was about to laugh a third time, Coqueluche dove in and put a paw over her mouth. Gramma simply said, « Thank you. » Abraca holstered her musket and everybody got back to their pancakes, like nothing had happened. Is this some kind of role-playing game I don't know about yet? 'Cos it's just plain weird.

Just checked online and "Nrrp" - Abraca's home island - is ungoogleable. All I found even remotely resembling the name was a buoy 300 miles off the coast of New Guinea - NRRP7223. I'm betting Abraca's about as Nrrpian as I am elfin. Except in my online game, where my avatar is half-elf, but that's probably beside the point... Not that I can even focus on my game right now.

👁 Read: 12 👍 Likes: 9 💬 Hates: 0 ✍ Comments: 0

Something biiig just happened

- Posted July 6th -



YOU'RE NOT GOING TO BELIEVE THIS...

Ok, let's dive right in. Gramma found something super-funny and **NOBODY** could stop her from laughing this time. Three laughs later, she turned in a wicked witch. Abraca was about to blast her with her musket but Gramma drew her magic wand and boom...transformed Abraca into a toad. That's where I think I fainted.

When I woke up, we were all stuck in a cave. Toad-Abraca, Lulu, Coqueluche and Hildegarde, the chicken. Toad-Abraca was still able to speak and started to explain...then Coqueluche chimed in, followed by the chicken! That's where I fainted again. They told me everything...

...A world called Imagi holds all the characters from fairy tales and legends, just like Abraca, Coqueluche and Hildegarde. And my own Gramma's well is the portal between our worlds. Gramma is actually a powerful fairy from Imagi; she's a sort of gatekeeper who controls who gets in to our world. Like the customs guy at the airport, but less scary. Since it's still the Middle Ages back in Imagi, the Imagiens travel to our world to use our modern-day know-how to solve their problems. Gramma helps and guides them so they return to Imagi, and the secret of their existence is kept safe and sound. Abraca is kind of like a vigilante intern, learning the ropes of modern-day living and helping Gramma.

Coqueluche told me that Gramma is a fairy who transforms into a wicked witch if she laughs three times...and the only way to reverse that is to, well...make her laugh three times again!

That's when Toad-Abraca asked me for a kiss! Apparently I had to kiss her like Prince Charming to turn her back to herself. Whatever, I gave it a shot. Eurgh, have you ever tried to kiss a toad?

EDIT: Okay. Looking at the number of blog comments, several of you have tried that, and I've attracted whole new audience of, well...**SICKOS**. If licking toads is your thing, please feel free to move on to another blog which caters to your interests. Meanwhile...

I can tell you my experience was horrible, in a backfiring kind of way. **I turned into a toad too.**

We finally got out of the cave and tried to make Gramma laugh, but it was a big hot mess. We had no plan, didn't work as a team, but when all seemed lost we pulled together and made her laugh three times, big-time. It wasn't pretty, there was snorting involved, but she turned back to normal. Or as normal as she can be.

Now here's the thing about our 'amphibious transformation:' Gramms tried to reverse her spell but only managed to soften the blow. She turned Abraca and I back to normal but now, as soon as we're more than 27 yards away from each other...**BOOM!** We turn back into toads. Welcome to my life as I know it.

In other news, I got back in contact with my guild, but it turns out galacticitis532 is their leader now. Press control ± for "mope." I used to spend my time on my tablet fighting creatures from an imaginary world with a family of virtual friends. Now I fight real monsters and I've got a new family...who's totally unreal!

👁 Read: 532 👍 Likes: 532 💬 Hates: 532 ✍ Comments: 532

A Family portrait...

- Posted July 7th -

A FAMILY / HYPER-AWESOME-POWER-TEAM...
WE HAVEN'T COME UP WITH A NAME YET



ABRACA, Imagien vigilante, and **FIRMIN**, Earth-geek, both 12 years old:

Abraca was schooled as a medieval knight, where she excelled in combat and failed at chivalry. The girl has no shame, whatsoever. She says I'm 'uptight' (a modern word she learned pretty quickly). I think I'm just well brought-up. I don't think she's ever even heard of tidying up. Call me a neat-freak but come on, would it hurt not to bail hay in the middle of the living room?

Ok, I admit Abraca is off the hook when it comes to fighting monsters, but does she really have to call me a « damsel in distress » every time I run away? I only hide to protect my most valuable asset: my brain, so I can carefully assess every situation, come up with an attack plan, and several exit strategies. Abraca says I use my head too much and one day it's going to get bitten off. Pfft...I've lost count of how many times she's rushed headlong into a turd-pit of trouble.



GRAMMA, a fairy/witch, several centuries old...

Gramma is a fairy with a nasty curse: she turns into a witch whenever she laughs three times in a row. You've got to watch her like a naughty Pit Bull puppy. Other than that, she's a powerful fairy with a vast knowledge of magic, alchemy, and old spell-books. The difficulty with Gramms is, every time I try to explain something logical to her, she twists it into her own crazy, illogical logic! She can be unpredictable in combat situations, which is a pain in the butt for us...but also for our enemies!

A Family portrait...

- Posted July 7th -

A FAMILY / HYPER-AWESOME-POWER-TEAM...
WE HAVEN'T COME UP WITH A NAME YET



LULU, Earth-Toddler, 6 years old...

Lulu is Gramma's little neighbor. She's cheeky, endlessly curious, and treats life like a huge playground where 'personal space' doesn't exist. Lulu is precocious and doesn't hesitate to offer her opinion, especially when you don't want it. She's like a pressure cooker of emotions and can't wait to grow up. Word of advice: she hates being treated like a kid, especially by Abraca. She loves fairy tales and often knows more about them than Imagiens themselves. Lulu wants to be a princess when she grows up but often acts like one even at her age.



COQUELUCHE, fabulous cat, speaks human, age: 9 lives.

Coqueluche is a talking cat, a fairy tale in itself! As everyone knows, cats have nine lives. Coqueluche spent eight of them in Imagi, bringing fame, fortune and love to his masters. But that's all in the past...this cat has earned his ninth life of sleeping, eating, and playing. And he insists on it. He's still capable of a little derring-do, if you forgive the fact that he's slow, clumsy, lazy, and constantly abuses kitty-biscuits (well, at least that's one form of fitness).



HILDEGARDE, chicken, age unknown

Hildegard is Abraca's pet chicken. She's a big kid, enthusiastic, and affectionate, but don't mention her tiny brain (she feels bad about it). She doesn't speak but expresses herself by drawing on a chalkboard that she wears around her neck. We often spend hours trying to decipher them. Have you ever played Pictionary with a chicken? When it comes to combat, she has no skills, apart from fleeing at supersonic speed. Which I guess is faster than me.

👁 Read: 1 👍 Likes: 0 🗨 Hates: 0 ✍ Comments: 0

My new World...

- Posted July 7th -

THE GARDEN AND THE WELL...

Fantastical creatures and magical objects use the well at the edge of Gramma's garden as a portal to travel between Imagi and our world. At the end of each adventure, we send them back to Imagi through the well.



ABRACA'S ROOM...

A.K.A: One big mess. It's like a medieval museum. Abraca sleeps on a pile of hay which makes Coqueluche's litter box look comfy.

My new World...

- Posted July 7th -

MY ROOM!

Containing all my personal stuff...well...digitally speaking...



GRAMMA'S SECRET LABORATORY...

The house includes a hidden room: Gramma's laboratory. No one is allowed to enter. There's a rumor (started by Lulu) that you can access it via the huge cauldron in the fireplace. You have to climb in and turn the ladle until you're transmogrified up into the pipe that feels like a never-ending roller coaster. You finally plonk down in a new fireplace, inside Gramma's secret lair with your heart beating at 180 bpm's and your hair in a mess.

👁 Read: 1 👍 Likes: 0 🗨 Hates: 0 ✍ Comments: 0

Once Upon a Time, Every single day...

- Posted July 7th -

Still there? I told you this wasn't clickbait! You know what would be cool? – a series about my story...we could call it, « The Awesome Adventures of Firmin, Half-Man, Half-Frog! » Lulu, who's hanging around my room again, suggests something a little shorter and catchier, like « Abraca ». Meh. Anyway, here's a sneak-peek at our adventures....

CHARMED

A big-time mission! None other than Prince Charming came by to sort out a pimple-problem before his wedding day. Abraca became super-jealous (she's got a big crush on him, blech) when we started hanging out like best bros, but it's not my fault he instantly fell in love with videogames, TV, and life on Earth! Except, he didn't want to leave and Princess Perline, his fiancé, came looking for him...with a vengeance....



PRINCESS LULU

Cinderella's son inherited her glass slippers and travelled all over Imagi vainly trying to find his beloved. Mamie checked if the slippers had lost their magic, but they were still operational. Then, Lulu tried them on and POOF - she turned into Princess Luluwhenever! And nobody could get those shoes off. Soon, all Imagiens had to obey her: Abraca as maid, Coqueluche as jester, Gramma as firework-fairy. It was Lulu's dream come true, and everybody else's nightmare.

THE THREE LITTLE PIGS

Communal living is not always easy... When the magic well broke down, Gramma called the Three Plumber Pigs to come fix it, only for them to take a liking to Gramma's house. They dragged their work on for days while squatting in our house, then kicked us all out! Suddenly we became the « big bad wolves, » but we were only trying to get our own home back!

BLACK CAT

Friday the 13th, the day of ultimate bad luck for Coqueluche, who's usually so lucky! Worse, his bad luck became « contagious. » A simple touch was all it took to pass it on. And so began a game of tag with each of us trying to pass our rotten luck to each other. But our strategy of 'every man for himself' brought its own misfortune...

👁 Read: 1 👍 Likes: 0 🗨 Hates: 0 ✍ Comments: 0