

Rapimenti, fughe e misteri primordiali, trasformano il fantasy nostrano di Sergio Marchi in un'avventura degna di Indiana Jones Severino Colombo Corriere della Sera



The Eden Key

April 2015, 170 p., Soft cover Young Adult Fiction, Fantasy

Original Language: Italian Rights available: Worldwide

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The Eden Key

Andreas is a sixteen year old who prefers the company of books and teachers to that of its peers. From big hopes to become an anthropologist and follow in the footsteps of his grandfather. One day, during a hike, find a skull which exerts upon him a strange power and discovers she is in danger. The nightmare that haunts him since memory is likely to be more real than I ever imagined. Begins an adventure that will force him to travel away from home, in a diabolical tangle of events that will make the author of the fate of all mankind. Reading age: from 10 years.

Book Trailer: https://youtu.be/QDF_VzF1BkQ



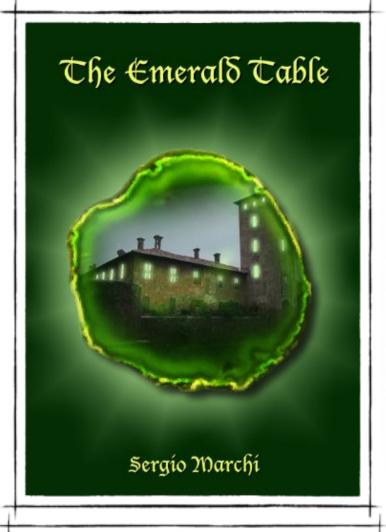
Sergio Marchi: Writer, specialized in young people's literature. A detective story came out, called "Un giovane detective e tre indizi" (A young detective and three signs) by which I won the Italian Award *Premio Selezione Bancarellino*.

Subsequently I published other novels with important Italian publishers such as Mondadori Education, Ugo Mursia Editore,

Carlo Signorelli Editore, Bietti Edizioni and Tiziano Cornegliani Editore. But writing isn't my only job: I go into schools and libraries to meet young people personally and answer their numerous questions.

In Italy, I've been supported by don Antonio Mazzi, the well-known promoter of Exodus, a drug rehabilitation centre, to which I devolved part of the proceeds of the sale of my





The Emerald Table

May 2009, 192 p., Soft cover

Young Adult Fiction, Fantasy, Trilogy.

Original Language: Italian, translation available in English

Rights sold: Greece

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The Emerald Table

The book, mainly aimed towards teenagers between 11 and 14, is set in 1568 and tells a story about a boy from a humble background called Bernardo who risks his own life to bring back to light a mysterious object, which was created more than three thousand years before by the father of all alchemists Hermes Trismegistus. The object has the power to give immortality and turn all that is negative into positive. This object, namely the emerald Table, was lying in darkness in the dungeons of the Castle of Peschiera Borromeo, near Milan. Its recovery, after hundreds of ups and downs, completely changes the boy's life and Bernardo is eventually elected – against his will – arbiter in the eternal struggle between good and bad. Beginning with the table itself, the events that take place in the tale have actual historical references. The concept of the table is taken from King Salomon's famous writings, Clavicula Salomonis, which tell of how the King poured all his knowledge into a table and subsequently, to avoid letting it fall into wicked hands, made it disappear until it was discovered by Hermes Trismegistus.

Other titles

• The Emerald Table: The attack

The Emerald Table: Threat from the past



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