



Cover Artwork by Terry Gilecki
Mystic Koi *Cropped to fit cover. Full image on page 10.

COMPLIMENTARY



Rae Jean Ferreri, creator and principal author of Bella Bambolina, is an accomplished writer, songwriter, musician and music producer. On a cold winter's night in 2007 she had an idea for children's book, and began to write the Bella

Bambolina story. "It came to me out of nowhere! Every time I walked away from it I found myself going back to it." So over the course of a couple of years, it soon took on a life of its own and turned into an intriguing and mysterious adventure series. In 2010 writers Tim Lawless and Greg Schleich joined the writing team and a great collaboration was born. In addition to the hard copy adventure books, the creative team began writing music to support the series. Individual songs were written to support the books from fun sing-along songs to heartwarming ballads. In addition, book one, "Magic Happens, The Adventure Begins" was transformed into a narrated and musically scored read-along e-book that takes the reader on a cinematic journey, that's beautifully illustrated by Devin Hunt.

Inspired by Rae Jean's Italian heritage and a mix of her own life experiences, Book One, "Magic Happens, The Adventure Begins" is the story of how Bambolina's adventure begins. Bambolina is very small, poor girl who lives in a small town in Italy. She is often bullied and teased and spends most of her time alone. But, one night when the moon was full, as fate would have it, something Magical Happens to her and she finds herself on a fantastic journey! "Her story is about finding inner strength and courage and triumphing over adversity. Teaching young readers to do the same." As the series continues she finds herself on an unknown magical island called Bella Bella where she meets up with the Bellas. Mystery meets magic and Bella Bambolina and her sidekicks—the Bellas—must solve the mystery of Bella Bella and save the island. Caught between good and evil, they travel the world following clues where they learn of different countries, cultures and languages, as well as make new friends. Each book in the series contains a dictionary of words to grow on of that country. "I wanted young readers to gain knowledge of the world throughout the book series, while keeping them engaged in the mystery and magic of the series."

Late in 2011 we thought it would be a great idea to create an interactive Bella Bambolina game world, where children and adults could come live and play with the characters of the series. We were able to bring aboard one of the top game developers Karl Lindermann of "Encogent," to build our desktop version and mobile app. Soon we had the concept down and began to create our game world called, "Bella Bella Island." "The game app has over 20 games and activities. We went the extra distance to have our game world created with a learning curve so young players are learning, counting and reading as they are playing. Part of the fun of the game world also includes hidden items that the player needs to discover and collect, to win banners and trophies that they can display in their house on the Island."

"Safety was a primary concern for us, so we decided to create our Bella Bella Island virtual world as a closed site. A player cannot have any contact or interaction with any other users. Any interaction with any avatars within the Bella Bambolina site, are computer generated. Keeping a child in a safe environment."

In 2012 we we're just about ready to launch the project when along came hurricane Sandy. The entire creative team lived on Long Island and everyone felt the impact. The hardest hit was creator Rae Jean Ferreri who lived in Long Beach and lost everything. Her home was filled with six feet of water and she found herself homeless. She had nowhere to live and was offered a place to stay with good friends in Brooklyn. Once there, she was able to regroup and began working on the Bella Bambolina project again. "It kept me sane and focused, since it was the only thing I had other than my cell phone. As soon as I could, I began looking for a new place back in Long Beach and finally in January 2013 I found one. I was able to regroup and begin to repair my life."

With everyone up and running we were all able to get back to work in the spring of 2013 and in early 2014 we



released the first book in series, "Magic Happens, The Adventure Begins!" Hard copy available on Amazon.com with the read-along available on Apple iTunes iBooks. "We're so thrilled to the response of the first book that we began working immediately on the next book in the series, "Quest for the Lost Book" part one that will be released this fall, October 2014."

In April of 2014 we released our desktop version and app of Bella Bella Island. Available www.BellaBellaIsland.com and Apple App store. "With over thousands of download in just 4 months and kids just crazy to play Bella Bella Island, we decided to continue our Bella Bambolina app development. We just launched a Free app this July, "Bella Bambolina Treasure Match Game," and we are excited to have two more apps currently in development. We will be releasing "Emilio's Great Flying Adventure" App and a Facebook App, "Which Bella are You?" this September."

"All our game apps are based on the characters of the series and go hand in hand with the stories of the adventure books. We wanted to connect the Bella Bella Island game world and all our apps to the storyline in the book series, so the reader could live and play with the characters of the books, and become a virtual character of the series."

