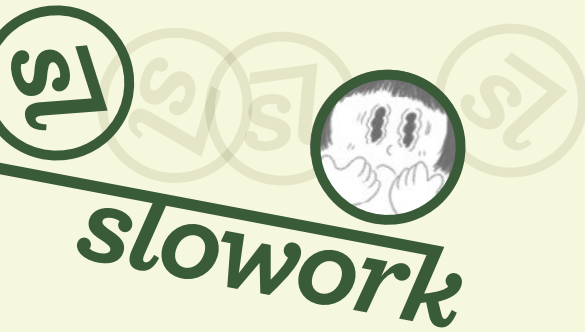


# Slowwork Publishing

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Foreign Right  
Catalogue



## A new wave of asian graphic novels.

Bases in Taiwan, focuses on publishing original graphic novels, with “diversity” at the core and “exploring truth” as the creative starting point. Assembles creators from countries across East Asia and South-East Asia to search for an illustrated narrative style that belongs uniquely to Asia.

### Rights contact

[mengying@bardonchinese.com](mailto:mengying@bardonchinese.com)

 [slowworkpublishing](#)

 [slowworkpublishing](#)

 [slowworkcomic](#)



### NEWAVE Collection

Reality is a timeless subject, in which poeticism and perspective is endowed through the images documented by the artist’s personal brushstrokes. Through re-depicting history and modernity, the NEWAVE collection guides readers to re-understand and explore truth.



### NEWORLD Collection

The future is an endless subject, in which scenarios that are not purely fictitious offer prophecy introspection about the world. Through pre-documenting the near future, the NEWORLD collection guides readers to re-determine their lives in the present.

## Graphic Novel

Fable based on true story

# Factory: The Story Behind "Made in Taiwan"

Yang Yu-Chi (Taiwan)

The silent despair of Factory's illustrated narrative intensifies when one learns that the story is true: the illustrator's mother experienced just such a misfortune after decades of factory labor.



01



## All ages

#made in Taiwan

#globalization

#pollution

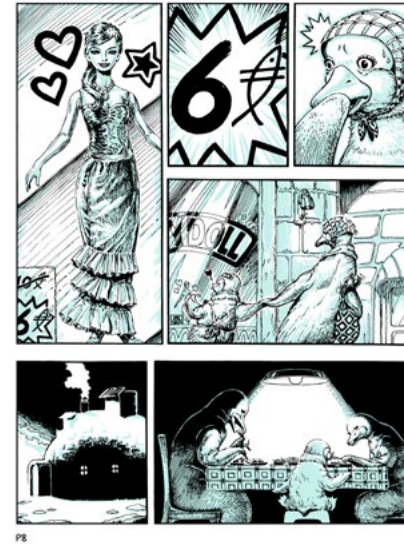
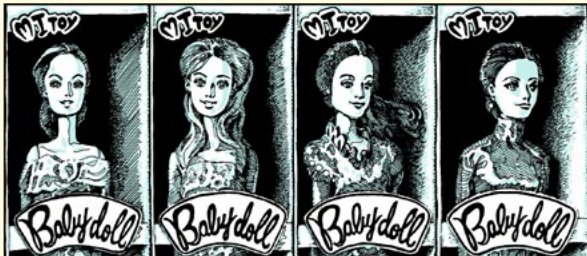
#labor rights

In a wordless yet riveting work of social justice illustration reminiscent of Seuss's *The Lorax*, Yang Yu-Chi tells a tale of hard work and exploitation that rings true for readers all across the world. *Factory* is the story of Mama Penguin, who assembles dolls for export at a massive factory at the South Pole. Paid too poorly even to afford the dolls she makes, her greatest pleasure is assembling dolls from discarded parts to give to her daughter. Every day she gets closer to the twenty-year retirement cutoff, for which the company has promised her good retirement pay and a ticket to a restful old age.

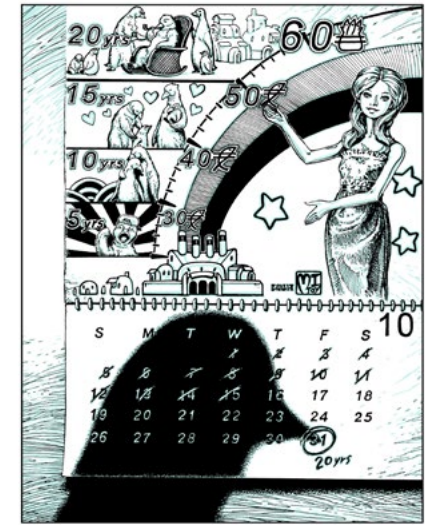


Yet a mere two weeks before her time is up, the factory owner shuts the place down and moves all operations abroad, where salaries are cheaper. Compensation is meager, protests are useless, and the only resource for many is to look for work in their old age, a bitter option only open to the lucky few.

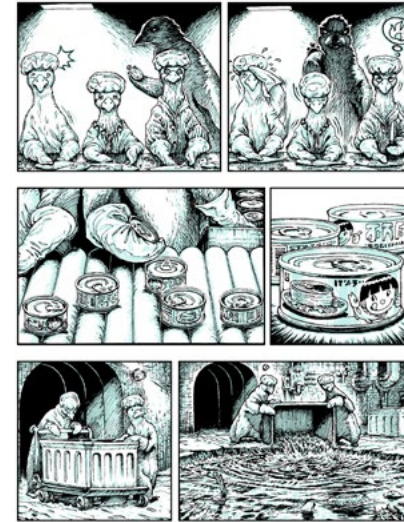
The silent despair of *Factory*'s illustrated narrative intensifies when one learns that the story is true: the illustrator's mother experienced just such a misfortune after decades of factory labor. Now, her son tells her story.



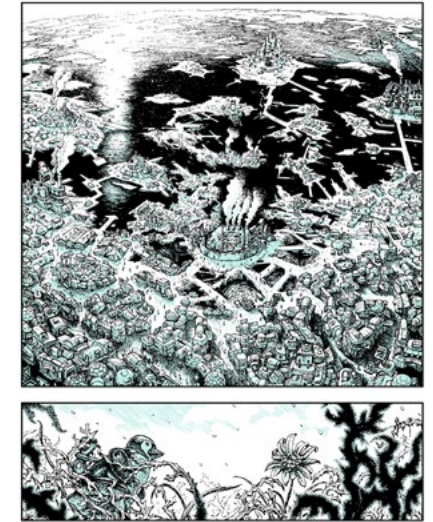
P8



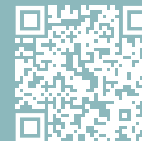
P13



P23



P29



English sample  
<https://lihi2.com/OF/JV>

\*Full content available in English.

# Graphic Novel

Documentary  
Comic Diary

# GOOD FRIEND, CANCER

Pam Pam Liu (Taiwan)

13Y+

#illness

#family

#relationship

#self-growth

#caregiving



10



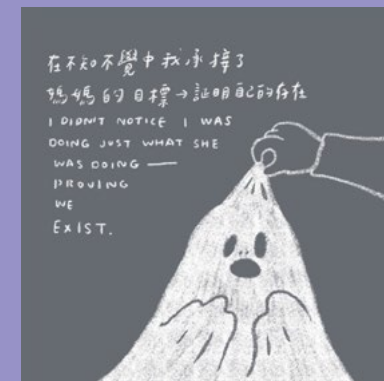
This book examines the traditional role of the daughter. Pam Pam delves into the realities of adulthood that we all recognize, whether or not we're willing to admit it.

When my mother gets cancer for the second time, she asked if I would keep her company through her chemotherapy. And of course, I said yes. But how am I meant to cope with it all? Pam Pam uses a clean but comical style to portray the joys and sorrows of accompanying a loved one through an illness.

Despite the technical and medical wonders of the modern age, cancer remains one of humanity's biggest enemies. And while we all know the patients themselves suffer, what of their loved ones, who find themselves suddenly becoming caretakers, struggling with negative emotions, drained by the demands upon them? They too face a long physical and emotional battle.

*Good Friend, Cancer* is a daughter's first-hand account of her mother's chemotherapy treatment. Finding herself now responsible for caring for her mother, she worries as she waits in the hospital that maybe her genes mean the same fate is in store for her. And she is also resentful – she has missed out on a chance to follow her dreams and travel overseas. And most of all, and most unanswerably: why her?

Graphic novelist Pam Pam's simple style and plain strokes provide a humorous look at a harsh reality and turn misfortunes into charming tales. Over the course of 18 chapters, Pam Pam examines the traditional roles of a "daughter" and the pressures of being an adult as she portrays truths about family relationships which we all recognize – even if we cannot admit to it.



English sample  
<https://lilil2.com/EdJJI>

\*Full content available in English.

Published in 2019 | Single color | 184p | 150x150 mm | 1 Volume (end)

• Rights sold: Indonesian (KPG)



Graphic Novel

Documentary  
Comic Diary

# OT Diary

Elainee (Taiwan)

16Y+

#industry insider

#health

#self-growth

#disability



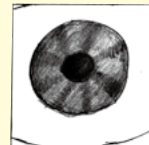
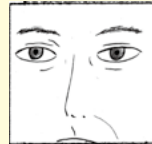
11

A comic about how to live an oddly beautiful life when facing disability. This collection of short stories by an occupational therapist guides us in redefining our "well-being".

Elainee is an occupational therapist treating a disabled man named Zhang Da. Her task is to help Zhang Da maintain everyday activities. To Elainee's surprise, in contrast to her apprehensive approach, Zhang Da deals with his condition in good humor. Zhang Da finds a way to control his body after a period of rehabilitation. With her wild imagination, Elainee pictures him as someone piloting a robot to confidently navigate the world.

In addition to successful cases like Zhang Da, the book recounts other stories that made Elainee feel anywhere between helpless and hopeful. Her monologue reveals the inner conflicts between the healthcare system and what she learned in school, as well as the regret Elainee feels when witnessing how a foreign caretaker takes better care of her father than she can.

Elainee's wild and childlike fantasy comics challenge our conceptions of medical science and help us define our own "well-being".



English sample  
<https://lilil2.com/pzOZm>

## Manga

Anticipation  
Adventure  
animation

# Mayfly Island

Comic **Evergreen Yeh** (Taiwan)

Writer **Li Shang-Chiao** (Taiwan)

13Y+

#apocalypse

#environmental crisis

#austronesian

#marine life

In the near future, when ecosystems on Earth are collapsing, the only paradise, Mayfly Island, is considered to be a bad omen. In this age of apocalypse, how will people see the continuation of life?



17

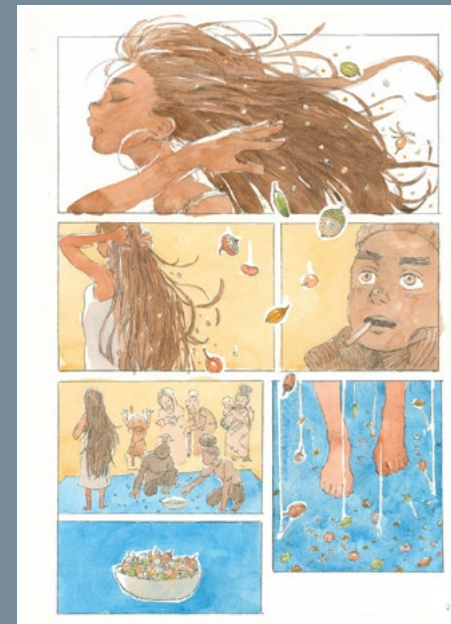
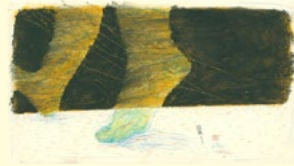
§

This is a prophetic graphic novel that integrates Austronesian culture with ecological catastrophe. In the near future when ecosystems on Earth are collapsing, the land is divided into city-states and small islands. People of all races live side by side in city-states; their abilities to fly and fight are vital; animals and plants are crucial bargaining chips in negotiations. A panorama of this world is presented in three chapters, which serve as the prequel to the upcoming animation film of the same title. The theme of the continuation of life is also explored through the choices made by three female characters. The exquisite sound design and rich soundtrack invoking a cinematic style.

Chapter 1. The Land of Milk and Honey

Chapter 2. Waiting for the Blooms

Chapter 3. The Song of Likat and the Island



Published in 2020 | Four colors | 160p | 170x230 mm | 1 Volume (end)

- Japan International Manga Award Bronze Prize
- A namesake animation film is in development
- Rights sold: French (Nazca), Italian (IF)



English sample  
<https://lihi2.com/DGqQX>



Japanese sample  
<https://lihi2.com/H2WwX>



Graphic Novel  
Intimate memories

# MAPATAYAY NO WAWA: Children of the Dead

QUBING (Taiwan)

A long journey of leaving and returning home, and a deep dive into one's origins and memories.



19



15Y+

#Urban Aborigines

#Hometown

#Life journey

#Family

Beginning at a house by the sea, author qubing pushes open a door of memories in his first graphic novel. This deep dive into the memories of his father and hometown leads him on a dizzying journey between his tribe and the city, life and death, and dreams and reality. His father is from the Fakong tribe of Hualien, his paternal grandfather is of Kavalan blood, and his paternal grandmother is from the Amis tribe. Meanwhile, qubing grew up in Sancong, a densely populated suburb of Taipei. With his atypical background, qubing struggles to answer questions about his identity, and how to embrace his roots.





## Graphic Novel

Documentary  
Family memories

# Letters from Taipei

Fish Wu (China)

Adults

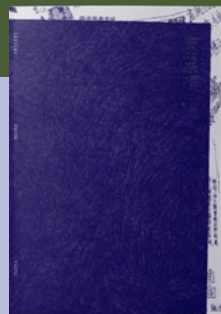
#communist

#land reform

#China

#history

How do we preserve our humanity in the face of extreme political fanaticism? Fish Wu tells a captivating story of perseverance and survival that spans three generations of his family and three countries after extensively interviewing his grandmother, an elderly woman from a small town in China.



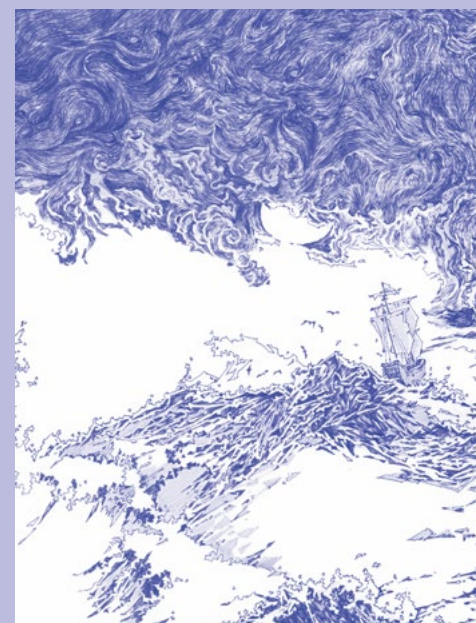
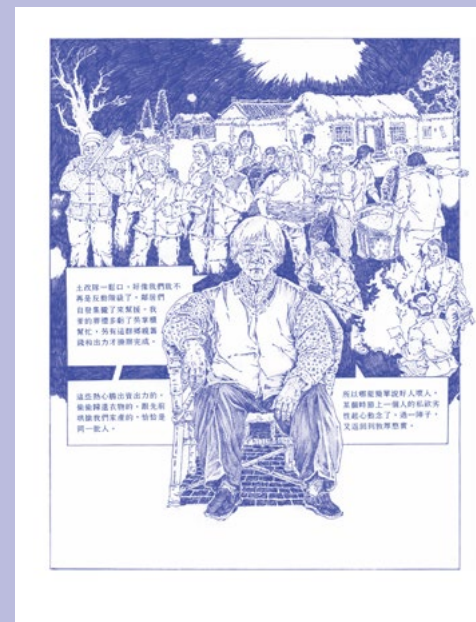
20



Recollecting her foggy memories Wu's grandmother brings us back to the 1950s. Her father, teaching at a private school in the village with his brother, was criticized and abused for being an intellectual and refusing to join the Land Reform Movement. The family properties were thus confiscated and destroyed.

Eventually, the brothers were forced to make a pivotal decision. One decided to stay, and the other chose to secretly immigrate to Taiwan. It was not until Taiwan's martial law was lifted that a letter from Taipei reconnected the family.

Through the masterful sketching skill, Fish Wu carefully and gently documented three generations of a Chinese family by blue ballpoint pens. Separated across China and Taiwan, the family witnessed how fate and history repeated itself.



English sample  
<https://lilii2.com/qR5m3>

Published in 2021 | Single color | 176p | 160x230 mm | 1 Volume (end)

• Rights sold: German (China Books), French (Rue de l'échiquier)



## Graphic Novel

Thriller  
Suspense  
Drama based on  
true story

## Adults

- #trauma
- #mental disorder
- #violence
- #social issue
- #childhood

# A TRIP TO THE ASYLUM: The world is a madhouse

Pam Pam Liu (Taiwan)

Trapped in a nasty asylum, a young man who considers himself perfectly healthy discovers that escaping is nearly impossible, as everyone seems determined to keep him confined.

\*The first graphic novel to be recognized with a literary award in Taiwan.

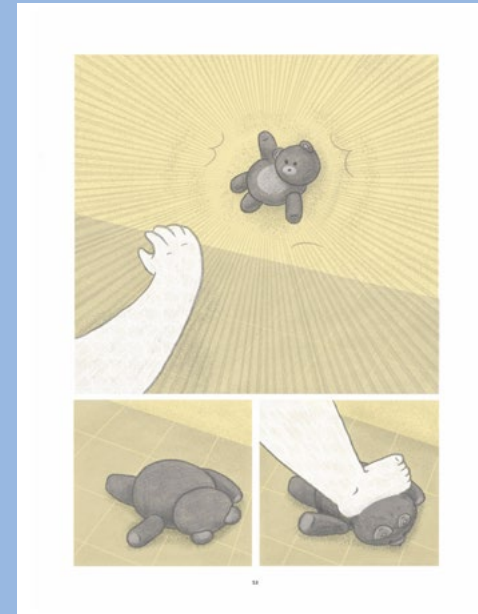


21



Amidst the company of his sister and niece, a young man reluctantly checks into a mental institution for a short-term recovery. The tranquility of the place quickly becomes unbearable. The friendliness and peculiarity of fellow patients only fuel his agitation, compelling him to escape at all costs. Yet, the exit seems non-existent, and even those he conversed with are claimed to be his hallucinations. In a basement, he encounters his younger self, engaging in a blame game, but neither can lead the other to freedom. They watch memories unravel like film reels, revisiting the multitude of traumas endured throughout his life. Rejecting this review, he seeks out other patients, hoping to find a way out together. However, his sole like-minded companion meets a tragic end. Disillusioned, his violent acts intensify, culminating in an attempt on another patient's life. Now, united against him, they expose the truth: he is not a victim but a perpetrator, and they wish for his demise. Scarred and broken, he realizes the world harbors no kindness, succumbing to complete collapse.

Ten years in the making, *A Trip to the Asylum* incorporates Pam Pam Liu's personal experiences as well as extensive research into the literature of mental illness, including works such as Erving Goffman's *Asylums: Essays on the Social Situation of Mental Patients and Other Inmates* and Bessel van der Kolk's *The Body Keeps the Score: Mind, Brain, and Body in the Healing of Trauma*. With its indy comic aesthetic, absurd humor, and fast pacing, *A Trip to the Asylum* delivers deep issues in an entertaining package, bringing mental illness out of the shadows and into the realm of relatable, everyday interactions.



Published in 2019 | Four colors | 336p | 170x230 mm | 1 Volume (end)

- 2020 Taipei Book Fair Award (Fiction)
- 2020 Golden Comic Award (Best Comic of the Year)
- Rights sold: French(IMHO)



English sample  
<https://lilhi2.com/CwKaQ>

\*Full content available in English.



# Graphic Novel

Drama based on true story

# Walk Together: taskun mudaan

Adoor Yeh (Taiwan)

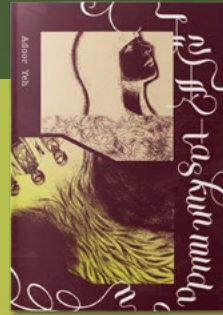
In an indigenous community, a designer, members of a foundation, local elders, and young people who have returned home from cities all come together to contribute to a better future for the community.

16Y+

#local revitalization

#local economic

#aboriginal culture



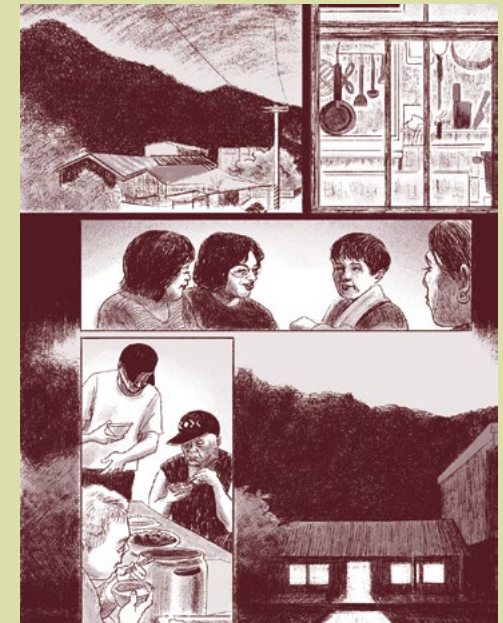
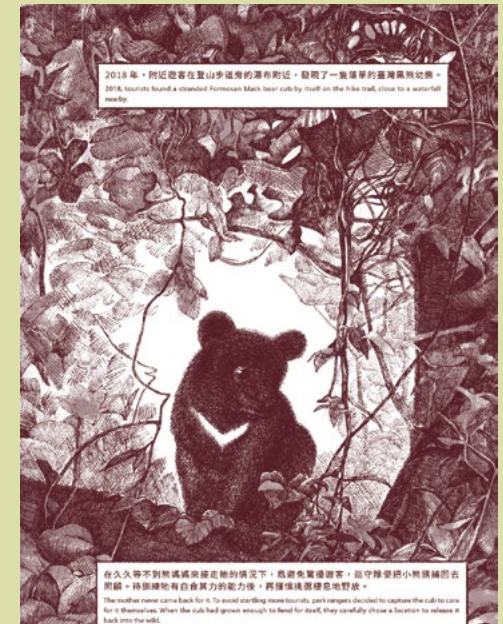
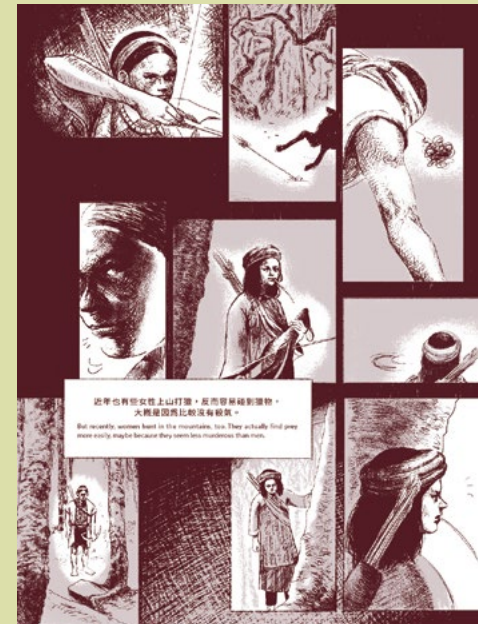
22



Members of the Ai-Hsin Organic Agricultural Foundation run a revitalization program in a Bunun community. They help preserve a variety of crops in the Species Conservation Fields and build traditional houses to bring back old Bunun culture. They have also invited a designer to develop a brand identity, an ecologist to document and analyze local ecosystems, a young cook to create creative indigenous dishes, and a comic artist to guide local elders to draw memories of their past.

This team of enthusiasts from Taipei hope they won't make the same mistakes as most regional revitalization teams do — leaving no legacy behind after the program ends and bringing no benefit to the community despite selling their products.

Drawing from her personal experiences, Adoor Yeh's vivid portrayal of the difficulty of regional revitalization work is straightforward but not overly critical. Through her careful documentation of everyday life, she shows that small efforts can accumulate to a large impact.



English sample  
<https://lhi2.com/Tubx>



Japanese sample  
<https://lhi2.com/oaYDW>

\*Full content available in English.



## Graphic Novel

History  
Biography  
Family

# SON OF FORMOSA

Comic **Zhou Jian-Xin** (Taiwan)

Script **Yu Peiyun** (Taiwan)



26



Like *Persepolis*, *Son of Formosa* explores Taiwan's contemporary history through the story of an ordinary person. The tale reveals an ordinary person's perseverance despite the hardships he faces in turbulent times.

13Y+

#Taiwan

#political prison

#comic editor

#human right

#democratization

This series of graphic novels draws on the actual events of Tsai's life. At Taichung First Senior High School he was a trainee soldier and a good student; years later he was sentenced to ten years in prison for attending a high school book club. On release he worked in publishing and advertising, and founded Prince, a children's magazine which kept Taiwan's cartooning tradition alive during martial law. He raised funds to allow a rural little league team to compete in Taipei and, on retirement, became a human rights activist.



Tsai's life is Taiwan's recent history writ small. There is darkness, but always a light; hardship, but always the strength to endure. A simple yet graceful style faithfully recreates the historical scenes, with the accurate use of the Chinese, Taiwanese, and Japanese languages bringing those times to life. The warmth and vitality of the storytelling demonstrate that while we cannot control events, we can, as Tsai did, persevere through them.



| Two colors for each volume | 170x230 mm | 4 Volumes (end)

Published in 2020 (Vol.1), 2020 (Vol. 2), 2020 (Vol.3), 2021 (Vol.4)

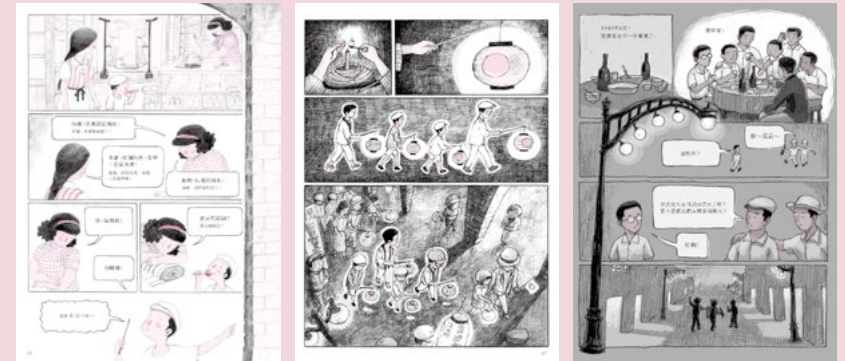
Pages 162 (Vol.1), 182 (Vol.2), 176 (Vol.3), 168 (Vol.4)

- 2021 The White Ravens Award (International Youth Library)
- 2021 Taipei Book Fair Award (Best Young Adult Books)
- 2021 Golden Tripod Award (Best Young Adult Books)
- 2021 Golden Comics Awards Best New Talent (Best New Talent)
- Rights sold: Japanese (Iwanami Shoten), French (Kana), Arabic (Nool)
- German (Baobab), English (Levine Querido), Korean (Marco Polo), Italian (Bao)

## Volume I: A Boy Who Loves to Read

(Soft pencil lines depicts Taiwan under Japanese rule and Tsai's carefree childhood)

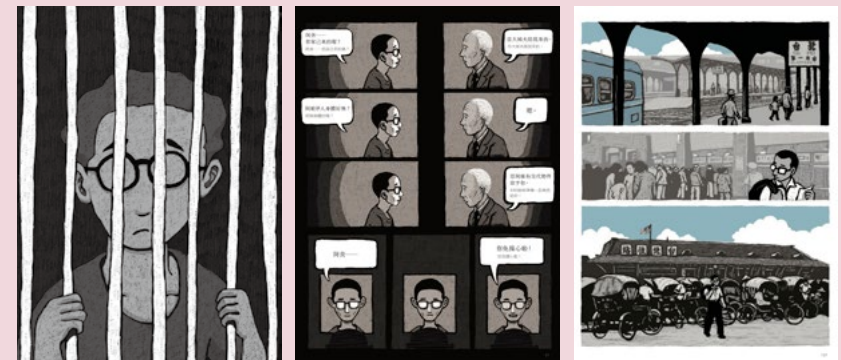
In the 1930s, young Tsai Kun-lin grows up happily with the company of nursery rhymes and picture books on Qingshui Street, Taichung under Japanese rule. With the emergence of war comes parades, air raids, and conscription. No one can escape. After the war, the book-loving teenager tries hard to learn Mandarin and believes he is finally stepping towards a comfortable future, but little does he know, a dark cloud awaits him ahead.



## Volume II: Ten Years on Green Island

(Illustrations resembling woodcuts express the depressing experience of Tsai's detention and imprisonment)

In his second year at Taichung First Senior High School, Tsai attends a book club hosted by his teacher and is consequently arrested on a false charge of taking part in an "illegal" assembly. After being tortured, he is sentenced to ten years in prison, deprived of civil rights for seven years, and sent to Green Island for reformation in 1951. Until his release in September 1960, Tsai, a victim of the White Terror era has spent ten years of his youth in prison on an unjust charge.



### Volume III: The Prince Period

(Screentone and fountain pen lines depicts Tsai's active days as an comic magazine editor)

Discharged from prison, Tsai works as an editor at the comic magazine *Oriental Youth*. In 1966, comic publications become subject to censorship, many of his friends lose their job. Tsai decides to found a children's magazine, *Prince*, for a group of unemployed artists and his old inmates who cannot find work anywhere else. He also sponsors the *Red Leaves*, a little league baseball team from Taitung, making possible their trips to compete in Taipei and starting a baseball fever in Taiwan. However, the magazine's mounting financial losses leaves Tsai in debt and eventually bankrupt.



### Volume IV: "I Am a Thousand Winds"

(Contemporary Taiwan is portrayed in a style resembling documentary photography and contemporary art)

The rising political opposition movement and the end of martial law urges Tsai and his old inmates on Green Island to initiate a movement to rehabilitate White Terror victims. After retiring, Tsai serves as a volunteer at the White Terror Memorial Park, where he promotes human rights education and looks back on the hard times in his life.



English sample  
<https://lilhi2.com/pX4jt>



# Graphic Novel

Anticipation  
Black comedy

Adults

#pandemic

#lock down

#zombie

# SUPER SUPERMARKET

Pam Pam Liu (Taiwan)



28

An absurdist vision of a world on permanent lockdown, in which a golden ticket to shop at the Super Supermarket is a luxury so scarce that it draws out the darker side of human nature.

A projection into the future of current pandemic realities, *Super Supermarket* envisions a world in which no one leaves their home, in which simply walking down the street can get you reported to authorities, and in which everything past the front door begins to provoke reactions of fear and anxiety. Cloistered in their homes, a new generation of children is growing up with no knowledge of the outside world or basic niceties – like wearing pants!

One day our protagonist is reading a picture book to her nephew, only to discover it contains forbidden depictions of playgrounds and supermarkets – things that no child should know about! Her hysterical complaints to customer service are resolved with a free gift of two tickets to the *Super Supermarket* Experience, an elite in-store shopping simulation intended to alleviate the rampant cabin fever of the near future. However, the tickets only serve to awaken our protagonist's long-suppressed retail desires, leading her down a spiral of temptation that can only end in disaster!

Known for her dark humor and willingness to address troubling topics, graphic novelist Pam Pam turns her unsparring eye to the psychological impact of pandemic restrictions, providing chillingly incisive social commentary while perfectly lampooning the ways in which we all went a little crazy while on lockdown.



28



29



29



29



English sample  
<https://lihi2.com/jL2r>

## Manga

Sci-Fi  
Romance  
Suspense

## Young Adults Adults

#AI

#virtual love

#dream

#video game

#Haruki Murakami

# CONSOLE, 2073

Ding, Pao-Yen (Taiwan)



32

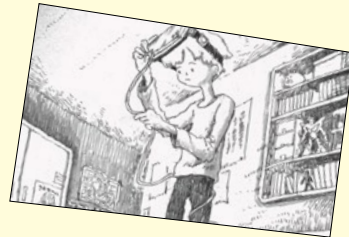
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A young engineer's affection for an outdated game character embarks on a hazardous journey that blurs the lines between the virtual gaming world and reality.

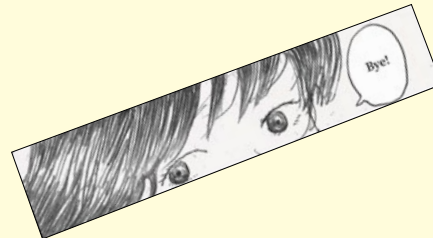
In 2088, engineer J stumbles upon a Dream Reality (DR) device, banned after its invention in 2073, at a flea market. Intrigued, J activates an old game, and is thrust into a world where electronic creatures abduct humans, compelling them to read books for brain monitoring.



DR makes everything seem hyper-real. J realizes that he stubbornly insists on using DR to enter the game for nothing else but meeting Saya, a character he once rescued in that world. Saya appears to develop consciousness over time and becomes J's constant companion. It's all a game, but J isn't sure whether it's a dream or reality. How genuine are the emotions? Have J's actions bugged Saya? Or is Saya a glitch in the game? A new unsettling subplot emerges as the boundaries between game and reality blur. Trapped in the game world, J and Saya find love, prompting Saya to restart the game repeatedly to keep their connection. Guided by a ram-headed character who seems to know the entire truth, J's subconscious awakens and determines to destroy the DR device, but which means Saya shall unavoidable being vanished.



Ding Pao-Yen is a contemporary artist and cartoonist. His love of online games and science fiction come together in a dream world like an active volcano that transforms into a bizarre, lava-like worldview in his work. The book was inspired by the author's love of role-playing in online games. He once grew fond of a minor female character in one of the games, but her story ended after she'd accomplished her mission. Still, the author returns to the game to visit her from time to time. The idea of "nothing happened" makes him appeared to be lonely, which eventually be the theme of the story.



English sample  
<https://lhi2.com/KqjCF>



Japanese sample  
<https://lhi2.com/u6HCc>

Published in 2023 | B&W + 4P in 4 colors | 268p | 12.8x18.8 mm | 1 Volume (end)

• Rights sold: Italian (IF), French (Kana)



# Graphic Novel

Reportage  
Actualities  
History

# Myanmar, the last stand

Comic **Lau Kwong-Shing** (Hong Kong)

Script **Frédéric Debomy** (France)

After the Myanmar military coup in 2021, its citizens stood unprecedentedly together, while a cross-national Milk Tea Alliance had formed online. Despite the lack of sufficient international support, the people of Myanmar saw themselves as taking one last stand.



33



12Y+

#Myanmar

#Democracy

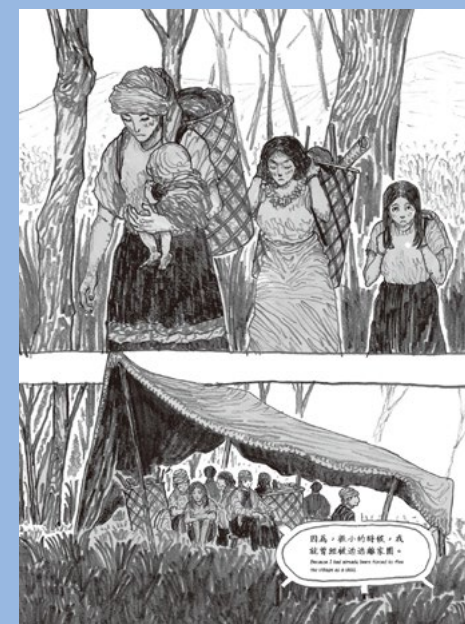
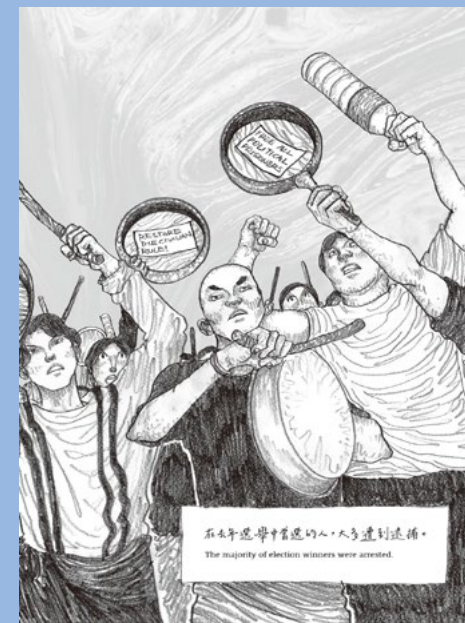
#Military Coup

#Ethnic Conflicts

This graphic novel is a collaboration between the French writer Frédéric Debomy, an expert on Burmese politics, and the comic artist Lau Kwong Shing, an eyewitness to Hong Kong's pro-democracy movements. It is an account of the two years since the military coup in Myanmar, as well as the related historical and political contexts.

The story opens with the coup d'état that began on February 1st, 2021. Comprising various interviews with the author, conversations among friends, and words from Myanmar's public intellectuals and the government in exile, the narrative not only depicts the events that follow the coup, but also details changes in the social climate, differences between 88 Generation activists and Gen Z, and both domestic and international forces for change.

Compared to political protests in Ukraine and Hong Kong, Myanmar's pro-democracy movement appears internationally isolated, and the military government has continued its oppressive measures. Still, transcending ethnic lines, the people of Myanmar have banded together to fight authoritarian forces. And, on the Internet, the subsequent emergence of the Milk Tea Alliance further demonstrates the formation of new connections, based on democratic values, across Asian nations.



English sample  
<https://lilhi2.com/v7NTT>

\*Full content available in English.