

KINGS OF THE WORLD

8x52'

A series produced by En Voiture Simone

Created by Pierre Cachia & Johan Rouveyre

Based on the eponymous novels by Jean-Philippe Jaworski

Kings of the world is a history, war and fantasy series series taking place in Gaul, circa 600 BC.

In a world that glorifies warrior heroes, Bellovèse and his brother Ségovèse — two slaves serving a Gallic lord — are destined to a miserable life, until the day Bellovèse, enduring countless mistreatment, stabs one of his master's guests. The sentence is death...

Yet his master lets him live. Even better yet: he makes him a warrior and sends him to join the army of the high king Ambigat, the highest honor... What Bellovèse doesn't know is that he is not just a slave, he is the son of a fallen king.

Coming against the most terrible warriors in the known world, helped by sly, ancient deities, he must travel across Gaul in a quest to find his origins, all the way to king Ambigat, the uncle who took everything from him.

Based on archeological research and a deep knowledge of Celtic mythology, the *Kings of the World* Series brings a period that even historians have a hard time describing back to life.

This Gaul from the early Iron Age is a universe that's yet to be seen on screen, both terrifying and fantastical, ruled by the druids' laws and the warriors' honor, where gods secretly walk among men.

Kings of the World is a trip into fantasy, personified by the little known figures of powerful Celt gods and goddesses, in natural landscapes that are both magical and terrifying, and in the prophecies of frightening soothsayers.

The series is also a family saga, a Shakespearian tale of revenge and betrayal, the trajectory of a prince torn between his desire for freedom and affection for his family.

Finally, this Gallic epic is one about a changing world, very similar to ours, where ancient gods defending nature dream of blowing man off the map, and where kings don't hesitate to spread violence and suffering to achieve peace.

Watching *Kings of the World* is like travelling to an unknown country that one has a hard time believing it once was ours. And yet...