

Story Idea Contest For English & Japanese Readers

Enter to Win!

Cosmopier Publishing will mark its 20th anniversary by creating more digital content for both English and Japanese readers! A Story Idea Contest will be held so that you can help us make the most interesting fictional stories possible!

Send in your story ideas! Don't worry about the reading level. We will adapt submitted material accordingly.

Entry requirements

- **Story ideas should be in English or Japanese** (Handwritten entries not accepted. Word or other text files OK.)
- **Entry type: (A) English readers (B) Japanese readers (C) Both Fiction only!**
- **English or Japanese is accepted for all entry types.** (Even if your idea is for English readers, you may submit it in Japanese. A Japanese example are on the following page.)

Details you must include

- Name, address, email, phone number
- If you would like to use a pen name, include that as well.
- Clearly write the entry type (A, B, or C)
- Story idea outline

Provide clear information about the following

- Simple plot details
- **Character description:** Write about the characters, especially the protagonist
- **Synopsis:** Detail main setting and time period. (If your story includes time travel and such, please write that)

The plot, character description and synopsis together should be within 800 Japanese characters or between 300 and 400 words.

【 Please send your application to... 】

apply@cosmopier.com



Please send your manuscript as an attachment to the e-mail address.

Entry deadline

- **Entry deadline:** 2022/11/21 (Mon.)
- **Results:** February 2023 publication of Easy Reader magazine (on sale Jan. 6)
- **Story release:** April 2023 publication of Easy Reader magazine (on sale Mar. 6)
- *Japanese stories will be on Cosmopier e-Station until December 2023.

Rewards

Winner
1 person

30,000 yen + 1 year subscription to Easy Reader magazine and Cosmopier e-Station

Second Place
4 people

10,000 yen + 1 year subscription to Easy Reader magazine and Cosmopier e-Station

Runners Up
6 people

5,000 yen + 1 year subscription to both Easy Reader magazine and Cosmopier e-Station

*Published stories will be owned by Cosmopier.

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Japanese Entry Example

(C) Character names and such can be changed for use in either language.

・状況設定・

歴史を改変して楽しもうという「奴ら」から歴史を守るべく、怪しいマドンナに導かれて頑張る中学生ふたりの冒険

・登場人物・

海(カイ): アホだが勘がよく、無自覚に「解決のカギ」を引き寄せる「持ってる」中学生。食欲がすべてに優先。マドンナ命

研(ケン): 超マイペースな中学生。授業中は無気力だが、地頭は良さそう。マドンナ命

本間先生: なんだか怪しい養護教諭。通称保健室のマドンナ

・あらすじ・

海(カイ)と研(ケン)は勉強嫌いの中学生。保健室のマドンナ、本間先生を見ることだけが生きがい。ある日、理科の教科書がごっそり白紙に! 授業は急遽中止、浮かれて街に出ると、池の白鳥ボートは軒並み転覆、飛行船までフラフラと落ちてくる。驚くふたりにマドンナが言う「奴らのせいで知恵が失われた。アルキメデスをお風呂に入れて!」

気がつくところでは古代ギリシャ。白いシーツを巻き付けた人々を見てふたりは大笑いするが、自分たちも大きなビニール袋を巻き付けていると知って愕然とする。それでもマドンナ命の二人は「アルキメデス」を探すべく、行動開始。海(カイ)は中庭のイチジクをもいで食すが、庭師に捕まる。

庭師の主人の前に引き立てられた二人。不機嫌な主人は激怒、奴隷に売り飛ばすと言う。不機嫌なのは訳があった。王から金細工師に作らせた冠が純金が確かめるよう命じられ、悩んでいたのだ。気分転換に入浴したいのに、風呂桶は何者かに叩き壊されたと言う。「奴らだ」と直感する海(カイ)と研(ケン)。と言うことは、この人がアルキメデスだ。何とか風呂に入れなくちゃ。ない頭をしばり、着ていたビニール袋で露天風呂を作りあげた。

主人は早速身を沈める。固唾を飲んで見守る二人。やがて眩きが聞こえた。「ユリイカ…」アルキメデスは震える足で風呂をまたぎこす。「ユリイカ!」今度は力強く叫ぶと、裸のまま走り去ってしまった。「え?」次の瞬間目の前に現れたのはマドンナ。空には飛行船。「あの何人なんです?」マドンナは微笑んだ。「さ、理科の授業が始まるわ」。



English Entry Example

(A) The story idea for English readers

• Situation •

Ace lives in a poor village. He doesn't have many clothes or toys, but he has a special book. It's a book on magic. Every page explains a simple magic trick, and Ace practices them every day.

• Characters •

Ace: Protagonist. A young boy who wants to be the best magician in the world.

Don: Ace's manager. He is strict and sometimes mean. He provides Ace with many opportunities, but Ace begins to feel he would do better with a different manager.

Tim: The owner of a famous theater of magic. He likes Ace but doesn't have much faith in him.

Mike: Owner of a popular magic shop. He is Ace's biggest supporter.

Pierre: The organizer of the world's biggest magic competition.

• Plot •

Ace lives about 30 minutes from a big city. There's a famous theater of magic there. Ace loves going to watch great magicians perform. Of course, he doesn't have money to get inside. So, he sneaks in through the backdoor. From the side of the stage, Ace closely watches the magic performances and learns as much as he can.

One night, he meets Don. Don used to be a professional magician. Ace shows him some magic tricks and says, "I want to be the greatest magician in the world." Don laughs but offers to become Ace's trainer and manager.

Don teaches Ace many things, like new tricks and how to be a great performer. He also has Ace do street performances for the experience. Don is a good teacher, but he is strict and sometimes very mean.

Don likes to promote Ace on the street, but that's all; he doesn't think he is good enough for bigger challenges. Actually, Tim, the owner of Ace's favorite theater, doesn't think so either. But Mike, the owner of a magic shop, feels differently. Mike begins to support Ace.

With Mike's help, Ace begins to perform in more places. Some places are bad, but some places are nice. Ace's performances improve a little bit each time, and he starts to attract attention.

Later, the world's biggest magic competition takes place in the city, at Ace's favorite theater, Tim's Theater of Magic. Ace doesn't become the world's greatest magician, but he becomes a very special role model in his village.