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Selected Titles

Amulet (Prebound)



#1953684 (Vol. 03) Cloud Searchers (Prebound)

written by Kazu Kibuishi

Emily, Navin, and their crew of resistance fighters charter an airship and set off in search of Cielis, a mythical city believed to be located on an island high above the clouds. The mysterious Leon Redbeard is their guide, and there's a surprising new addition to the crew: the Elf King's son, Trellis.

978-1-4844-6674-2 ©2010 6 x 9 197 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 2.7 AR Pts 1.0 RC Lvl 2.2 GR Lvl R Lexile GN 380

Quantity
Unit Price
1 \$24.95

Reviews by: Booklist Grades 4-7 This third book in Kibuishi's fantasy-epic Amulet graphic-novel series has the gaggle of heroes led by young Emily, the requisite prophecy fulfiller with unharnessed powers, searching for a fabled city in the clouds while dodging capture by evil elf overlords. Star Wars and Tolkien continue to loom large as influences, and the cinematically grand visuals of otherworldly scenery continue to be one of the series' dearest draws. But plenty of action and complex characters (including a few who were bad guys not too long ago) will also satisfy. The series looks poised to settle into a nice long Bone-like run. (Reprinted with permission of Booklist, copyright 2010, American Library Association.)

Reviews by: Children's Literature Star Wars meets steam punk fantasy in this latest installment to Kazu Kibuishi's "Amulet" graphic novel series. Ever since she inherited her great-grandfather's magical amulet and was transported with her family to the alien world of Alledia, Emily has had to protect her mother and brother from the Elf King. But now Emily faces a new challenge when she learns of the lost city of Cielis, the legendary home of a group of powerful Stonekeepers who hid their city in the clouds. Determined to find this city and enlist the aid of the Stonekeepers in stopping the elves, Emily, her robot companions, and the enchanted fox-man Leon charter an airship to search the skies for Cielis. But her group's activities do not go unnoticed by the Elf King, who sends a vicious assassin after her. Now, Emily must team up with some unexpected allies—including the Elf King's own son Prince Trellis—to evade the assassin and accomplish her mission. This third "Amulet" graphic novel exhibits the same sense of wonder of the other books, primarily through Kibuishi's fantastic artwork, which lets readers explore a world where talking animals interact with robots and zeppelin-style airships soar through clouds full of dragons and sky eels. Plot-wise, the story shows strong influences from better-known sci-fi stories such as The Empire Strikes Back (with a bounty hunter/assassin pursuing a group of heroes as they search for a city in the clouds). This is not necessarily a bad thing, as it makes it easy to spot an eager audience for these books. That said, readers should make sure to read the "Amulet" books in order (beginning with The Stonekeeper, and continuing with The Stonekeeper's Curse, and The Cloud Searchers) to keep all the plot threads straight. Reviewer: Michael Jung, PhD

Reviews by: Kirkus Reviews In this third installment of the Amulet series, Kibuishi maintains the lightning pace that propelled the previous two volumes. Now aligned with Leon Redbeard, Nevin and Emily find themselves confronted with a new nemesis: an assassin hired by the Elf King, one who seeks to destroy Emily, her crew and, ultimately, the Elf Prince himself. Together, the crew sets off for the mythical city of Cielis in hopes of finding the Guardian Council and unearthing more answers to Emily's true purpose as a stonekeeper. Followed by the assassin, the crew faces perilous skyward obstacles in a race against the clock. Throughout the series as a whole, the author has never watered down difficult moments--characters die, tragic accidents happen--and that tone continues to resonate. He excels at his action sequences: largely worldless but chock-full of edge-of-your-seat momentum. A richly drawn graphic-fantasy series following in the footsteps of Bone and a must for all fantasy fans. Anticipate readers clamoring for the next episode. (Graphic fantasy. 9 & up)

Reviews by: School Library Journal Gr 4-8-The once-peaceful land of Alledia is now controlled by the evil elf king. Like him, young Emily controls a magical amulet. Emily and her allies seek the hidden cloud city of Cielis. Can they reach its safety before the king's assassin and soldiers find them? Kibuishi's full-color art brings the story to life. (c) Copyright 2011. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc.

Amulet (Prebound)



#1883629 (Vol. 06) Escape from Lucien (Prebound)

written by Kazu Kibuishi

Navin and his classmates journey to Lucien, a city ravaged by war and plagued by mysterious creatures, where they search for a beacon essential to their fight against the Elf King.

978-1-4844-3657-8 ©2014 213 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 3.1 AR Pts 1.0 RC Lvl 2.3 GR Lvl S Lexile GN 390

Quantity
1

Unit Price
\$24.95

Reviews by: Kirkus Reviews Wraithlike attackers force a mass evacuation and a cryptic prophecy's meaning begins to clear in this headlong continuation of Kibuishi's deservedly popular series. The action picks up in midflight as Navin and companions survive the destruction of their giant robot suits, then help the fleeing survivors of the city of Lucien by fighting a rear-guard action against swarms of diaphanous, cat-eyed, zombie-making Dark Scouts. Meanwhile Emily, Trellis and Vigo reluctantly join traitorous elf Max Griffin in another visit to the Voice's realm of memories that leads to the death of a major character—along with a rescue, reunions with old friends and a lead-in to the next episode. Though the ongoing plotlines and large cast make familiarity with earlier outings a necessity, this one still features a crowd-pleasing blend of lively dialogue ("And I don't care what the prophecies say. You're still a slacker"), easy-to-follow, nonstop action, elves, robots and derring-do amid awesome sound effects ("D-DOOOM SHHAAAAAAA," "SZRAK!"). Most of the cleanly drawn, lushly backgrounded panels focus on faces, with occasional full-spread scenes adding dramatic visual highlights. A page-turner that gives the heroic Stonekeepers plenty of chances to show their stuff and moves the main story along an inch or two. (Graphic fantasy. 10-12) COPYRIGHT(2014) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: School Library Journal Gr 4-6—Navin and his friends travel to Lucien, a mysterious city that has been left in ruins, to find a beacon that will help them conquer the Elf King. But are they walking right into a trap? Emily journeys to the Void with Max, one of the Elf King's disciples and learns more about her traveling companion. Their adventures place both of them in true danger. This hotly anticipated installment in the "Amulet" series will be devoured by fans. (c) Copyright 2012. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc.

Amulet (Prebound)



#1958127 (Vol. 07) Firelight (Prebound)

written by Kazu Kibuishi

Emily, Trellis, and Vigo visit Algos Island, where they can access and enter lost memories. They're hoping to uncover the events of Trellis's mysterious childhood -- knowledge they can use against the Elf King. What they discover is a dark secret that changes everything. Meanwhile, the Voice of Emily's Amulet is getting stronger, and threatens to overtake her completely.

978-1-4844-7273-6 ©2016 6 x 9 224 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 3.0 AR Pts 1.0 RC Lvl 3.4 GR Lvl R Lexile GN 410

Quantity
1

Unit Price
\$24.95

Reviews by: Horn Book Guide As Emily and her friends visit Algos Island, they uncover lost memories they can use against the Elf King. But the Voice of Emily's Amulet is getting stronger, threatening to overtake her completely. Although little new information is revealed in this seventh graphic novel, the series' loyal followers won't mind. Once again, the manga-style art conveys action and emotion equally well. (Copyright 2017 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: School Library Journal Gr 4-6—Emily continues the struggle to free Alledia from years of conflict and to understand her powers as a Stonekeeper. She and her allies believe that accessing lost memories can help them get to the heart of the war they are fighting. Who exactly is their enemy, the Elf King? The lost memories of his son, Trellis, may have the answer. Meanwhile, Emily's brother Navin continues his role as Commander of the Resistance, traveling toward the elf kingdom of Valcor. Characters are drawn manga-style, with wide eyes and spiky hair. They populate detailed and epic Alledian landscapes, depicted in rich jewel tones of red, blue green, and purple. Quick cuts between panels, many of them wordless, create a cinematic feel. Whimsical robot and animal characters such as Cogsley, Dagno, and Enzo add some humor to the largely dramatic and serious tone, which makes for complex and abstract plot lines. Our heroes travel into memories, find memories buried in those memories, then learn that most of them are manipulative illusions. Nothing in the Amulet universe is ever what it seems. Those who have read the entire series will enjoy these complexities, but those unfamiliar with the previous installments should catch up before picking up this volume. VERDICT "Amulet" fans will find the same vivid illustrations, endearing characters, and sophisticated plotting as in previous volumes.—Lisa Goldstein, Brooklyn Public Library Copyright 2016. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc.

Amulet (Prebound)



#1961003 (Vol. 04) Last Council (Prebound)

written by Kazu Kibuishi

Emily, Navin, and the crew arrive in the lost city of Cielis, but they soon realize it's not the utopia they expected to find. While Trellis and Luger are taken prisoner, Emily is forced to fight for her life in a series of tests that will determine who among the new generation of young Stonekeepers will join the Guardian Council.

978-1-4844-7809-7 ©2011 6 x 9 207 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 2.8 AR Pts 1.0 RC Lvl 3.3 GR Lvl R Lexile GN 400

Quantity	Unit Price
1	\$24.95

Reviews by: Booklist The fourth entry in Kibuishi's top-notch Amulet fantasy series brings reluctant heroine Emily and her motley crew of assorted humans, robots, and animals to the hidden cloud city of Cielis. There, she hopes to bring the Stonekeepers on the Guardian Council over to her cause but finds herself unwittingly lumped into a competition for a spot on the council and discovers that the far-reaching decay that threatens the world is more pervasive than she had ever thought. While the story line gets more complex with each passing volume, Kibuishi's grand, cinematic visuals remain the star attraction.--Chipman, Ian Copyright 2010 Booklist

Reviews by: Children's Literature When readers last left Emily and her family in *The Cloud Searchers*, they had navigated past incredible obstacles to arrive at Cielis, the fabled city in the clouds where the Guardian Council, a group of the most powerful Stonekeepers in existence, is rumored to reside. Yet as Emily—a fledgling Stonekeeper herself—prepares to compete for a seat on the Council, she finds the floating city is full of nothing but empty streets and only a small handful of people who claim the city is populated by ghosts. Meanwhile, Emily's lost friends Miskit and Cogsley find a puzzle of their own when they encounter an old Stonekeeper who warns them of the fear and corruption within the Guardian Council. As these new and old friends find each other, they uncover a terrible secret about Cielis and the Stonekeepers that may threaten the salvation they hoped to find. Writer/artist Kibuishi creates additional layers of mystery and intrigue in his "Amulet" graphic novel series, which continues to successfully merge whimsical characters with dark epic adventure. Kibuishi's art continues to be as versatile as ever and readers can look forward to paintings of vast alien landscapes populated by humans, robots, and baby dragons. Newcomers may want to read some of the earlier volumes in this series, however, as the story's plots and subplots have become much more complicated and new readers may not be able to keep track of the relationships between the characters and the intricate history of the Stonekeepers. "Amulet Book Four." Reviewer: Michael Jung, PhD

Amulet (Prebound)



#1966382 (Vol. 05) Prince of the Elves (Prebound)

written by Kazu Kibuishi

Emily has survived the chaos of the Guardian Academy, but Max Griffin, who is working for the Elf King, has escaped with the Mother Stone. The Elf King has now forged new amulets, which will allow him the ability to invade Cielis and destroy it once and for all.

978-1-4844-8422-7 ©2012 6-1/4 x 9-1/4 187 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 2.9 AR Pts 1.0 RC Lvl 2.3 GR Lvl S Lexile GN 400

Quantity	Unit Price
1	\$24.95

Reviews by: Booklist A war between humans and elves that has been brewing for more than 50 years is coming to the city of Cielis, and Emily, her brother, Navin, and the people and creatures around them must face the past in order to survive the future. Anchored by dazzlingly lush art and a complex, character-laden plot, Kibuishi's Amulet series remains a must-have for all elementary- and middle-school graphic-novel collections. Devoted fans will appreciate that this volume begins to flesh-out the backstory of two characters while starting to tie together a few of the many plot elements.--Wildsmith, Snow Copyright 2010 Booklist

Reviews by: Voice of Youth Advocates (VOYA) The fifth book in the Amulet series starts immediately after the fourth and continues Emily's story. This graphic novel does not stand alone; the reader will need background knowledge from the preceding books to follow the story line. As Emily continues to fight for justice, Max wars with himself and his responsibilities to help a friend. When the rescue goes awry, with horrible consequences, he becomes vengeful and blocks Emily's way as she fights to conquer the Elf King. Unbeknownst to Emily, the voice of her Amulet is not what she imagined, and she must grapple with the results.

Amulet (Prebound)



#1959058 (Vol. 01) Stonekeeper (Prebound)

written by Kazu Kibuishi

Emily and Navin move with their mother to the home of her deceased great-grandfather, but the strange house proves to be dangerous. Lured into an underground world inhabited by demons, robots, and talking animals, they face the most terrifying monster of all.

978-1-4844-7402-0 ©2008 6 x 9 192 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 2.0 AR Pts 1.0 RC Lvl 4.2 GR Lvl Q Lexile GN 310

Quantity	Unit Price
1	\$24.95

Reviews by: Booklist Kibuishi, the creator of the action-packed Daisy Cutter series, sets his sights on a slightly younger crowd here. This first volume in the new Amulet graphic novel series introduces Emily, who has relocated to a strange house in the woods, where she finds a magical amulet left behind by her great grandfather. Soon after, she and her brother engage in a wild adventure to learn the secrets of the amulet and save their mother. Emily is as high-spirited a heroine as you are likely to find, and, propelled by uncluttered visuals, her action-packed adventure sequences move at an exciting clip. However, there are also dark elements in the tale—the gut-wrenching opening in which Emily loses her father in a car accident, the autumnal tones of the animation-like art, and the ambiguous agenda of the amulet itself. Part fantasy (anthropomorphized animals, elves) and part manga (transforming robots, tentacled monsters), this volume has much to appeal to readers, though they may be in for a more emotionally complex read than expected. (Reprinted with permission of Booklist, copyright 2007, American Library Association.)

Reviews by: Children's Literature AGERANGE: Ages 9 to 12. This is the first in a new series and the book is great! The prologue is sad and quite graphic; the story actually begins two years later. I was not sure where the story was going to take me, but when Emily finds the library of their grandpa and learns that he disappeared somewhere in the house and that no one ever knew what actually happened to him, I knew this book was going to be a mystery. The very first night in the new house, the mother is kidnapped and the two children set out to find her. Emily finds an amulet containing a stone and is able to do some things that surprise both her and her brother. Through several adventures, the two are taken to their long lost dying grandpa who explains what they must do to save their mother and become the next leaders to rule the land of Alledia, which is actually an alternate version of planet earth. Are Emily and Navin ready for the power the amulet holds? Are they ready to fight the creatures that try to stop them? The story hooks the reader; it is filled with adventure, suspense, great characters, and has above all an ending that leaves the reader wanting more. This book is written in graphic format that is a favorite of mine. The format is perfect for reluctant readers who never seem to finish a book on their own. Young adults who want to read anything they can get their hands on will also enjoy the graphics and fast paced text. The graphics make an enormous impact on the story. I look forward to the next in the series. I highly recommend this book. Reviewer: Kathie M. Josephs

Reviews by: Horn Book Guide Emily and Navin move to a spooky house from which their mother is abducted into a world full of strange creatures and robots. Aided by a mechanical rabbit, the sibs set out to battle villains, championing perhaps more than their mother. Deep-hued, deftly paced panel illustrations in this graphic novel convey both the adventure's copious action and its emotional undertones. (Copyright 2008 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Publishers Weekly Almost too clever and poignant, Amulet is, on the surface, about navigating the murky waters of adolescence and, beneath that, an exploration of abandonment and survival. Emily and Navin are lost children, literally lost in a dark, new world and struggling to save their mother, who has been kidnapped by a drooling, tentacled beast. With stellar artwork, imaginative character design, moody color and consistent pacing, this first volume's weakness lies in its largely disjointed storytelling. There is the strong, young, heroine; cute, furry, sidekicks; scary monsters—all extraordinary components, but pieced together in a patchwork manner. There is little hope in his dark world as Kibuishi removes Emily and Navin's frame of safety. Their hopes rest in a magic amulet that seems to be working in the interest of the children—until it suddenly isn't. The most frightening element of Amulet is the sense of insecurity we feel for Emily, fighting her way through uncharted terrain with no guide and no support system. This first volume of Amulet isn't a disappointment, but it does feel like a warmup to the main event. If anything, it's a clear indication that Kibuishi has just begun skimming the surface of his own talent. (Jan.) Copyright 2007 Reed Business Information

Reviews by: School Library Journal Gr 4 Up Hurrying to pick up her brother, Emily and her parents have a tragic accident, and her father dies. After this dark beginning, the story skips forward two years to when the remaining family members are forced to move to an ancestral house in a small town. Rumored to be haunted, it is unkempt and forbidding. The first night there, Emily's mother goes down to the basement to investigate a noise and doesn't return. The kids search for her and discover a doorway into another world, where their mother has been swallowed by a monster and is being taken away. An amulet that Emily found in the house tells her that together they can save her, but her brother isn't so sure that this voice can be trusted. Still, what other choice do they have in this strange place? Gorgeous illustrations with great color bring light to this gloomy tale. Filled with excitement, monsters, robots, and mysteries, this fantasy adventure will appeal to many readers, but it does have some truly nightmarish elements.—Dawn Rutherford Copyright 2006 Reed Business Information.

Amulet (Prebound)

Quantity	Unit Price
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#1959059 (Vol. 02) Stonekeeper's Curse (Prebound)

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\$24.95

written by Kazu Kibuishi

Emily and her brother, Navin, head for Kanalis, a beautiful and mysterious city of waterfalls, where they hope to find the antidote for the poison that has sickened their mother. It's up to Em to triumph over evil while controlling the amulet's power . . . without losing herself.

978-1-4844-7403-7 ©2011 6 x 9 224 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 2.5 AR Pts 1.0 RC Lvl 2.4 GR Lvl Q Lexile GN 340

Reviews by: Booklist Grades 4-7 Kibuishi continues the Amulet graphic novel series begun in *The Stonekeeper* (2007). A core group consisting of two sibling children, various animal-like creatures, and robots wends its way against domineering elves in a majestic and magical otherworld. Although the fantasy elements (a girl prophesied to overthrow an evil overlord with the help of a mysterious talisman and her own unharnessed powers) are recognizable from familiar touchstones ranging from Tolkiens works to Star Wars, the artistic virtuosity with which Kibuishi envisions them keeps things from being overly derivative. This series remains one of the better alternatives for young fans of Jeff Smiths Bone series. (Reprinted with permission of Booklist, copyright 2009, American Library Association.)

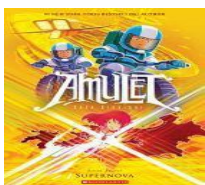
Reviews by: Horn Book Guide The Amulet saga continues as Emily and her brother Navin journey to Kanalis City to save their mother; it also brings them closer to a showdown with the evil Elf King. To succeed, Emily must learn how to harness the power of the amulet without letting it destroy her. This graphic novel series features dramatic, well-drawn (emotionally and literally) characters and settings. (Copyright 2010 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Kirkus Reviews The quest to find a cure for her poisoned mother sets young Emily to battling not only minions of the evil Elf King but also the enticements of the power-hungry magical amulet that has fallen into her possession. Taking up the tale where he left off in Book 1: *The Stonekeeper* (2008), Kibuishi contrives to fill spacious, cleanly separated sequential panels with nonstop and (usually) easy-to-follow action, lots of sound effects (SZRAK! FWOOM! TOK! SZRAK! FWOOM!!!) and, around Emily's human family, a large cast of colorful characters from shark-toothed elves to a grove of ancient, sentient Gadoba trees. Low on gore but high on fights, flights and scary monsters, the episode hurtles along like the mighty blasts of magical energy that emanate from Emily's amulet. By the end she has her mother back, but a Mission has emerged to keep her in the otherworld realm of Alledia. Stay tuned. (Graphic fantasy. 10-12)

Reviews by: School Library Journal Gr 4 Up—Emily and Navin return, in a fight to save their mother from a toxic poison. The evil Elf King is out to get Emily, however, since she is one of the only Stonekeepers left who can stop his reign of terror. He sends his disappointing son, Prince Trellis, and Luger, one of his most wicked cronies, out to find her, with the threat that if Trellis doesn't kill her, he'll be killed himself. Emily, Navin, and their band of robotic protectors set out for the city of Kanalis to locate a doctor who can cure their mom. While there they encounter Leon, a bounty hunter whose mission in life is to defeat the Elf King. This band of heroes learns that their desired cure is the fruit of the gadoba tree, found only on deadly Demon's Head Mountain. Emily, Leon, and her guard Miskit set out for the mountain, with Emily practicing control over her amulet along the way. This book ends with a thrilling fight and the promise of more adventures to come. Stunning illustration spreads open each new section, and the robots and animal residents of Kanalis provide a soft and sometimes humorous counterpoint to the action-packed story. This book will be extremely satisfying to fans of the first volume.—Laura Amos, Newport News Public Library, VA

Amulet (Prebound)

Quantity	1	Unit Price	\$24.95
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#2080027 (Vol. 08) Supernova (Prebound)

written by Kazu Kibuishi

Emily has lost control of her Amulet and is imprisoned in the Void, where she must find a way to escape the influence of the Voice. Meanwhile, Emily's brother, Navin, travels to Lighthouse One, a space station where the Resistance is preparing to battle the approaching Shadow forces that would drain planet Alledia of all its resources.

978-1-5364-4747-7 ©2018 6 x 9 208 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 2.8 AR Pts 1.0 RC Lvl 3.1 Lexile GN 330

Amulet (Prebound)

Quantity	1	Unit Price	\$28.95
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#2366599 (Vol. 09) Waverider (Prebound)

written by Kazu Kibuishi

After her confrontation with Ikol, Emily finally understands the stone's power and

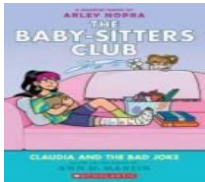


what she must do to defend Alledia from the shadows. As she travels to Typhon to help her mom and Navin, Prince Trellis returns to the Kingdom of the Elves to save his countrymen -- and confront the fraud who has seized power in the absence of a king. The threat of darkness follows all Stonekeepers closely, and it will take the strength of both new friends and old foes to conquer it. and survive.

978-1-5364-8357-4 ©2024 6 x 9 256 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 3.5 AR Pts 2.0 Lexile 520

Baby-Sitters Club Graphix (Prebound / Graphic Novel)



#2363893 (Vol. 15) Claudia and the Bad Joke (Graphic Novel) (Prebound)
written by Ann M. Martin

Claudia isn't worried when she hears her newest baby-sitting charge, Betsy Sobak, is a big practical joker. After all, how much harm can one little girl do? Plenty. Claudia breaks her leg as a result of one of Betsy's jokes. Now Claudia is feeling like baby-sitting might be too dangerous and she's talking about quitting the club. Kristy thinks Betsy needs to be taught a lesson, and that the baby-sitters are just the ones to do it. Watch out, Betsy Sobak. The joke war is on!

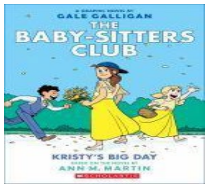
978-1-5364-8267-6 ©2023 5-1/2 x 8 192 pgs.

Grades 3 - 6 Dewey# 741.5 AR Lvl 2.6 AR Pts 1.0 Lexile 520

Quantity
1

Unit Price
\$24.95

Baby-Sitters Club Graphix (Prebound / Graphic Novel)



#2070388 (Vol. 06) Kristy's Big Day (Graphic Novel) (Prebound)
written by Ann M. Martin

Kristy's mom is getting married, and Kristy is going to be a bridesmaid! The only trouble is, fourteen kids are coming in town for the wedding. Kristy, Claudia, Mary Anne, Stacey, Dawn, and Mallory think they can handle it, but that's before they spend a week changing diapers, stopping arguments, solving mix-ups, and planning activities.

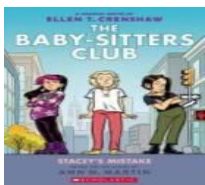
978-1-5364-4551-0 ©2023 5-1/2 x 8 160 pgs.

Grades 3 - 6 Dewey# 741.5 AR Lvl 3.2 AR Pts 1.0 RC Lvl 4.7 Lexile GN 500

Quantity
1

Unit Price
\$24.95

Baby-Sitters Club Graphix (Prebound / Graphic Novel)



#2350398 (Vol. 14) Stacey's Mistake (Graphic Novel) (Prebound)
written by Ann M. Martin

But it turns out that the baby-sitters are way out of place in the big city. Mary Anne sounds like a walking guidebook, Dawn is afraid of everything, Kristy can't keep her mouth shut, Claudia is jealous of Laine -- Stacey's New York best friend -- and Mallory and Jessi feel intimidated by Stacey's classmates. With ten kids to baby-sit and a full schedule of activities, how will Stacey keep the weekend from becoming a complete disaster?

978-1-5364-8227-0 ©2023 5-1/2 x 8 160 pgs.

Grades 3 - 6 Dewey# 741.5 AR Lvl 2.8 AR Pts 1.0

Quantity
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Wings of Fire (Graphic Novel / Prebound)



#2363931 (Vol. 07) Winter Turning (Graphic Novel) (Prebound)

written by Tui T. Sutherland

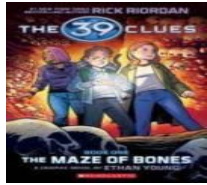
Daring mission... or deadly mistake? Winter has been a disappointment to his royal IceWing family his whole life. When his sister, Icicle, runs away from Jade Mountain Academy, fleeing terrible crimes and possibly planning to commit more, Winter knows that they both need a second chance to make things right -- if only he can find her.

978-1-5364-8273-7 ©2023 6 x 9 224 pgs.

Grades 3 - 6 Dewey# 741.5 AR Lvl 3.5 AR Pts 3.0 Lexile GN 450

Quantity
1 **Unit Price**
\$24.95

39 Clues (Graphic Novel / Prebound)



#2322186 (Vol. 01) Maze of Bones (Graphic Novel) (Prebound)

written by Rick Riordan

Dan and Amy Cahill are given the choice of receiving a million dollars or uncovering the thirty-nine clues hidden around the world that will lead to the source of the family's power, but by taking on the clues, they end up in a dangerous race against their own family.

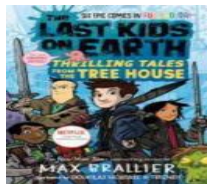
978-1-5364-7857-0 ©2023 6 x 9 192 pgs.

Grades 3 - 6 Dewey# 741.5 AR Lvl 3.6 AR Pts 2.0 Lexile GN 480

Quantity
1 **Unit Price**
\$24.95

Reviews by: School Library Journal Gr 4-7--Dan and Amy Cahill, a pair of orphaned siblings with white skin and red hair, find themselves in a dangerous world of adventure when their beloved grandmother Grace passes away, leaving a potentially massive inheritance to those willing to solve the mystery of the 39 clues. As the siblings find out, the Cahill family is one of the largest and most influential families in all of history, with members ranging from Benjamin Franklin to Louis Armstrong. If they are able to solve the treasure hunt, they will become the most powerful people on the planet. They're not alone in their quest, however, and their competitors are made up of distant members of their family of varying skin tones and ages. Luckily they're smart, and they have help in the form of their au pair, Nellie, who has brown skin and green and pink hair, and their grandmother's beloved cat, Saladin. Along the way, readers will learn a little bit about history, though it may be hard for some readers to parse what is real and what is invention. The character of Nellie does border on the trope of a BIPOC employee becoming a member of the family, and she does not get fleshed out much; readers may wonder if she has any family or connections outside of these children. The book moves quickly, aided by colorful and lively illustrations, and captures readers' attention from the start. VERDICT Sure to attract new readers and maybe some returning fans, this will likely be very popular and should be a first purchase for most collections.--Kadie Seitz Copyright 2023 School Library Journal, LLC Used with permission.

Last Kids on Earth (Graphic Novel / Trade)



#2227847 Thrilling Tales from the Tree House (6-in-1) (Hardcover (Trade))

written by Max Brallier

The kids and their monster buddies are hanging out in the tree house, when Jack launches into an epic, totally-heroic, super rad story of one of his many post-apocalyptic adventures. Of course, after he's finished, everyone's eager to one-up his tale with a story of their own. Soon, Quint, Dirk, June and Skaelka, and even Globlet regale the group with sometimes outrageous, often hilarious details of their action-packed escapades during the monster-zombie apocalypse.

978-0-593-35006-5 ©2021 5-1/2 x 8-1/4 208 pgs.

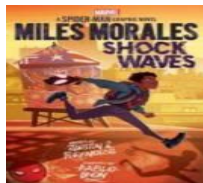
Grades 3 - 6 Dewey# 741.5 AR Lvl 3.1 AR Pts 2.0 Lexile GN 320

Quantity
1 **Unit Price**
\$13.99

Reviews by: School Library Journal Gr 4-6—Brallier presents the first original graphic novel installment in his wildly popular "Last Kids on Earth" series, which centers on 13-year-old Jack and his friends June, Quint, and Dirk, who fight monsters after a zombie outbreak in their town. When their tree house sanctuary is attacked by a gigantic monster, the kids and their duo of monster comrades all want a piece of the creature. Each claims to be best suited to take down the terror, and all want to do it solo, so Jack suggests a storytelling competition to see who should get the honor of charging into battle. While the time suck of the contest framing device may frustrate some readers, they'll be pulled in by the exciting,

absurd tales. The vibrant, full-color stories, each illustrated by a new collaborator who brings a different aesthetic, are separated by gray-tone cartoon segments in which the characters debate the accuracy of the stories and decide who should go next. Chock-full of baseball baddies, wicked witches, killer clowns, and so many monsters, the tales ferry readers to a satisfying conclusion as our heroes learn the power of teamwork—and get a surprise last-minute entry into the contest. Dated references (like a shoutout to MTV's Nineties-era Rock N' Jock) aside, it's an absorbing, thrilling read. June is Latinx, Quint is Black, and Jack and Dirk are white. VERDICT A sort of kid-friendly Canterbury Tales, this collection will be warmly received by the many fans of the prose series and the Netflix adaptation.—Abby Bussen, Muskego P.L., WI

Spider-Man: Into the Spider-Verse (Graphix / Prebound)



#2317412 (Vol. 01) Miles Morales: Shock Waves (Prebound)

written by Justin A. Reynolds

Miles Morales is a normal kid who happens to juggle school at Brooklyn Visions Academy while swinging through the streets of Brooklyn as Spider-Man. After a disastrous earthquake strikes his mother's birthplace of Puerto Rico, Miles springs into action to help set up a fundraiser for the devastated island.

978-1-5364-7815-0 ©2021 6 x 9 128 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 3.3 AR Pts 1.0 Lexile GN 450

Quantity	Unit Price
1	\$24.95

Reviews by: Booklist Grades 4-6 After a quick refresher on Miles Morales--here, one year into being Brooklyn's teenage, Afro-Latino Spider-Man, with the bonus powers of turning invisible and shooting venom blasts--the story kicks off with news of a devastating earthquake in Puerto Rico, home to Miles' maternal family. Desperate to help, he organizes a fundraiser block party, and a classmate's father arranges for a sponsorship with his employer, the (evil) corporation Serval Industries. When the man goes missing, however, Miles' investigation reveals a sinister plot to create a superpowered army. It's a short but complete episode, feeling like a solid cornerstone of ongoing collaborations between Marvel and Scholastic (enhanced by cameos of Ms. Marvel and Squirrel Girl). Reynolds brings humor and energy to the script, with plenty of classic webslinger banter. Despite its lighter tone, the story's premise of an earthquake in Puerto Rico and its fallout hits close to home, lending real weight to the cartoony adventure. That, and the immense and ever-expanding popularity of Miles Morales, will ensure that this is a sought-after title. COPYRIGHT(2021) Booklist, ALL RIGHTS RESERVED.

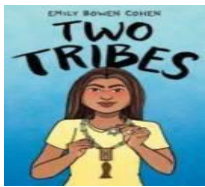
Reviews by: Kirkus Reviews Rising star Reynolds draws on devastating real-life experiences to relate how the teenage Afro-Latinx superhero must discover a renewed balance of self even as he negotiates his immense responsibilities. Puerto Rico, where Miles' mother grew up, has experienced a very intense earthquake. Just as the family launches a community fundraiser to help, Spider-Man must attend to a mischievous new superpowered duo who elude his capture. Simultaneously, Miles and his best friend, Ganke, who's Korean American, welcome a new friend when new female classmate and techie Kyle, who's Black, joins the scene at Brooklyn Visions Academy, as her father has come to town to work for the mega-rich, ultrapowerful Harrison Snow. Yet just a few days later, Kyle's father seems to have gone missing. Might there be a connection among it all: the mysterious disappearance of Kyle's father, the new superpowered duo shaking things up, and the earthquakes threatening his mother's beloved island? And will Miles ever be able to get a good night's sleep? The graphic novel sensitively grants agency to those who can't shoot webs from their wrists, as Miles' friends' skills, wisdom, and cunning all contribute to finding a solution. Leon's panels equally deftly juggle humor, action, and emotional truth. At its heart, the story lifts up the real-world consequences of a series of natural disasters to the proud people of Puerto Rico, challenging us all to recognize our shared responsibility. Big heart and enduring life lessons make this a cherished addition to a viral character's legacy. (Graphic adventure. 8-12) COPYRIGHT(2021) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: School Library Journal Gr 6 Up—Miles Morales, a scholarship student at Brooklyn Visions Academy (and, oh yeah, Spider-Man) struggles to balance his schoolwork, family obligations, and superhero activities. When a pair of criminals with surprising superpowers of their own elude him, he is left with a mysterious glowing blue rock, which his new classmate Kyle recognizes because her dad, an employee of Serval Industries, has one as well. But now her dad is missing, and Kyle will stop at nothing to find him—and Miles realizes that the glowing blue rock has something to do with the recent earthquakes in Puerto Rico. Miles is pulled in many directions but has a supportive community, including his parents, his roommate Ganke, Ms. Marvel, Squirrel Girl, and the other Spider-Man, Peter Parker. Panels use the full color spectrum and often take interesting perspectives, especially as Spider-Man crouches atop buildings and swings through the city; Leon renders cell phone and computer screens realistically and accurately captures facial expressions and body language. Miles is Black and Puerto Rican, Kyle is Black, and Ganke is Korean American. VERDICT Reynolds delivers a well-balanced story with action, relationships, and humor. Those who enjoyed Jerry Craft's New Kid or Jason Reynolds's Miles Morales: Spider-Man will devour this graphic novel addition to the Spideverse in one sitting; it also works as a stand-alone.—Jenny Arch, Lilly Lib., Florence, MA

Individual Titles: Fiction

#2377098 Two Tribes (Prebound)

Quantity	Unit Price
1	\$29.95



written by Emily Bowen Cohen

Mia is still getting used to living with her mom and stepfather, and to the new role their Jewish identity plays in their home. Feeling out of place at home and at her Jewish day school, Mia finds herself thinking more and more about her Muscogee father, who lives with his new family in Oklahoma. Her mother doesn't want to talk about him, but Mia can't help but feel like she's missing a part of herself without him in her life.

978-1-5364-8455-7 *Heartdrum* ©2023 6 x 9 256 pgs.

Grades 4 - 7 Dewey# 741.5

Reviews by: Bulletin of the Center for Children's Books Mia's Muscogee Nation father and Jewish mother divorced when Mia was three, and now at twelve Mia's noticing the friction between her Judaism and her Native identity. While Mia is encouraged to participate in Jewish customs, such as celebrating Shabbat and keeping kosher, her biracial identity is mostly ignored by her mother and stepfather; even worse, it makes her a target of ignorant and racist statements about Native peoples at her Jewish school and even from her rabbi. Cashing in her Bat Mitzvah checks, Mia sneaks onto a bus from California to Oklahoma and reconnects with her father and his family. There, she learns that contrary to the ill-informed things she's read in books depicting Native Americans as a monolith, there's no one right way to be Native, and it's different-and often complicated-for everyone. Her grandmother, having survived abusive government boarding schools, is only now able to learn, do, and share Muscogee traditions; her reverence for the culture she almost lost also means, however, that she's often annoyed by Mia's older cousin, Nova, and the nontraditional elements of her "Indigenerd" craftwork and accessories. Meanwhile, Mia's father Van is a Christian endeavoring to unlearn harmful attitudes about Indigenous history and understand both his heritage and Mia after remarrying. Interpersonal family drama feels realistic but never crushing, as Mia's independent and curious nature allows her to learn from her elders in order to advocate for herself among them, ultimately bringing her blended family together. The narrative about the rich diversity within the Native community is as vibrantly told as it is drawn, in lightly textured, saturated warm tones and dark linework. Readers who enjoyed LaPensée's *Rabbit Chase* (BCCB 3/22) or Fahmy's *Huda F Are You?* (BCCB 10/21) will not want to miss Mia's journey. Note from the author and Mvskoke Glossary included. MC COPYRIGHT(2023) Bulletin of the Center for Children's Books, ALL RIGHTS RESERVED.

Reviews by: Kirkus Reviews A coming-of-age tale about the beauty and challenges of embodying two cultures. When a school bully declares that Mia is "not a real Indian" because she doesn't conform to his stereotypes, the tween questions her right to claim a Native identity. Since her Jewish mother separated from her father when she was 3, Mia's contact with her Muscogee relatives has been limited. Seeking to reconnect with that side of her heritage, Mia lies about attending a school trip and takes the bus from Los Angeles to visit her dad in Tulsa. The weekend goes well until her mom discovers her lie. Torah study with the rabbi, one of Mia's punishments, helps her reflect on her actions, leading to frank conversations with her mom and stepfather about the importance of keeping her father and her Muscogee heritage in her life. Cohen depicts an authentically complicated Muscogee homecoming for Mia: a warm welcome that includes boundaries, with some spaces where she is not yet permitted and some knowledge her father cannot pass down. Yet within these restrictions lies space to grow, as modeled by Mia's cousin, who shows her that there are different ways to live and express Muscogee identity. The story is well crafted, with Jewish and Muscogee beliefs integrated to great effect and art that enhances the text. A powerful graphic novel about honoring every part of our identity. (author's note, Mvskoke glossary, note from Cynthia Leitich Smith) (Graphic fiction. 9-13) COPYRIGHT(2023) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: Publishers Weekly A tween with divorced parents feels torn about her heritage in this profound graphic novel, Cohen's debut. Since her Jewish mother left her Muscogee father, middle schooler Mia has been raised by her mother and new stepfather. She attends a Los Angeles Jewish day school and is preparing for her upcoming bat mitzvah. When a school bully claims she's "not a real Indian" because she doesn't embody his stereotypical depiction of an Indigenous person, Mia wonders, "How can I say I'm Native if I don't know anything about it?" Wanting to connect with her Indigenous family, she tells her mother she's sleeping over at a friend's house and runs away to Tulsa, Okla., to visit her father. There, she meets her extended family and learns about many Muscogee Nation traditions and customs at a powwow, until her parents discover her lie. "Just like Mia, I am Muscogee (Creek) and Jewish," Cohen writes in a concluding author's note. In Mia's struggle to reconcile her ancestries, the creator develops a credible portrayal of self-image and acceptance. Plentiful panels rendered in earth tones further enhance this nuanced portrait of Mia's search for identity. Ages 8: 12. Agent: Judith Hansen, Hansen Literary. (Aug.)

Reviews by: School Library Journal Gr 5 Up—Mia lives with her Jewish mom and stepdad in Los Angeles and attends a Jewish community school. However, she feels different from her classmates and friends because she is not just Jewish. Her father is Native American, and even though she hasn't lived with him most of her life, Mia longs to learn about that part of her heritage. Because her mom doesn't like talking about her dad, Mia hatches a plan with her best friend to secretly visit him and his family in Oklahoma. There she attends a powwow, meets extended family, and discovers answers to many of her questions about the Muscogee Nation culture. Then Mia's parents discover she lied to both of them about the trip, and Mia is whisked back to L.A. How will she continue to become who she really is, a member of two tribes? Every sentence in this coming-of-age story is purposeful; whether it is demonstrating how to deal with those who would mock her heritage and standing up for who she is, teaching about Jewish and Muscogee Nation culture and heritage, or bringing to light the misrepresentation of Native Americans in books and pop culture, each lesson is artfully woven into the story of a young girl learning to discover and fight for who she really is. The adults are deeply supportive and model how to accept responsibility for mistakes and apologize. All readers will walk away feeling empowered to embrace their unique backgrounds. The artwork complements the text perfectly as Cohen uses internal monologues to great visual effect. The back matter

includes an author's note explaining the use of the term "Indian" as well as a Mvskoke glossary. VERDICT A must-purchase for young readers everywhere on how to learn about, be empowered by, and embrace one's identity.—Emily Beasley

Spider-Man: Into the Spider-Verse (Graphix / Prebound)



#2317432 (Vol. 02) Miles Morales: Stranger Tides (Prebound)

written by Justin A. Reynolds

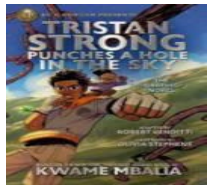
Miles Morales has just about gotten used to this being Spider-Man thing. Keeping Brooklyn safe, taking down bad guys, and finishing his homework-he's got this! But when Spider-Man is invited to a launch for a brand-new video game, things go sideways fast. Anyone who plays the game is frozen, and it's all because of a villain named the Stranger. He's judged humanity and found it lacking, and his idea of justice is extreme.

978-1-5364-7822-8 ©2022 6 x 9 128 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 3.3 AR Pts 1.0

Quantity 1
Unit Price \$24.95

Tristan Strong (Graphic Novel / Prebound)



#2285940 (Vol. 01) Tristan Strong Punches a Hole in the Sky (Graphic Novel) (Prebound)

written by Kwame Mbalia

Tristan finds himself in the middle of a battle that has left Black American folk heroes John Henry and Brer Rabbit exhausted. In order to get back home, Tristan and these new allies will need to entice the god Anansi, the Weaver, to come out of hiding and seal the hole in the sky. But bartering with the trickster Anansi always comes at a price.

978-1-5364-7459-6 ©2022 6 x 9 128 pgs.

Grades 4 - 7 Dewey# 741.5

Quantity 1
Unit Price \$24.95

Reviews by: Booklist This graphic adaptation of Kwame Mbalia’s groundbreaking adventure fantasy hits all the major plot points: Following the death of his best friend, Tristan visits his grandparents’ Alabama farm, where his pursuit of a mysterious burglar leads him to accidentally punch a bottle tree, releasing an evil haint and tearing a hole into the world of Alke, home to the pantheon of African and African American myths, gods, and folk heroes. In Alke, Tristan must come into his own as an Anansesem, a magically powerful storyteller, if he’s to save the people from an uprising of fetterlings and other evil, oppressive monsters. While Venditti’s adaptation is an impressive feat of storytelling efficiency and artist Stephens visualizes so many memorable characters, the meager page count and sparse background art give little room for the original 496-page epic or its characters to breathe, giving the feeling of a rushed product. Nonetheless, the original’s popularity will have readers queuing up for their turn with this version, and the graphic-novel space remains in desperate need of more Black representation. Stock up.— Ronny Khuri

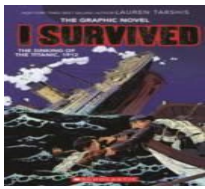
Reviews by: School Library Journal Gr 4-7--Tristan Strong is living with grief and guilt because he survived a bus accident that killed his best friend, Eddie. When he is sent down to stay at his grandparents' farm in Alabama, he brings Eddie's journal along, but he doesn't realize until it's too late that this journal makes him a target. Soon Tristan meets many of the characters from his grandmother's folktales, such as Brer Rabbit, John Henry, and Anansi the spider, and he finds himself in the middle of a battle that could destroy the world. This graphic adaptation of the children's novel that began the "Tristan Strong" trilogy will have plenty of appeal for readers who are interested in African and African American characters and folklore. The illustrations pop with energy and color, and the off-kilter panels will pull readers into the surreal story. The creative reimaginings of classic folktale characters will keep readers entertained, and may also inspire them to learn more about the originals. VERDICT For fans of Rick Riordan-style mythology stories, these feature plenty of action and diverse characters.--Andrea Lipinski Copyright 2022 School Library Journal, LLC Used with permission.

I Survived Graphic Novels (Prebound)

#2153343 (Vol. 01) I Survived the Sinking of the Titanic, 1912 (Graphic Novel) (Prebound)

written by Lauren Tarshis

Quantity 1
Unit Price \$22.95



Ten-year-old George Calder can't wait to explore every inch of the Titanic, even if his little sister, Phoebe, has to tag along. But when George sneaks away without her and ventures into the first class baggage room, a terrible boom shakes the entire boat.

Suddenly, water is everywhere, and George's life changes forever ...

978-1-5364-6147-3 ©2020 6 x 9 160 pgs.

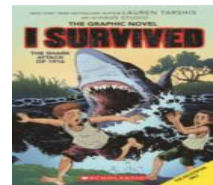
Grades 4 - 7 Dewey# 741.5 AR Lvl 2.7 AR Pts 1.0 Lexile GN 390

Reviews by: Booklist Booklist (January 1, 2020 (Vol. 116, No. 9)) Grades 3-6. Ten-year old George Calder loves adventure and is hoping to find it aboard the maiden voyage of the Titanic, but when the infamous ship starts to sink, it's up to George and his quick wits to find a way out for his family and friends. The original I Survived series already has lots of appeal for emerging readers, but this graphic adaptation of Tarshis' novel not only stays incredibly true to the original story but now provides another format in which to enjoy this high-interest and easily accessible piece of historical fiction. The illustrations nicely complement the plot-driven tone and softly show the historical horror appropriately for a young audience without minimalizing its tragedy. The dense colors and detailed figures and backgrounds mimic the feel of 1940's pulp comics, which works quite well with the overall tone. Readers will be poring over the pages to see what happens next, even if they're already familiar with the story. Includes additional facts about the shipwreck, period photos, and further-reading lists for kids inspired to further research.

Reviews by: Kirkus Reviews A popular prose series gets a graphic revitalization. Faithfully following its predecessor, the book introduces readers to 10-year-old George, an American boy traveling first class on the Titanic with his aunt Daisy and little sister, Phoebe. When the fateful collision between boat and berg occurs, Phoebe goes missing. As the arctic waters rise, George sets out to find her. Although panic mounts all around, it seems that George's privilege will save him, until he is shocked to discover otherwise. After the Titanic goes down and he's safe back at home, George wrestles with his anxieties in a way that is accessibly age-appropriate, albeit a bit facile. In the vein of other graphic adaptations of bestselling series (like the evergreen The Baby Sitter's Club), the first installment of Tarshis' sprawling prose disaster oeuvre for young readers is reimagined in visually interesting full-color comic panels that support its recognizable thrilling pace and convenient twists. Many of the most exciting scenes are largely wordless, spotlighting the propulsive action amid growing tensions. New backmatter includes interesting historical facts and photographs of persons and places of interest, including pictures of the first-, second-, and third-class cabins and of relics recovered from the shipwreck. Also included are lists of further reading, both fiction and nonfiction. George, Phoebe, and Daisy are white, as are nearly all the secondary characters as well. A fresh and interesting adaptation, making for an easy crowd pleaser. (facts, character bios, bibliographies) (Graphic adaptation. 7-10)

Reviews by: School Library Journal School Library Journal (December 1, 2019) Gr 2-6-Like many other popular series, "I Survived" is being adapted into graphic novel format. Tarshis's tale of terror in the middle of the Atlantic hews closely to the source material. In 1912, 10-year-old George is traveling with his little sister and his aunt aboard the Titanic. Restless and a bit mischievous, George finds excitement and meets friends above and below deck. Tension builds as the ship collides with an iceberg and begins to sink. George, his family, and his friends escape the rising water on the lower levels and make their way to the upper decks, which leads to separation, icy waters, and, ultimately, rescue by the Carpathia. Dark, subdued, inky art sets a somber tone, while a parade of mostly small panels builds suspense and promises to engage readers. As George explores the ship, the illustrations highlight the enormity of the Titanic, from George and his family's lavish first-class quarters to the boiler room to the mail sorting room to the baggage hold. Appended facts about the Titanic and information on real-life passengers let readers make connections between this fictional story and the actual events. VERDICT This title will be in high demand where the original series circulates well.-Jody Kopple, Shady Hill School, Cambridge, MA © Copyright 2019. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.

I Survived Graphic Novels (Prebound)



#2163578 (Vol. 02) I Survived the Shark Attacks of 1916 (Graphic Novel) (Prebound)

written by Lauren Tarshis


Chet Roscow has a job with his uncle Jerry at the local diner, three great friends, and the perfect summertime destination: Matawan Creek. But Chet's summer is interrupted by shocking news that a great white shark has been attacking swimmers along the Jersey shore, not far from Elm Hills. So when Chet sees something in the creek, he comes face-to-face with a bloodthirsty shark!

978-1-5364-6318-7 ©2020 6 x 9 160 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 3.3 AR Pts 1.0 RC Lvl 3.4


Quantity	Unit Price
1	\$22.95

I Survived Graphic Novels (Prebound)

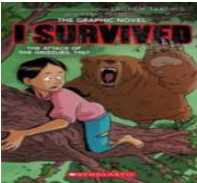
	Quantity	Unit Price
 #221219 (Vol. 03) I Survived the Nazi Invasion, 1944 (Graphic Novel) (Prebound) <i>written by Lauren Tarshis</i> It's been years since the Nazis invaded Max Rosen's home country of Poland. All the Jewish people, including Max's family, have been forced to live in a ghetto. At least Max and his sister, Zena, had Papa with them . . . until two months ago, when the Nazis took him away. Now Max and Zena are on their own. 978-1-5364-6776-5 ©2021 6 x 9 160 pgs. Grades 4 - 7 Dewey# 741.5 AR Lvl 3.3 AR Pts 1.0 RC Lvl 4.5 Lexile 520	1	\$22.95

Reviews by: School Library Journal School Library Journal Xpress (April 23, 2021) Gr 3-6-The latest graphic novel adaptation of Tarshis's popular series is a crowd-pleaser. In 1944, Max and Zena are alone in the Jewish ghetto of Esties, Poland, their father having been taken away by Nazi soldiers. Living hand to mouth, the siblings spy a raspberry bush just beyond the fence line. When Max tries to grab a handful, he's swiftly caught by a Nazi guard, who accidentally shoots himself. The two run, and their harrowing journey to safety begins. After a sympathetic farmer hides them from a German search party, the children meet a Jewish network of resistance fighters who hide in the Polish woods, undermining the Nazi soldiers by destroying weapons and supplies. Max and Zena are delighted to find that their long-lost aunt is part of the partisan group with which they connect, and together they make a daring escape from certain death. Those familiar with this installment will anticipate the traumas and triumphs of the story, while newcomers to the series will also be pulled in; all will be satisfied with the mostly happy resolution. The subdued, earthy palette is punctuated by the harsh red of the Nazi flag, the same color as the few depictions of cartoon blood. Max, Zena, and other characters are white. VERDICT Another effective comics translation in this first-rate series, this is an excellent addition to libraries, especially where Tarshis's other titles circulate well.-Abby Bussen, Muskego P.L., WI © Copyright 2021. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.

I Survived Graphic Novels (Prebound)

	Quantity	Unit Price
 #2238991 (Vol. 04) I Survived the Attacks of September 11, 2001 (Graphic Novel) (Prebound) <i>written by Lauren Tarshis</i> A gripping graphic novel adaptation of Lauren Tarshis's bestselling I Survived the Attacks of September 11, 2001, in time for the 20th anniversary of 9/11. The only thing Lucas loves more than football is his Uncle Benny, his dad's best friend at the fire department where they both work. Benny taught Lucas everything about football. So when Lucas's parents decide the sport is too dangerous and he needs to quit, Lucas has to talk to his biggest fan. The next morning, Lucas takes the train to the city instead of the bus to school. It's a bright, beautiful day in New York. But just as Lucas arrives at his uncle's firehouse, everything changes -- and nothing will ever be the same again. 978-1-5364-6925-7 ©2021 6 x 9 160 pgs. Grades 4 - 7 Dewey# 741.5 AR Lvl 3.6 AR Pts 1.0 Lexile 570	1	\$22.95

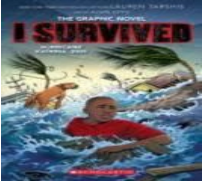
I Survived Graphic Novels (Prebound)

	Quantity	Unit Price
 #2275329 (Vol. 05) I Survived the Attack of the Grizzlies, 1967 (Graphic Novel) (Prebound) <i>written by Lauren Tarshis</i> No grizzly has ever killed a human in Glacier National Park before... until tonight. Eleven-year-old Melody Vega and her family come to Glacier every year. Mel loves it here -- the beautiful landscapes and wildlife make it easy to forget her real-world troubles. Then Mel comes face-to-face with a mighty grizzly. She knows basic bear safety: Don't turn your back. Don't make any sudden movements. And most importantly: Don't run. That last one is the hardest for Mel; she's been running from her problems all her life. If she wants to survive tonight, she'll have to find the courage	1	\$22.95


to face her fear.
 978-1-5364-7287-5 ©2022 6 x 9 160 pgs.
 Grades 4 - 7 Dewey# 741.5 AR Lvl 3.2 AR Pts 1.0 Lexile 460

Reviews by: Kirkus Reviews Kirkus Reviews (May 1, 2022) A child mourning the loss of her mom “bears” witness to the consequences of strewing the natural landscape with garbage. In this graphic-novel adaptation of a 2018 entry in Tarshis’ long-running I Survived series—in which invented storylines are layered over historical incidents—it’s 1967, and Mel (Vega in the original, though her last name is never mentioned here) has reluctantly agreed to continue a family tradition in the wake of her mother’s death by visiting her grandpa in Montana’s Glacier National Park. She is terrified when a bear attacks the cabin door one night. Later, she and Cassie, a writer friend of her mom’s, meet up with a researcher whose own father had been bloodily killed in an earlier attack and discover that a local resort has been dumping garbage nearby to draw bears for a nightly show that people, including even park rangers, avidly gather to watch. That evening, in a narrow escape that is also put to use as an opening teaser, Mel herself is savagely wounded. Two deaths that occurred in real life that summer, plus the shooting of the bears involved (talk about blaming the victims!), happen offstage, but the live and dead bears in Pekmezci’s neatly drawn wilderness scenes look feral enough to have readers attending closely to the safety guidelines in the backmatter—and understanding the dangers of letting wild animals become dependent on our detritus. Like others in the series, this one follows a predictable trajectory, but readers should find it absorbing. Mel is brown-skinned, Cassie appears to be Black, and the researcher is light-skinned. Formulaic but rousingy gruesome in some spots and thought-provoking in others. (afterword, photos, timeline, resource lists) (Graphic novel. 9-11)

I Survived Graphic Novels (Prebound)

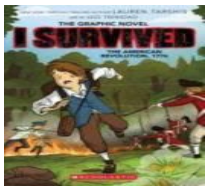
	Quantity	Unit Price
 <p>#2296952 (Vol. 06) I Survived Hurricane Katrina, 2005 (Graphic Novel) (Prebound) <i>written by Lauren Tarshis</i> Barry's family tries to evacuate before Hurricane Katrina hits their home in New Orleans. But when his little sister gets terribly sick, they're forced to stay home and wait out the storm. At first, Katrina doesn't seem to be as bad as predicted. But overnight the levees break, and Barry's world is literally torn apart. He's swept off by the floodwaters, away from his family. Can he survive the storm of the century - alone? 978-1-5364-7620-0 ©2022 6 x 9 160 pgs. Grades 4 - 7 Dewey# 741.5 AR Lvl 2.8 AR Pts 1.0</p>	1	\$22.95

I Survived Graphic Novels (Prebound)

	Quantity	Unit Price
 <p>#2324546 (Vol. 07) I Survived the Great Chicago Fire, 1871 (Graphic Novel) (Prebound) <i>written by Lauren Tarshis</i> Oscar Starling never wanted to move to Chicago. The smog, the stench, the thieves around every corner -- it's so different from his old life on the farm. Will the big city ever feel like home? But shortly after Oscar arrives, a huge fire breaks out. All of Chicago is ablaze and one thing is clear: the city is like a powder keg, ready to explode. An army of firemen tries to help, but this fire is a ferocious beast that wants to devour everything in its path. 978-1-5364-7905-8 ©2023 6 x 9 160 pgs. Grades 4 - 7 Dewey# 741.5 AR Lvl 2.8 AR Pts 1.0 Lexile 400</p>	1	\$22.95

I Survived Graphic Novels (Prebound)

	Quantity	Unit Price
<p>#2346754 (Vol. 08) I Survived the American Revolution, 1776 (Graphic Novel) (Prebound) <i>written by Lauren Tarshis</i> Nathaniel Fox never imagined he'd find himself in the middle of a blood-soaked</p>	1	\$22.95

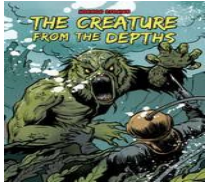


battlefield, fighting for his life. He's only eleven years old! He's barely paid attention to the troubles between America and England. Instead, he's been worked to the bone by his cruel uncle.

978-1-5364-8175-4 ©2023 6 x 9 160 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 3.4 AR Pts 1.0 Lexile GN 490

Graphic Planet: Horror Stories (Magic Planet)



#2343367 Creature from the Depths (Library Binding)

written by Mark Kidwell

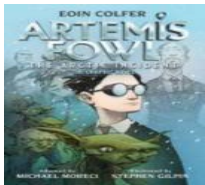
In the depths of the sea exists an ancient treasure. Anyone who comes in contact with it is overcome with greed. For centuries, this treasure has been hoarded deep below the ocean's surface. To steal it, one must get past the creature! Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-0982-3600-7 ©2024 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 Lexile GN 680

Quantity
1 **Unit Price**
\$22.95

Artemis Fowl Graphic Novels (Trade)



#2218833 (Vol. 02) Artemis Fowl the Arctic Incident (Graphic Novel) (Hardcover (Trade))

written by Eoin Colfer

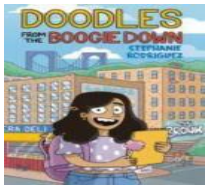
The world's youngest, brightest, and most dangerous criminal mastermind is back. Artemis Fowl receives an urgent e-mail from Russia. In it is a plea from a man who has been kidnapped by the Russian Mafiya: his father. As Artemis rushes to his dad's rescue, he is stopped by a familiar nemesis: Captain Holly Short of the LEPrecon fairy police.

978-1-368-06470-5 ©2021 128 pgs.

Grades 6 - 8 Dewey# 741.5

Quantity
1 **Unit Price**
\$21.99

Individual Titles: Fiction



#2321129 Doodles from the Boogie Down (Hardcover (Trade))

written by Stephanie Rodriguez

Eighth grade in New York City means one thing: It's time to start applying to high schools! While her friends are looking at school catalogs and studying for entrance exams, Steph is doodling in her notebook and waiting for art class to begin. When her art teacher tells her about LaGuardia High School of Music & Art and Performing Arts, Steph desperately wants to apply. But she's in the Bronx, and LaGuardia is a public school in Manhattan--which her mom would not approve of. Steph comes up with a plan that includes lying to her mom, friends, and teachers. Keeping secrets isn't easy, and Steph must decide how far she'll go to get what she wants.

978-0-451-48065-1 Kokila ©2023 5-1/2 x 8-1/4 208 pgs.

Grades 4 - 7 Dewey# 741.5 Lexile HL 410

Quantity
1 **Unit Price**
\$20.99

Reviews by: Booklist Grades 4-7 In this semiautobiographical novel, readers follow Steph, a girl from the Bronx who has dreams of becoming an

artist. She has her heart set on attending LaGuardia, an arts-focused high school in Manhattan, and with the support of her teacher Ms. Santiago, she feels like she has a real shot at being accepted. The only problem is that her mom doesn't want her to attend a public school, and hasn't been very supportive of her art. Even without her mother's support, Steph decides to move forward with the process of applying and hatches a plan to convince her mom to let her attend. As she carries out her plan, she learns that to live the life she wants, she must be truthful to those closest to her. Rodriguez's coming-of-age comic is full of vivid, expressive, and colorful cartoon artwork that depict what it was like growing up in the early 2000s. Tweens who are feeling the pressure and challenges of school, friends, and family will find Steph's story especially relatable. COPYRIGHT(2023) Booklist, ALL RIGHTS RESERVED.

Reviews by: Horn Book Magazine In this engaging graphic novel, it's time for Steph to choose a high school, and her protective Dominican mom wants her to pick a nice Catholic school in the Bronx. But academics aren't Steph's strong suit -- she'd rather spend time drawing. Her art teacher, Ms. ÂSantiago, suggests she apply to LaGuardia High School of Music & Art and Performing Arts, and even offers to help Steph with her portfolio. Steph's mom won't let her attend a public school, let alone one in Manhattan, so Steph comes up with a plan: if she fails the Catholic school entrance exam on purpose, LaGuardia will be her only option, and her mom will have to let her go. Can she keep her mom from finding out that she's been visiting Manhattan art museums with Ms. Santiago? And next year, when Steph and her two best friends are at separate high schools, will their bond survive the split? Set in the year 2000, Steph's world is full of time-period details, from landlines to AIM to Kid Cuisine, while dialogue includes 2000s slang and seamlessly interwoven Spanish language. Bright, cartoony illustrations allow moments of both comedy and expressive emotion. This slice-of-life story lets the characters and their relationships shine -- it's hard not to root for Steph to find the school of her dreams. Bodie Shanis(Copyright 2023 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Kirkus Reviews In Rodriguez's quasi-memoir, eighth grade finds 13-year-old Steph at a crossroads in the Bronx circa 2000. Even though high school's fast approaching, Steph can't quite shake off her overprotective mom, who insists on walking her to school every morning and expects Steph to come straight home after school. How embarrassing! To pursue her dreams of becoming an artist, Steph decides to apply to LaGuardia High School, an art school in Manhattan. Only one problem: Her mom does NOT want her to go to a public school. Undeterred in her artistic ambitions, Steph preps to get into LaGuardia with the help of Ms. Santiago, her art teacher. The young artist, however, keeps her plans mostly a secret, stirring up a web of lies for her mom, Ms. Santiago, and even her best friends, Tiff and Ana. Meanwhile, cracks start forming in her once-solid friendships with Tiff and Ana. While Tiff derides Steph's art goals, Ana gets chummy with Steph's schoolyard bullies. Will Steph get into LaGuardia in one piece? Upbeat and effervescent, Rodriguez's middle-grade graphic novel debut elicits a lot of laughs. The author lovingly depicts the Bronx to its brightest and fullest colors, sprinkling in a few pop-culture callbacks to the early 2000s. A nuanced focus on the central relationship between daughter and mother (who emigrated from the Dominican Republic at 11) provides a potent cross-generational dialogue. Most characters are cued as Latine. An artfully rendered, sweetly impressive coming-of-age journey. (author's note) (Graphic novel. 8-12) COPYRIGHT(2023) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: Publishers Weekly Rodriguez's warm and encouraging semi-autobiographical graphic novel debut depicts the challenges of pursuing one's dreams while feeling misunderstood by surrounding community. Circa 2000, 13-year-old artist Steph, who attends a Catholic middle school in the Bronx, is preparing to enter high school with best friends Tiff and Ana. While her protective mother warns her about the dangers of public school, citing her own traumatic childhood experience after emigrating from the Dominican Republic, Steph's supportive art teacher, Ms. Santiago, suggests applying to a Manhattan liberal arts high school to develop her creative talents. Given friends' disparaging comments regarding her aspirations, Steph lies to her peers and mother about her goals and puts together an application portfolio in secret. Distinct details denoting place and time; such as bodega snacks and era-specific sparkly slogan tops; lend verve to the kaleidoscopically colorful illustrations peopled by a largely Latinx-cued cast rendered with animated facial expressions. With sincerity and precision, Rodriguez captures Steph's feelings of frustration with her loved ones and awe at the inherent beauty of the world around her, which she depicts in her art. Ages 9: 12. (Apr.)

Reviews by: School Library Journal Gr 6-10--Dominican American eighth grader Steph is struggling to focus on her upcoming New York high school entrance exams because the core subjects don't interest her much; her real passion is art. With encouragement and support from her teacher Ms. Santiago, Steph instead sets her sights on the LaGuardia High School in Manhattan, a public school with a portfolio-based admissions process. LaGuardia seems like a dream to Steph, but there's just one (big) problem: her mother, Mari, would never approve of going to a public school, due to Mari's own bad experiences. Undeterred by the obstacles in front of her, Steph devises a plan to put together her portfolio and convince her mom that she knows what's best for her own high school career. Loosely based on the creator's life, the story convincingly delves into familiar themes surrounding diverging interests in middle school friend groups, wanting to fit in, and trying to find individual happiness amid family pressures. Colorfully vibrant artwork alternates between the micro and the macro: Steph and her friends at school and home are depicted with solid backgrounds and a skillful use of shading, while various New York neighborhoods are shown with impressive detail. Chapters are marked by minimalist colored and numbered circles and early 2000s slang and pop culture references are abundant, while Spanish is present throughout. Supporting and background characters largely appear to be Black, including best friend Tiff, or other people of color. VERDICT A touching and recommended story for offering reassurances that even sticky situations aren't the end of the world.--Alea Perez Copyright 2023 School Library Journal, LLC Used with permission.

Individual Titles: Nonfiction

	Quantity	Unit Price
#2314025 First Time for Everything (Hardcover (Trade))	1	\$22.99



written by Dan Santat

Dan's always been a good kid. But being a good kid doesn't stop him from being bullied and feeling like he's invisible, which is why he has low expectations when his parents send him on a class trip to Europe. At first, he's right, but as he travels through Europe, a series of first experiences begin to change him--first Fanta, first fondue...and first love.

978-1-62672-415-0 ©2023 5-1/2 x 8 320 pgs.

Grades 6 - 8 Dewey# 741.5 AR Lvl 2.6 AR Pts 2.0

Reviews by: Booklist in five pages, Dan is plunged into the ultimate middle-school nightmare, forced to recite a poem in front of the entire student body without any warning. It doesn't go well for him and proves only the first of many humiliations--everything from being publicly shamed to being hot down asking a girl out to suffering the aromatic, ostracizing consequences of getting barfed on. It's inconceivably terrible . . . an experience completely familiar, sure to engender instant empathy in any middle-school reader, even those who've only experienced such agonies in their imaginations. As it turns out, long before he was an award-winning artist, Santat was a little afraid of the world outside his door. But in the summer before high school, a sponsored trip headed by a thoughtful teacher will take him from the tiny town of Camarillo, California, through six European cities and, as the title promises, expose him to many firsts. A first airplane ride, beer, cigarette, coffee, date, love, and broken heart will all point him in a more hopeful, open direction. The warmth and specificity of his art, both in the way emotions flow from faces and in the evocation of places, highlight his memoir's lesson and make it a great read among a crowded field, especially for sensitive middle-grade boys. COPYRIGHT(2023) Booklist, ALL RIGHTS RESERVED.

Reviews by: Bulletin of the Center for Children's Books There is perhaps no better summary of the middle school experience than what Santat offers at the beginning of his graphic novel memoir: "Suddenly, being a kid felt stressful." A humiliating speech in front of the whole school, a thwarted attempt to sneak into a party, and general parental embarrassment leave thirteen-year-old Dan feeling pretty miserable, and he doesn't have much hope for the three-week study abroad trip to Europe ("I'd rather stay in my room and not be bothered by people"). His travels, however--from the tourist sites in Paris to a discotheque in Germany to an amusement park in Vienna to Wimbledon in London--leave a lasting impact and bring a diverse set of wonderful, supportive people into his life, including Amy, a cute girl from the Midwest. Santat deftly accomplishes a tricky balancing act, avoiding rose-colored glasses while writing as an adult looking back on an identity-shaping experience. The reflective narrative, told in past tense, is authoritative and authentic, while the main scenes of dialogue provide immediacy that captures the effervescent joy and utter terror of leaving the safety of childhood to have new experiences. Santat is honest about his own faults and fears, but he is especially clever when conveying how even well-intentioned adults put unneeded pressure on kids to enjoy being young. A departure from Santat's signature chaotic compositions, the panels here are cleanly structured, and while that makes the visuals a bit static, the style moves readers through the linear timeline. The figures are wonderfully expressive, from Dan's wide-eyed awe at the Eiffel Tower (and then subsequent wide-eyed terror when he has to climb it) to his embarrassed blush as he kisses Amy. Without preachiness or condescension, Santat gives readers a story that is both a reassuring hug and a nudge to get out there and experience the world beyond what they know. KQG COPYRIGHT(2023) Bulletin of the Center for Children's Books, ALL RIGHTS RESERVED.

Reviews by: Horn Book Magazine Santat, Caldecott winner for *The Adventures of Beekle*, shares his own adventures in this graphic memoir that focuses on a trip to Europe the summer before high school. He dispenses with his fraught middle-school years in two emotionally charged opening scenes: a humiliating speech and a disastrous party. The heart of the story is the life-changing three-week school trip, which his parents see as an opportunity: "We never got to do this when we were kids. You should feel lucky!" But for thirteen-year-old Dan, being invisible is his best coping strategy, and the trip forces him reluctantly out of his comfort zone. The visual narrative sticks to Dan's perspective, and his growth is treated with empathy and humor. This is Santat at his best: his signature palette emphasizing muted greens, browns, and nighttime shades; a variety of vertical and horizontal panels (many with no words or only sound effects and speech bubbles); and the spare text supporting the lively visuals. That summer may have been his first chance to see the cultural treasures of Europe, but for Dan it was other firsts that made indelible impressions -- first Fanta (and first beer); first girlfriend; and, thus, first broken heart. Readers see Europe's landmarks, but they're background to the book's human dramas. Back matter includes an author's note and a "Recreating Old Memories" section. Dean Schneider(Copyright 2023 by The Horn Book, Incorporated, Boston. All rights reserved.)

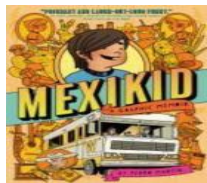
Reviews by: Kirkus Reviews A 1989 summer trip to Europe changes Caldecott Medal winner Santat's life in this graphic memoir. Young Dan hasn't experienced much beyond the small Southern California town he grew up in. He stays out of trouble, helps his parents, and tries to go unnoticed in middle school. That plan gets thwarted when he is made to recite poetry at a school assembly and is humiliated by his peers. When eighth grade is over and his parents send him on a three-week study abroad program, Dan isn't excited at first. He's traveling with girls from school whom he has awkward relationships with, his camera breaks, and he feels completely out of place. But with the help of some new friends, a crush, and an encouraging teacher, Dan begins to appreciate and enjoy the journey. Through experiences like his first taste of Fanta, first time hearing French rap, and first time getting lost on his own in a foreign country in the middle of the night, he finally begins to feel comfortable just being himself and embracing the unexpected. This entertaining graphic memoir is a relatable story of self-discovery. Flashbacks to awkward memories are presented in tones of blue that contrast with the full-color artwork through which Santat creates the perfect balance of humor and poignancy. The author's note and photos offer readers more fun glimpses into his pivotal adventure. Full of laughter and sentiment, this is a nudge for readers to dare to try new things. (Graphic memoir. 10-14) COPYRIGHT(2022) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: Publishers Weekly Conveying milestones that include first Fanta, first kiss, and first disco, this emotionally perceptive graphic novel memoir from Caldecott Medalist Santat follows a teen's arc from invisible to invincible. "Life was good" throughout Santat's childhood in small-town Camarillo, Calif., where the only child helped his mom with errands, hung out with friends, and "did normal kid stuff." Middle school, however, is one mortification after another, and Santat feels trapped by his self-imposed isolation; a protective measure against bullying. But in the summer of 1989, just before he starts high school, Santat's parents nudge him into a three-week European tour, and life is never the same. Interstitials in a simplified color palette flash back to prior school humiliations, while exuberant full-color panels in Santat's signature style convey the trip, including the dreamy reality of early freedoms, the nervous comedy of teen antics, and the wonder of viewing "things I'd only seen on postcards, in textbooks, and in movies." As Santat finds friends and a way of being himself, what slowly emerges is one person's hope in and relief at experiencing the world as a bigger place, finding a space in it, and realizing that both adults and peers are rooting for him. Ages 10: 14. Agent: Jodi Reamer, Writers House. (Feb.)

Reviews by: School Library Journal Gr 5–9—In 1989, 13-year-old Santat headed off to Europe for three weeks at the insistence of his parents. They couldn't travel much anymore on account of his mother's lupus and wanted him to have that experience. Santat was less than thrilled, having just wrapped up junior high with more negative experiences than positive ones. Like the title indicates, this memoir explores young Santat's first coming-of-age experiences. We see his first time away from home without parents, first discotheque, and first taste of beer in a German beer hall, among many others. One particular highlight is his first chance at young love with a golden-haired girl named Amy. This was also a trip for Santat to take his art seriously and share it with others without fear of being bullied. Santat's artwork in the story is as great as you'd expect, with the European cityscapes often bathed in golden hour light. All the loveliness is juxtaposed with the strong and often hilarious reactions of teenagers. Flashbacks done in a moody blue show the reality of Santat's former life. An author's note indicates how the story diverges from real life details and acknowledges that travel as a teenager in 1989 was much different than it would be today. Santat's emotional journey is easy to track and culminates in a surprising experience at Wimbledon. While Santat's story is his own, readers will have a worthwhile time relating to him. VERDICT A thoughtful memoir with lots of humor and heart. Hand this to fans of *Real Friends* and the "Berrybrook Middle School" series. Recommended for all.—Gretchen Hardin

Reviews by: Shelf Awareness Caldecott winner Dan Santat (*The Adventures of Beekle*; *The Aquanaut*) found his protagonist for the National Book Award-winning graphic novel *A First Time for Everything in the Mirror*. Santat's illustrated memoir depicts his regularly awkward middle-school experiences, with a focus on the European trip that opened his eyes to the world beyond the discomforts of adolescence. Despite his best efforts at being inconspicuous in middle school, Dan was teased and bullied, so the idea of a school-sponsored trip to Europe terrified him. But the three-week trip turned out to be the kind of early-adolescent experience that would shape the man Dan became.

Individual Titles: Nonfiction



#2328925 **Mexikid (Hardcover (Trade))**

written by **Pedro Martin**

Pedro Martin has grown up hearing stories about his abuelito—his legendary crime-fighting, grandfather who was once a part of the Mexican Revolution! But that doesn't mean Pedro is excited at the news that Abuelito is coming to live with their family.

After all, Pedro has 8 brothers and sisters and the house is crowded enough! Still, Pedro piles into the Winnebago with his family for a road trip to Mexico to bring Abuelito home, and what follows is the trip of a lifetime, one filled with laughs and heartache. Along the way, Pedro finally connects with his abuelito and learns what it means to grow up and find his *grito*.

978-0-593-46228-7 ©2023 6 x 8-1/2 320 pgs.

Grades 6 - 8 Dewey# 305.868 AR Lvl 3.6 AR Pts 3.0 Lexile 530

Quantity	Unit Price
1	\$24.99

Reviews by: Booklist Perfectly blending hilariously brazen kid confidence with a poignant multigenerational story of growth and change, Martín's graphic memoir explores his childhood in a big "somewhat American" and "somewhat Mexican" family, centered on a road trip to Mexico to bring their abuelito from Jalisco to their house in America. The seventh of nine children, Pedro (American style name: Peter) is mostly oblivious to the serious conversations among the adults and older siblings in his family, but in between arguments with brothers, terrible haircuts, and witnessing his father's incredible ability to find just the right person to help, he gradually realizes there's a much more important purpose to their journey. Martín packs each page with self-deprecating observations about himself and his family, and while they're nearly all wry, they're also touched with genuine affection. His bright and colorful artwork is also a sheer delight: while mythologizing his abuelito, he switches to a classic superhero-comic art style, complete with benday dots, while more somber scenes are rendered in a softer palette and line quality. There's much to savor here, from the thoughtful exploration of bicultural identity to the good-natured snarky teasing of siblings to pivotal moments of growth amid guileless kidhood. It's a tightrope balancing act of antic humor and genuine pathos, and Martín pulls it off with tremendous flair. — Sarah Hunter

Reviews by: Horn Book Magazine memoir recounts a momentous 1977 road trip with his "big Mexican American family." Apa and Ama gather the nine Martín children to drive to Jalisco to pick up Apa's father. The younger four "Somewhat Mexican" boys, including the author, tra

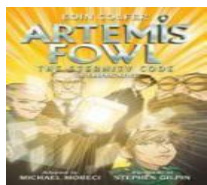
vel in the family motor home, while the older "Somewhat American" siblings follow in a pickup truck. Martin captures each family member's quirks -- Ama's habit of offering half bananas, or Apa's whistling call -- to bring their distinct personalities to life. Panels smoothly transition to splash pages with added visual guides and gags to create a dynamic flow. A full-color palette gives way to soft watercolor hues as the narrative evokes the past or, as Pedro learns more about his abuelo, integrates Ben-Day dots to lend a vintage comic vibe to Abuelito's imagined adventures. Bits of Mexican Revolutionary history are integrated, reminiscent of the Nathan Hale's Hazardous Tales series, and myriad pop culture references, from Star Wars to superhero action figures, reflect contemporary nerdism. Spanish is integrated throughout, with translations and comical addenda provided at the bottom of the page. Deep familial bonds, a lovingly chaotic household, and a heartfelt exploration of culture and identity underpin this very memorable debut. Jessica Agudelo(Copyright 2023 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Kirkus Reviews Martín brings his successful Mexikid Stories online comic series to print. Living in California’s Central Coast as a first-generation Mexican American, Pedro (or the “American-style” Peter) struggles to find his place. As an American kid growing up in the 1970s, he loves Star Wars and Happy Days but dislikes the way his five oldest siblings, who were born in Mexico, make him feel less Mexican just because he and the three other younger siblings were born after his parents immigrated to the U.S. to work picking strawberries. A family trip to Jalisco to bring their abuelito back to California to live with them presents Pedro with an opportunity to get in touch with his roots and learn more about the places his family calls home. Told from Pedro’s perspective, the panels read as a stream-of-consciousness travelogue as he regales readers with his adventures from the road. Along the way, Pedro has fresh encounters with Mexican culture and experiences some unexpected side quests. Full of humor, heart, and a decent amount of gross-out moments, Martín’s coming-of-age memoir hits all the right notes. Though the family’s travels took place decades ago, the struggles with establishing identity, especially as a child of immigrants whose identity straddles two cultures, feel as current as ever. The vibrant, action-packed panels offer plentiful details for readers to pore over, from scenes of crowded family chaos to the sights of Mexico. A retro yet timeless story of family and identity. (family photos, author’s note) (Graphic memoir. 9-14)

Reviews by: Publishers Weekly In this intergenerational graphic novel memoir, a solo debut adapted from a webcomic, Martin (Don't Know Much About the Presidents) chronicles his 1970s childhood growing up as the seventh of nine children in a bustling Mexican American household. Tween Martin is having a tough time trying to overcome his insecurities surrounding his Mexican heritage; his older siblings, who were born in Mexico, often imply that U.S.-born Martin isn't as Mexican as they are. When he learns that his abuelito will be moving into the Martins' already packed home; and that he and his family will be making the 2,000-mile-long journey from Watsonville, Calif., to Jalisco, Mexico to pick up Abuelito; he revels in the opportunity to connect with his heritage. Tense interactions with border guards, emotional tumult over bad haircuts, and other happenings ensue as the Martins embark in this potent work. Equal parts hilarious and tear-jerking moments abound, rendered in a cartoon style with vibrant color palettes that shift depending on the sequence's tone. This artistically inventive read, which teems with lively characters and emotion, is a joy to behold. Ages 10: 14. Agent: Dan Lazar,Writers House. (Aug.)

Reviews by: School Library Journal Gr 5–8—In 1977, young Pedro Martfn is preparing, alongside his eight siblings and parents, to embark on a road trip from California to Mexico to help his abuelito take care of an important task before bringing him back to the U.S. to live with them. Martfn's memoir is an unpredictable fusion of humorous and reflective moments in his early life that gives fascinating insights into his family's many stories while hinting at larger cultural questions and histories. Although Martfn's siblings and parents are ever-present, the heart of the story surrounds Martfn's abuelito and their distanced but invested relationship. The story's art is vibrant, with a retro palette comprised of golds, teals, and oranges with bursts of rainbow-inspired colors in scenes featuring Mexico. Martfn plays with the art styles, mixing his lined illustrations with pixel dot art for depicting heroic, largely dramatized family stories and a softer, khaki-tinted style to depict moments from his father and grandfather's past. The Spanish language is regularly featured and is conveyed in multiple ways: directly without translation, directly with footnote translations, and representationally via punctuation. Most characters are Mexican or Mexican American; a U.S. Border Patrol agent appears to be white. Back matter includes photos of Martfn's family, as well as answers to frequently asked questions. VERDICT An always entertaining story about the trials and joys of family. Recommended.—Alea Perez

Artemis Fowl Graphic Novels (Trade)



#2281601 (Vol. 03) Eternity Code (Hardcover (Trade))
written by Eoin Colfer

Artemis Fowl is going on the straight and narrow--as soon as he pulls off the most brilliant criminal feat of his career . . . but his plan goes awry, leaving his loyal bodyguard, Butler, mortally injured. Artemis's only hope of saving his friend is to employ fairy magic, so once again he must contact his old rival, Captain Holly Short of the LEPrecon fairy police.
 978-1-368-06508-5 ©2022 6 x 9 128 pgs.
 Grades 6 - 8 Dewey# 741.5

Quantity	Unit Price
1	\$21.99

Graphic Planet: Horror Stories (Magic Planet)



#2343368 Dr. Jekyll & Mr. Hyde (Library Binding)
written by Jason Ho

Strange things have been happening to Mr. Utterson's friend, Dr. Henry Jekyll. The more worried Mr. Utterson becomes, the more he investigates Dr. Jekyll's life. His investigations lead him to Mr. Edward Hyde. The story he uncovers is horrific and terrifying! Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.
 978-1-0982-3601-4 ©2024 7-1/4 x 9-1/4 32 pgs.
 Grades 5 - 8 Dewey# 741.5 Lexile GN 730

Quantity
1
Unit Price
\$22.95

Graphic Planet: Horror Stories (Magic Planet)



#2343369 Dracula (Library Binding)
written by Daniel Conner

Jonathan Harker escaped a terrifying stay with Count Dracula in Transylvania. Now strange things are happening to Harker's fiancée, Mina, and Mina's friend, Lucy. Professor Abraham Van Helsing is called in to help. Dracula takes his revenge and flees while Van Helsing's group tries to track him down. Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.
 978-1-0982-3602-1 ©2024 7-1/4 x 9-1/4 32 pgs.
 Grades 5 - 8 Dewey# 741.5 Lexile GN 650

Quantity
1
Unit Price
\$22.95

Graphic Planet: Horror Stories (Magic Planet)

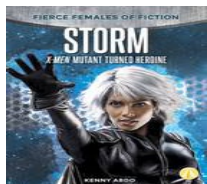


#2343370 Frankenstein (Library Binding)
written by Elizabeth Genco

Dr. Victor Frankenstein dreamed of achieving great things through science. Even to create life. When things go horribly wrong, he turns away from the monster he created. Now Frankenstein's creation is filled with hatred and roaming the countryside. Can the monster be destroyed? Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.
 978-1-0982-3603-8 ©2024 7-1/4 x 9-1/4 32 pgs.
 Grades 5 - 8 Dewey# 741.5 Lexile GN 520

Quantity
1
Unit Price
\$22.95

Fly!: Fierce Females of Fiction (ABDO Zoom)



#2213255 Storm: X-Men Mutant Turned Heroine (Library Binding)
written by Kenny Abdo

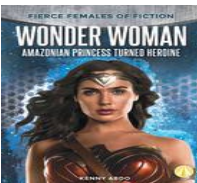
This title focuses on Storm from the Marvel X-Men series and gives information related to her backstory, journey, and legacy. This hi-lo title is complete with electrifying and colorful photographs, simple text, glossary, and an index. Aligned to Common Core Standards and correlated to state standards. Fly! is an imprint of Abdo Zoom, a division of ABDO.
 978-1-0982-2315-1 ©2021 6-1/2 x 9-1/4 24 pgs.
 Grades 5 - 8 Dewey# 741.5 AR Lvl 3.7 AR Pts .5 Lexile 920

Quantity
1
Unit Price
\$21.95

Reviews by: School Library Journal Gr 3–8—Iconic female protagonists from books, movies, and comics are explored in this new hi-lo series. Each title takes a character and explores their backstory and character journey, then presents an "Epic-logue" about the actresses who have played them. The text, written at a second grade reading level, is highly readable and uses a controlled vocabulary. Layouts feature full-page photographs,


mostly of movie depictions of the character, along with high-interest graphics and one short paragraph per page. At a slim 24 pages, the books do include a good amount of information on each character; however, there is little exploration of the important cultural impact of these seminal heroines. Additional online resources for each book are made available via QR code through ABDO's Booklinks website. VERDICT While light on context, these hi-lo titles will appeal to striving readers interested in pop culture at the upper elementary and middle school level.

Fly!: Fierce Females of Fiction (ABDO Zoom)


	Quantity	Unit Price
 <p>#2213256 Wonder Woman: Amazonian Princess Turned Heroine (Library Binding) <i>written by Kenny Abdo</i> This title focuses on Wonder Woman from the DC universe and gives information related to her backstory, journey, and legacy. This hi-lo title is complete with electrifying and colorful photographs, simple text, glossary, and an index. Aligned to Common Core Standards and correlated to state standards. Fly! is an imprint of Abdo Zoom, a division of ABDO. 978-1-0982-2316-8 ©2021 6-1/2 x 9-1/4 24 pgs. Grades 5 - 8 Dewey# 741.5 AR Lvl 3.7 AR Pts .5 Lexile 890</p>	1	\$21.95

Reviews by: School Library Journal Gr 3–8—Iconic female protagonists from books, movies, and comics are explored in this new hi-lo series. Each title takes a character and explores their backstory and character journey, then presents an "Epic-logue" about the actresses who have played them. The text, written at a second grade reading level, is highly readable and uses a controlled vocabulary. Layouts feature full-page photographs, mostly of movie depictions of the character, along with high-interest graphics and one short paragraph per page. At a slim 24 pages, the books do include a good amount of information on each character; however, there is little exploration of the important cultural impact of these seminal heroines. Additional online resources for each book are made available via QR code through ABDO's Booklinks website. VERDICT While light on context, these hi-lo titles will appeal to striving readers interested in pop culture at the upper elementary and middle school level.

Graphic Planet: Horror Stories (Magic Planet)

	Quantity	Unit Price
 <p>#2343371 Legend of Sleepy Hollow (Library Binding) <i>written by Jeff Zornow</i> Ghosts and goblins abound in Sleepy Hollow. The haunting tales of the Headless Horseman entranced Ichabod Crane. During the day, he found the stories exciting. But at night he was afraid. His fear reached new heights the night he was chased by the mysterious ghost! Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO. 978-1-0982-3604-5 ©2024 7-1/4 x 9-1/4 32 pgs. Grades 5 - 8 Dewey# 741.5 Lexile GN 860</p>	1	\$22.95

Graphic Planet: Horror Stories (Magic Planet)

	Quantity	Unit Price
 <p>#2343372 Werewolf (Library Binding) <i>written by Jeff Zornow</i> In the town of Dredsad, the people have a horrible problem. A female vampire named Wandessa is attacking the town. What was once a beautiful and bustling village has turned into one that is cursed. Now, the villagers' only hope lies in a single man-the ravenous Werewolf! Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO. 978-1-0982-3605-2 ©2024 7-1/4 x 9-1/4 32 pgs. Grades 5 - 8 Dewey# 741.5 Lexile GN 650</p>	1	\$22.95

Fortnite x Marvel (Trade)



#2300505 Zero War (Hardcover (Trade))

written by Christos Gage

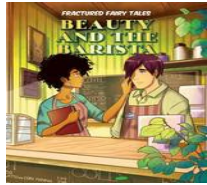
The Marvel Universe collides with video game phenomenon Fortnite! The inhabitants of the Island are locked in a neverending war, and only one thing has the potential to turn the tide - a crystallized fragment of the Zero Point that was cast into the Marvel Universe! Spider-Man, Wolverine and Shuri must team with several Fortnite fighters to hunt down the elusive Zero Shard.

978-1-302-94793-4 ©2022 144 pgs.

Grades 4 - 7 Dewey# 741.5

Quantity
1 **Unit Price**
\$29.99

Fractured Fairytales (Magic Wagon)



#2213278 Beauty and the Barista (Library Binding)

written by Andy Mangels

This Fractured Fairy Tale weaves the story of Rosabelle or "Rosa." The teen can't wait to start her first job at a local coffeeshop. There, she meets and gets to know her co-worker, Draven, a troubled goth boy. When he leaves his phone at work one day, she brings it to his house, where she discovers his secret. Later, a police encounter endangers Draven's family and future. Can Rosabelle figure out a way to help her beastly co-worker? Aligned to Common Core Standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-5321-3973-4 ©2021 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 Lexile GN 580

Quantity
1 **Unit Price**
\$22.95

Fractured Fairytales (Magic Wagon)



#2213279 Cindy Rella (Library Binding)

written by Andy Mangels

This fractured fairy tale weaves the story of Cindy Rella. With a big school dance coming up, tomboy Cindy worries she isn't glamorous enough to attend like her vapid cousins. Plus, her career driven aunt has a list of chores for Cindy. But with the help of a handicapped friend and his tailor father, Cindy gets her chance to go to the dance. Can she make it home and get her chores done before her family finds out? Aligned to Common Core Standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-5321-3974-1 ©2021 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 Lexile GN 560

Quantity
1 **Unit Price**
\$22.95

Fractured Fairytales (Magic Wagon)



#2213280 Little Mermaid's Song (Library Binding)

written by Andy Mangels

This fractured fairy tale weaves the story of Marilla. After the talented swimmer saves her classmate Denys when he is pushed into a pool, they become friends. She teaches him how to swim, and he encourages her love of singing despite her parents' wishes. But with a big swim meet and singing competition coming up, a jealous teammate offers to help Marilla get an audition slot if she throws their match. Will Marilla sink or swim? Aligned to Common Core Standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-5321-3975-8 ©2021 7-1/4 x 9-1/4 32 pgs.

Quantity
1 **Unit Price**
\$22.95

Fractured Fairytales (Magic Wagon)



#2213281 Rapunzel Swings (Library Binding)
written by Andy Mangels

This fractured fairy tale weaves the story of Zelina, or "Zel." After Zel's mother passes away, the homeschooled teen returns to public school. But her extraordinarily long hair isn't the only thing that draws attention to her. Zel's smarts provoke the jealousy of a cheerleader who competes with her academically. Zel also finds herself drawn to gymnastics despite her clumsy form. Will her rival get her down, or will Zel swing into action? Aligned to Common Core Standards and correlated to state standards.

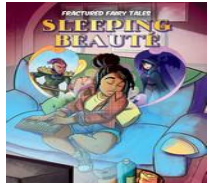
Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-5321-3976-5 ©2021 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 Lexile GN 590

Quantity	Unit Price
1	\$22.95

Fractured Fairytales (Magic Wagon)



#2213282 Sleeping Beaute (Library Binding)
written by Andy Mangels

This fractured fairy tale weaves the story of Beaute, or "Tay." The sleep deprived gamer is addicted to a fantasy worldbuilding RPG. But she grows concerned when she notices not all is well with her friend, Sela, in real life and the video game world. One night, Tay discovers that everyone has fallen asleep. Everyone except for Sela. Tay realizes they're inside the video game. Will Tay be able to help her friend and figure out how to escape the game? Aligned to Common Core Standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-5321-3977-2 ©2021 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 Lexile GN 460

Quantity	Unit Price
1	\$22.95

Fractured Fairytales (Magic Wagon)



#2213283 Snow White and the Seven Dogs (Library Binding)
written by Andy Mangels

This fractured fairy tale weaves the story of Elena. She wishes she could hide the snow-white streak in her hair from her former beauty queen stepmom. More than anything, she wishes for a dog. She grants one of her wishes by walking six neighborhood dogs. The job introduces her to Zach and his seeing-eye dog. As the teens get to know each other, Elena feels seen. Will her wish to repair her relationship with her stepmother come true? Aligned to Common Core Standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-5321-3978-9 ©2021 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 Lexile GN 570

Quantity	Unit Price
1	\$22.95

Graphic Planet: Crimes in Time (Magic Wagon)

#2371245 Great Chicago Fire (Library Binding)
written by Bobby Nash

In 1871, petty thief Timothy Shannon was released from jail near Chicago, Illinois. He

Quantity	Unit Price
1	\$22.95



dodges a police officer who is tailing him, then joins a poker game in Mrs. O'Leary's barn to get the money he needs for his next caper. Somehow, a fire starts and quickly spreads across Chicago. Can Shannon evade the police and escape the burning city?

Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-0982-3882-7 ©2024 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 AR Lvl 3.4 AR Pts .5 Lexile GN 510

Graphic Planet: Crimes in Time (Magic Wagon)



#2371246 Hurricane Katrina (Library Binding)

written by Bobby Nash

In 2005, US Marshal Bill Reece is in New Orleans, Louisiana to transfer a convict to a new prison. When Hurricane Katrina hits the city, a wall of water slams into their car, rolling it over. Reece is knocked out and the convict escapes. Can Reece navigate through the flooded, storm-wrecked city and catch the escaped prisoner? Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-0982-3883-4 ©2024 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 AR Lvl 3.8 AR Pts .5 Lexile GN 510

Quantity
1
Unit Price
\$22.95

Graphic Planet: Crimes in Time (Magic Wagon)



#2371247 Mount St. Helens Eruption (Library Binding)

written by Bobby Nash

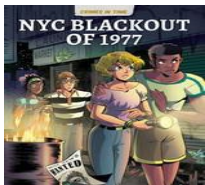
Former US Army pilot Major Thomas Deeks worked to end smuggling in South America. Fast forward to 1980 and he has changed sides and flies for a smuggling operation. Deeks is flying near Mount St. Helens in Washington State when the volcano erupts. He crashes the plane, losing the smuggler's plane and his product. Can Deeks escape the devastation and the smuggler's revenge? Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-0982-3884-1 ©2024 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 AR Lvl 3.9 AR Pts .5 Lexile GN 430

Quantity
1
Unit Price
\$22.95

Graphic Planet: Crimes in Time (Magic Wagon)



#2371248 NYC Blackout of 1977 (Library Binding)

written by Bobby Nash

Four friends had moved to New York City from Atlanta, Georgia hoping to make it big. But things hadn't worked out and they are moving home. As they are leaving the city on a hot July night in 1977, the lights go out suddenly. Can they avoid the crime and violence and get to safety? Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-0982-3885-8 ©2024 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 AR Lvl 3.2 AR Pts .5 Lexile GN 530

Quantity
1
Unit Price
\$22.95

Graphic Planet: Crimes in Time (Magic Wagon)



#2371249 Sinking of the Titanic (Library Binding)

written by Bobby Nash

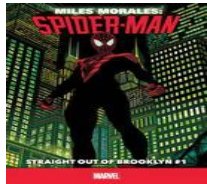
In 1912, Casey Scanlan, Sean O'Helan, and Seamus Holt rob a bank of cash and gold. Scanlan has secretly booked passage on the RMS Titanic. He ditches his partners, then boards the ship. O'Helan shows up and confronts Scanlan. When the ship hits the iceberg, O'Helan grabs the cash and runs. Scanlan can't carry the heavy gold. Can Scanlan leave the gold behind, or will greed seal his fate? Aligned to Common Core standards and correlated to state standards. Graphic Planet is an imprint of Magic Wagon, a division of ABDO.

978-1-0982-3886-5 ©2024 7-1/4 x 9-1/4 32 pgs.

Grades 5 - 8 Dewey# 741.5 AR Lvl 3.2 AR Pts .5 Lexile GN 330

Quantity
1
Unit Price
\$22.95

Miles Morales: Spider-Man (Spotlight)



#2295095 (Vol. 01) Straight Out of Brooklyn, Vol. 01 (Library Binding)

written by Saladin Ahmed

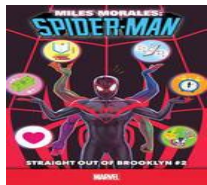
Balancing his normal life, school, parents, and super-heroing has never been easy. But when the Rhino and a cadre of mysterious criminals start plaguing Brooklyn, things take a dark turn, and Miles Morales doesn't even know the half of it. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.

978-1-0982-5173-4 ©2023 7 x 10-1/2 24 pgs.

Grades 6 - 9 Dewey# 741.5 Lexile GN 570

Quantity
1
Unit Price
\$20.95

Miles Morales: Spider-Man (Spotlight)



#2295096 (Vol. 02) Straight Out of Brooklyn, Vol. 02 (Library Binding)

written by Saladin Ahmed

Miles Morales never thought he'd team up with a super villain. But he has to join forces with the Rhino to track down a mysterious enemy, who is kidnapping kids, including Miles's maybe-girlfriend's young cousin. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.

978-1-0982-5174-1 ©2023 7 x 10-1/2 24 pgs.

Grades 6 - 9 Dewey# 741.5 Lexile GN 540

Quantity
1
Unit Price
\$20.95

Miles Morales: Spider-Man (Spotlight)



#2295100 (Vol. 03) Straight Out of Brooklyn, Vol. 03 (Library Binding)

written by Saladin Ahmed

Captain America teams up with Spider-Man and the Rhino to track down Tombstone and to save the children he's performing experiments on. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.

978-1-0982-5175-8 ©2023 7 x 10-1/2 24 pgs.

Grades 6 - 9 Dewey# 741.5 Lexile GN 540

Quantity
1
Unit Price
\$20.95

Miles Morales: Spider-Man (Spotlight)



#2295097 (Vol. 04) Straight Out of Brooklyn, Vol. 04 (Library Binding)
written by Saladin Ahmed

When Miles's friends convince him to skip school, he's hesitant but decides to take a break. But when a strange enemy attacks the museum they're visiting and Vice Principal Dutcher is determined to prove Miles is skipping class, his day isn't as relaxing as he hoped it would be. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.
978-1-0982-5176-5 ©2023 7 x 10-1/2 24 pgs.
Grades 6 - 9 Dewey# 741.5 Lexile GN 390

Quantity
1
Unit Price
\$20.95

Miles Morales: Spider-Man (Spotlight)



#2295099 (Vol. 05) Straight Out of Brooklyn, Vol. 05 (Library Binding)
written by Saladin Ahmed

Miles can't seem to catch a break. Ganke reveals their school is cracking down on their lab time and might not be able to make more Spider-Man webbing. And in an attempt to break up feuding gangs from fighting, Miles discovers a tie to Tombstone. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.
978-1-0982-5177-2 ©2023 7 x 10-1/2 24 pgs.
Grades 6 - 9 Dewey# 741.5 Lexile GN 530

Quantity
1
Unit Price
\$20.95

Miles Morales: Spider-Man (Spotlight)



#2295098 (Vol. 06) Straight Out of Brooklyn, Vol. 06 (Library Binding)
written by Saladin Ahmed

When Miles went to the junkyard to find Tombstone, he found a vengeful superhero named Starling, who is trying to track down and kill the villain herself. She challenges Miles to open up about his secrets and makes him question who to trust. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.
978-1-0982-5178-9 ©2023 7 x 10-1/2 24 pgs.
Grades 6 - 9 Dewey# 741.5 Lexile GN 530

Quantity
1
Unit Price
\$20.95

Ms. Marvel (Spotlight)



#2343348 (Vol. 01) Beyond the Limit, Vol. 01 (Library Binding)
written by Samira Ahmed

After a weird break-in and explosion in her cousin's lab, Ms. Marvel is left feeling a little out of sorts, but she thinks it's nothing a snack (or five) won't fix until she finds herself trapped in a Bollywood bubble. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.
978-1-0982-5282-3 ©2024 7 x 10-1/2 24 pgs.
Grades 4 - 7 Dewey# 741.5 Lexile GN 530

Quantity
1
Unit Price
\$21.95

Ms. Marvel (Spotlight)



#2343351 (Vol. 02) Beyond the Limit, Vol. 02 (Library Binding)

written by Samira Ahmed

Ms. Marvel has escaped the Bollywood bubble, but her powers still aren't working and Kamala copycat is causing trouble in the city. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.

978-1-0982-5283-0 ©2024 7 x 10-1/2 24 pgs.

Grades 4 - 7 Dewey# 741.5 Lexile GN 360

Quantity
1 **Unit Price**
\$21.95

Ms. Marvel (Spotlight)



#2343349 (Vol. 03) Beyond the Limit, Vol. 03 (Library Binding)

written by Samira Ahmed

Ms. Marvel has been teaching her doppelganger Qarin the superhero ropes, but Kamala learns that the newcomer isn't as helpless as she seems. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.

978-1-0982-5284-7 ©2024 7 x 10-1/2 24 pgs.

Grades 4 - 7 Dewey# 741.5 Lexile GN 310

Quantity
1 **Unit Price**
\$21.95

Ms. Marvel (Spotlight)



#2343347 (Vol. 04) Beyond the Limit, Vol. 04 (Library Binding)

written by Samira Ahmed

Qarin blames Ms. Marvel and a mysterious man for the explosion that brought her to Jersey City and ended her world, and Kamala will have to convince the Wasp of her true identity in order to break free of Qarin's mind control. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.

978-1-0982-5285-4 ©2024 7 x 10-1/2 24 pgs.

Grades 4 - 7 Dewey# 741.5 Lexile GN 270

Quantity
1 **Unit Price**
\$21.95

Ms. Marvel (Spotlight)



#2343350 (Vol. 05) Beyond the Limit, Vol. 05 (Library Binding)

written by Samira Ahmed

Ms. Marvel has to find the mysterious thief who's been raiding scientific labs across the country before he strikes again, but first, she needs to team-up with her friends to stop Qarin from taking over Kamala's life in revenge for the destruction of her homeworld. Aligned to Common Core Standards and correlated to state standards. Graphic Novels is an imprint of Spotlight, a division of ABDO.

978-1-0982-5286-1 ©2024 7 x 10-1/2 24 pgs.

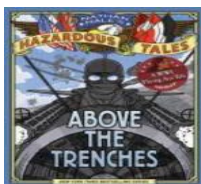
Grades 4 - 7 Dewey# 741.5 Lexile GN 500

Quantity
1 **Unit Price**
\$21.95

Nathan Hale's Hazardous Tales (Trade)

#2356003 (Vol. 12) Above the Trenches (Hardcover (POB))

Quantity
1 **Unit Price**
\$15.99



written by Nathan Hale

When the Great War began in 1914, America had plans to stay out of it. But some young men were so eager to fight, they joined the French foreign legion. From deep in the mud and blood of the Western Front, these young volunteers looked to the sky and saw the future--the airplane.

978-1-4197-4952-0 ©2023 5-1/2 x 7-1/2 128 pgs.
Grades 3 - 6 Dewey# 940.4 AR Lvl 3.5 AR Pts 2.0

Real Friends (Trade)



#2238864 (Vol. 03) Friends Forever (Hardcover (POB))

written by Shannon Hale

Following up their mega-bestselling Real Friends and Best Friends graphic memoirs, Shannon Hale and LeUyen Pham are back with Friends Forever, a story about learning to love yourself exactly as you are.

978-1-250-31755-1 ©2021 5-1/2 x 8 320 pgs.
Grades 3 - 6 Dewey# 741.5 AR Lvl 3.2 AR Pts 2.0 Lexile HL 420

Quantity
1

Unit Price
\$21.99

Reviews by: Booklist Grades 6-9 *Starred Review* It's eighth grade, and Shannon finally has some solid friends and is doing well in school, so why doesn't she feel happy? Hale and Pham's third installment in their excellent graphic memoir series turns the spotlight on young Shannon's growing anxiety, fueled in large part by her desire to be perfect. In her vivid daydreams, Shannon imagines all the things she's sure will make her happy--winning the election for class president, catching the attention of a book agent, being a generous friend to everyone, finding a boyfriend--but when she tries to achieve those things, she not only is disheartened when they don't work out but also perceives those failures as proof that she's worthless, even as she unmistakably succeeds elsewhere. Pham deftly shifts art styles between Shannon's real-life experiences and her gauzy fantasies, and subtle shifts in color and panel shape--not to mention the expressive fonts giving voice to her anxious thoughts and destructive self-criticism--powerfully signal Shannon's gradual drift into depression. Hale and Pham really succeed in their depictions of the persistence and insidiousness of negative self-talk, and Shannon's realization that she needs to have more compassion for her imperfect self is a heartening note to end on. With the combination of Hale's lucid writing and Pham's masterful portrayal of body and language and facial expression, this book homes in squarely and affirmingly on teen angst and worries. COPYRIGHT(2021) Booklist, ALL RIGHTS RESERVED.

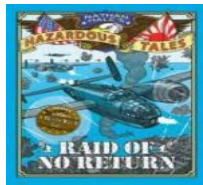
Reviews by: Horn Book Guide In Hale's third graphic memoir (Real Friends, rev. 5/17; Best Friends, rev. 11/19), thirteen-year-old Shannon is now in eighth grade in 1987 Salt Lake City. She has made new best friends who share common interests (drama, glee, creative writing) and yet she doesn't always "feel good" due to her undiagnosed anxiety and mild OCD. She makes a list in her journal -- "I would feel fulfilled if I could be: 1. beautiful 2. famous 3. successful 4. liked by boys 5. a good person" -- and those items then serve as chapter subjects, featured on the openers as magazine cover titles. But this self-imposed pressure to be "perfect" overwhelms her, leading to fallouts with friends, failed classes, and fights with her parents. Despite the title, this third book is less about Shannon's friendships and more about how she perceives herself -- a relatable exploration for many young teens. Hale frankly but sensitively depicts her disappointments, embarrassments, and achievements. Pham's digitally colored ink illustrations skillfully reflect the character's roller-coaster emotions, switching color palettes between reality (bright), fanciful daydreams (pastel), flashbacks (monochrome), and depressed introspection (subdued). Varied panel sizes further emphasize Shannon's feelings, particularly in a heart-wrenching series of large grayscale panels when she is at her lowest ("I hate myself"). While the hopeful ending feels a bit rushed, Shannon's choice to love herself and the realization that she's enough just the way she is help her -- and readers -- move forward. (Copyright 2021 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Horn Book Magazine In Hale's third graphic memoir (Real Friends, rev. 5/17; Best Friends, rev. 11/19), thirteen-year-old Shannon is now in eighth grade in 1987 Salt Lake City. She has made new best friends who share common interests (drama, glee, creative writing) and yet she doesn't always "feel good" due to her undiagnosed anxiety and mild OCD. She makes a list in her journal -- "I would feel fulfilled if I could be: 1. beautiful 2. famous 3. successful 4. liked by boys 5. a good person" -- and those items then serve as chapter subjects, featured on the openers as magazine cover titles. But this self-imposed pressure to be "perfect" overwhelms her, leading to fallouts with friends, failed classes, and fights with her parents. Despite the title, this third book is less about Shannon's friendships and more about how she perceives herself -- a relatable exploration for many young teens. Hale frankly but sensitively depicts her disappointments, embarrassments, and achievements. Pham's digitally colored ink illustrations skillfully reflect the character's roller-coaster emotions, switching color palettes between reality (bright), fanciful daydreams (pastel), flashbacks (monochrome), and depressed introspection (subdued). Varied panel sizes further emphasize Shannon's feelings, particularly in a heart-wrenching series of large grayscale panels when she is at her lowest ("I hate myself"). While the hopeful ending feels a bit rushed, Shannon's choice to love herself and the realization that she's enough just the way she is help her -- and readers -- move forward. Cynthia K. Ritter September/October 2021 p.116(c) Copyright 2021. The Horn Book, Inc., a wholly owned subsidiary of Media Source, Inc.

Reviews by: Kirkus Reviews Shannon just wants to get through eighth grade in one piece--while feeling like her own worst enemy. In this third entry in popular author for young people Hale's graphic memoir series, the young, sensitive overachiever is crushed by expectations: to be cool but loyal to her tightknit and dramatic friend group, a top student but not a nerd, attractive to boys but true to her ideals. As events in Shannon's life begin to overwhelm her, she works toward finding a way to love and understand herself, follow her passions for theater and writing, and ignore her cruel inner voice. Capturing the visceral embarrassments of middle school in 1987 Salt Lake City, Shannon's emotions are vivid and often excruciating. In particular, the social norms of a church-oriented family are clearly addressed, and religion is shown as being both a comfort and a struggle for Shannon. While the text is sometimes in danger of spelling things out a little too neatly and obviously, the emotional honesty and sincerity drawn from Hale's own life win out. Pham's artwork is vibrant and appealing, with stylistic changes for Shannon's imaginings and the leeching out of color and use of creative panel structures as her anxiety and depression worsen. A likable journey that is sensitive to the triumphs and agonies of being a 13-year-old girl. (author's note, gallery) (Graphic memoir. 10-14) COPYRIGHT(2021) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: School Library Journal Gr 6-9--In Hale's third graphic memoir, set in 1987, when the author was in eighth grade, things are looking up for Shannon--she has more friends, new interests, and even contact lenses--but she still struggles with self-doubt and intrusive thoughts of worthlessness. As Shannon matures, so do the problems she confronts. Friendships and family are complicated, and pressure mounts as she faces body image issues, relationships with boys, worries over her future career potential, and an unwanted sexual advance from a shopping mall Santa. Once again, Hale's storytelling and Pham's art get straight to the heart of adolescent pain and joy. Expressive use of color and line contrasts Shannon's sometimes stark realities with her idealized daydreams, and her journey toward self-actualization is cleverly framed through magazine cover illustrations featuring aspirational yet anxiety-inducing headlines. Like its predecessors, this volume offers an achingly authentic depiction of growing up with mental health struggles, and readers will cheer Shannon's eventual move toward self-acceptance as she is sustained by her creative storytelling abilities. The resolution is affirming and hopeful, indicating that although life has its ups and downs, Shannon is going to be OK-- and an extensive author's note from Hale emphasizes that nobody should weather mental illness alone. VERDICT Reading this book is like getting a hug from a friend who knows exactly what you're going through. An outstanding follow-up to the first two volumes, and a must for graphic novel collections.--Allison Tran, Mission Viejo Lib., CA Copyright 2021 School Library Journal, LLC Used with permission.

Nathan Hale's Hazardous Tales (Trade)



#2007687 (Vol. 07) Raid of No Return: A World War II Tale (Hardcover (POB))
written by Nathan Hale

On December 7, 1941, the Japanese bombed Pearl Harbor, officially bringing the United States into World War II. A new generation of pilots were recruited to fly bombing missions for the United States, and from that group, volunteers were requested for a dangerous secret assignment. For the first time in American history, Army bombers would be launched from an aircraft carrier.

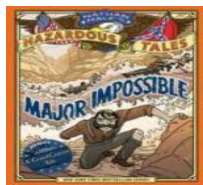
978-1-4197-2556-2 ©2017 128 pgs.

Grades 3 - 6 Dewey# 940.54 AR Lvl 3.6 AR Pts 2.0 Lexile GN 480

Quantity	Unit Price
1	\$14.99

Reviews by: Booklist As in other entries in the Nathan Hale's Hazardous Tales series, the American patriot Nathan Hale has another story of historical derring-do for his captors. Following the aftermath of the bombing of Pearl Harbor, a group of pilots volunteers for a secret mission. With absolutely no knowledge of the purpose of the mission and after weeks of bizarre training, the 16 bombing teams are finally told what their mission would be: to bomb Tokyo and create uncertainty within the empire. As always, Hale's strength comes from the details. His maps and charts cogently capture the history and vast scale of these events the before and after drawings of Pearl Harbor are especially harrowing but he also pinpoints human impact in the tiny stories that accompany the overarching narrative, like the gunner who broke his glasses and couldn't see clearly yet continued with the mission. Since this is still a relatively unknown part of American history, readers of all ages will be on edge to see who survives and the results of the possibly doomed mission. Another victory for a perennially useful series.--Peter Blenski Copyright 2018 Booklist

Nathan Hale's Hazardous Tales (Trade)



#2122943 (Vol. 09) Major Impossible: A Grand Canyon Tale (Hardcover (POB))
written by Nathan Hale

Tells the story of John Wesley Powell, the one-armed geologist who explored the Grand Canyon.

978-1-4197-3708-4 ©2019 5-1/2 x 7-1/2 128 pgs.

Grades 3 - 6 Dewey# 917.91 AR Lvl 3.2 AR Pts 2.0

Quantity	Unit Price
1	\$14.99

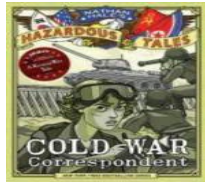
Nathan Hale's Hazardous Tales (Trade)**#2180187 (Vol. 10) Blades of Freedom (Hardcover (Trade))***written by Nathan Hale*

The Louisiana Purchase (1803) is today seen as one of history's greatest bargains. But why did Napoleon Bonaparte sell this seemingly prosperous territory? At the time, France controlled Haiti, and there, slaves were used to harvest sugar. But in 1791, Toussaint Louverture led the largest slave uprising in human history, the Haitian Revolution (1791-1804). Napoleon had originally wanted to use Louisiana for trade, but with Haiti out of his control, Napoleon's dream of making a French empire in North America seemed doomed. So when Thomas Jefferson and James Madison tried to buy New Orleans, Napoleon sold them the whole Louisiana Territory.

978-1-4197-4691-8 ©2020 5-1/2 x 7-1/2 128 pgs.

Grades 3 - 6 Dewey# 973.4 AR Lvl 3.7 AR Pts 2.0

Quantity	Unit Price
1	\$14.99

Nathan Hale's Hazardous Tales (Trade)**#2245836 (Vol. 11) Cold War Correspondent: A Korean War Tale (Hardcover (POB))***written by Nathan Hale*

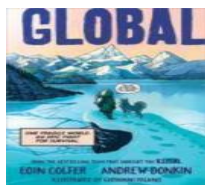
In 1950, Marguerite Higgins (1920-1966) was made bureau chief of the Far East Asia desk for the New York Herald Tribune. Tensions were high on the Korean peninsula, where a border drawn after WWII split the country into North and South. When the North Korean army crossed the border with Soviet tanks, it was war.

978-1-4197-4951-3 ©2021 5-1/2 x 7-1/2 128 pgs.

Grades 3 - 6 Dewey# 741.5 AR Lvl 3.8 AR Pts 2.0

Quantity	Unit Price
1	\$14.99

Reviews by: Kirkus Reviews In this 11th edition of Nathan Hale's Hazardous Tales, Marguerite Higgins, war correspondent, takes over the narration to share harrowing stories of being a frontline reporter. The story follows Higgins as she risks life and limb as the Far East correspondent for the New York Herald Tribune, covering the Korean War in 1950. As Westerners flee Korea when the North Korean People's Army crosses the 38th parallel and invades the democratic South, Higgins and her fellow reporters try to get in. The mostly black-and-white--with touches of yellow-graphic format enhances Higgins' experiences. Readers will see what being a real-life war correspondent is truly like as they observe Higgins escaping a sinking ship, reporting from no man's land, interviewing Gen. Douglas MacArthur, nursing soldiers, and being temporarily banned from the front just for being a woman. Readers will even learn how reporters sent their articles back to the U.S.: in Morse code, via trans-Pacific telegraph. Beyond Higgins' personal, gripping story, Hale coherently and accurately conveys the factors that led to the Korean War, the political gambling by the U.S. and the Soviet Union, and battle strategies. While Korea is the setting, however, the story is told from a U.S. perspective, focusing on American war heroes and reporters who are mostly male (Higgins is a notable exception) and White. Exciting reportorial derring-do. (bibliography) (Graphic nonfiction. 10-13) COPYRIGHT(2021) Kirkus Reviews, ALL RIGHTS RESERVED.

Individual Titles: Fiction**#2322343 Global (Hardcover (Trade))***written by Eoin Colfer*

The stories of these two children, separated by thousands of miles, mirror each other with beautiful unity across the planet, as they strive to protect their homes from the encroaching damage of climate change.

978-1-7282-5723-5 Sourcebooks, Incorporated ©2023 6-3/4 x 10-1/4 144 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 2.8 AR Pts 1.0

Quantity	Unit Price
1	\$24.99

Reviews by: Bulletin of the Center for Children's Books The same team that created Illegal (BCCB 7/18), a powerful graphic novel about the

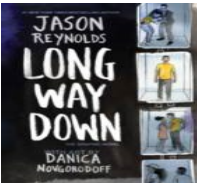
dangers and difficulties undocumented immigrants face, tackles another dire topic: global warming. Perspective moves between two young people: Sami lives in the Bay of Bengal, part of a small fishing village that is enduring the impact of rising waters and an increasingly depleted Indian Ocean, while Yuki is a world away, up in the Arctic Circle, determined to do field research on polar bears in order to try to save them. Both children are admirably brave but persist to the point of foolhardiness, putting their lives in danger for things that feel incredibly important to them but are certainly less so for their guardians who almost lose them. The two storylines offer accessible and memorable entry points to a topic that can easily become overwhelming in scope and severity if presented on a global scale. The illustrations are vibrant and rich, the greens and blues of the ocean contrasting with the pale cream and silvery grays of an ice-filled (at least for now) Northern Canada. Both locations are imperiled by global warming but still beautiful and extraordinary, inspiring a desire to preserve them. Informative end matter offers definitions and background details, including a grim authors' note that describes how UNICEF has identified one billion children as being "extremely high risk" of experiencing direct impacts of climate change, whether through increasing natural disasters, poverty brought on by depleted resources or abandoned industries, or pollution. AS COPYRIGHT(2023) Bulletin of the Center for Children's Books, ALL RIGHTS RESERVED.

Reviews by: Kirkus Reviews The creators of the acclaimed graphic novel *Illegal* (2017) take on climate change. Twelve-year-old Sami lives with his grandfather in a fishing village on the Bay of Bengal. Every day, survival becomes more difficult as the sea rises, cyclones buffet the coast with increasing ferocity, and the two bring in fewer and fewer fish. Thousands of miles away, in Northern Canada, in the Arctic Circle, Yuki, a 14-year-old girl cued as Inuit is determined to save the emergent and struggling grolar bears (a polar bear-grizzly hybrid), which brings her face to face with nature at its most primal. Their stories mirror each other, pitting individuals and communities against themselves, each other, and nature itself as their worlds change faster and more drastically than they can adapt to. The decision to depict two mostly disparate, highly personal narratives from vastly different communities works surprisingly well to heighten relatability for young readers who might otherwise feel worlds away from the events of the story. The quotidian consequences of climate change are laid bare, impossible to ignore despite the creative team's adroit avoidance of proselytizing. The text is pointed and poignant, beautifully complemented by dynamic illustrations that bring the scenes to dramatic life. Backmatter does an excellent job summarizing global warming and its negative effects, which does cast a shadow over the somewhat-forced optimism of the story's ending, as it seems only a matter of time before the children's hard-won luck runs out again. Timely and boldly told. (map with Sami's and Yuki's locations, authors' and illustrator's note, sketchbook) (Graphic fiction. 10-14) COPYRIGHT(2023) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: Publishers Weekly Alternating survival narratives depict two youths in different locales overcoming perilous situations caused by climate change in this heart-pumping graphic novel from Colfer, Donkin, and Rigano, the team behind *Illegal*. Twelve-year-old Sami subsists by fishing with his grandfather in the Bay of Bengal. Brutal waves and mudslides routinely threaten his community's ramshackle homes; to conjure better fortune, he plans to dive for his family's lucky knife, which Sami believes sunk into the bay following a monsoon that submerged his home and killed both his parents. Meanwhile, 14-year-old Inuit-cued Yuki's arctic circle town in Northern Canada is beset by hybrid grizzly-polar bears known as grolars, which have been pillaging human food stores due to declining resources in their natural environment. Angry that humans destroyed the grolars' habitat, Yuki sets off into the icy landscape with a camera, a bear blind constructed out of an umbrella, her family's carved seal harpoon, and her dog, Lockjaw, intending to snap a photo to garner sympathy for the bears. Realistically rendered, suspense-filled illustrations by Rigano, presented via straightforward paneling, portray the children's harrowing experiences with sharp clarity. Colfer and Donkin's tense narrative clearly outlines contemporary climate change: related realities amid relentless, riveting action. Extensive back matter concludes. Ages 10: 14. (Apr.)

Reviews by: School Library Journal Gr 3–8—Sami is a 12-year-old boy with light brown skin and brown hair who lives in a fishing village on the Bay of Bengal. Yuki is a 14-year-old girl, cued as Inuit, living in a small village inside the Arctic circle. Though they live on opposite ends of the globe, both kids' lives have been directly and negatively impacted by climate change, and both refuse to sit idly by. They each set out on a dangerous journey, braving the elements and risking their lives to enact change. The story adeptly switches perspective back and forth between Sami and Yuki, while subtly showing connections between their very different lives. Beautiful full-color illustrations immerse readers in their precarious and dynamic world, while the fast-paced text keeps the tension high. Though Sami and Yuki's story is fiction, Colfer reminds readers in an end note that all the impacts of climate change that the characters experience are real and currently happening across the globe. A "What is Global Warming?" chapter at the end provides a brief overview of climate change and how it will directly impact children around the world. VERDICT With this newest work, Colfer has created a gripping graphic novel that is a hopeful call to action for all readers. Highly recommended for purchase.—Laken Hottle

Individual Titles: Fiction

	Quantity	Unit Price
 <p>#2178656 Long Way Down (Graphic Novel) (Hardcover (Trade)) <i>written by Jason Reynolds</i> An ode to Put the Damn Guns Down, this is Jason Reynolds's fiercely stunning novel that takes place in sixty potent seconds--the time it takes a young man to decide whether or not he's going to kill the person who murdered his brother. Told in short, fierce staccato narrative verse, Long Way Down is a fast and furious, dazzlingly brilliant look at teenage gun violence, as could only be told by Jason Reynolds. 978-1-5344-4495-9 Simon & Schuster ©2020 6-1/2 x 9 208 pgs.</p>	1	\$19.99

Reviews by: Booklist Grades 7-10 *Starred Review* Reynolds' award-winning novel in verse, a spare, lyrical exploration of the reverberating effects of gun violence on one community, gets a compelling new look in this graphic adaptation. After Will's brother, Shawn, is killed in a shooting, Will vows to follow the long-standing rules: no crying; no snitching; get revenge. But as he descends in his building's elevator one morning on his way to fulfill the final rule?shooting the kid he's pretty sure shot his brother?a new ghost appears at each floor and makes him question what he's doing, even the rules themselves. Novgorodoff uses loose, aqueous watercolors in a rich palette to deftly complement the emotional, ghostly atmosphere of Reynolds' story: letters partly washed away suggest tears; splashes of dusky blues signify snapshot-like memories; emotional facial expressions zoom front and center; and thoughtfully placed negative space poignantly evokes the devastating absence gun violence leaves in its wake. Far more than just an illustration of the events of the novel, Novgorodoff's iteration powerfully cultivates the tone and mood of its source material, demonstrating just how effective and artful comics can be. This can easily stand on its own, but read in concert with Reynolds' novel, it will illuminate the story and its important themes with even more depth and empathy.(Reprinted with permission of Booklist, copyright 2020, American Library Association.)

Reviews by: Bulletin of the Center for Children's Books It's a good bet that readers who were gut-punched by Reynolds' extraordinary verse novel of grief and revenge (BCCB 10/17) will be first in line for its graphic novel reformatting; however, they might reasonably wonder whether illustration can possibly add muscle to an already exquisitely toned work. No worries: in this adaptation, the story of fifteen-year-old Will, delayed by ghostly elevator encounters on his dash to avenge his brother Shawn's murder, is solidly intact-right down to the fluent poetry: "And there's that nighttime/ Mom always be talking about./ It'll snatch your teaching/ from you,/ put a gun in your hand,/ a grumble in your gut,/ and some sharp in your teeth." Novgorodoff's watercolors, which bleed at the edges like pavement stains, match the text in mood and fluency, and by putting faces to characters, they tacitly untangle the web of revenge killings and mistaken identities foundational to the plot. Grief and regret will not be suppressed, as Novgorodoff testifies in scene after poignant scene, from the formal Pieta composition of Shawn's mother cradling her son's body, to the image of Will's father, untethered from reality after avenging his own brother's death, free floating in fetal position through blank space until viewers find him lying naked and vulnerable curled in his bathtub. As Will stands in the dark elevator, facing out toward featureless brightness, gun at the ready in his waistband, it's Shawn-who gave Will The Rules and a gun to enforce them-who still gets the last words: "You coming?" Can't change a pitch-perfect ending. EB

Reviews by: Horn Book Guide Reynolds has skillfully edited and rearranged his original verse novel (Long Way Down, rev. 7/17) to create room for Novgorodoff's impressionistic ink and watercolor illustrations to flourish, resulting in an adaptation that feels authentic to its new comics format. Fifteen-year-old Will's older brother, Shawn, is murdered. According to "The Rules," Will must not cry or snitch, but must seek revenge. Soon after the murder, Will leaves his apartment with his brother's gun and a resolve to kill. As Will descends in the building's elevator, he is inexplicably confronted by a deceased victim of gun violence at each floor, from old friends to the father he can barely remember. Each encounter further shakes Will's confidence in "The Rules" and in his deadly plans, leading to an open-ended conclusion. Novgorodoff's cartooning is never static; at times she opts for clearly defined panels and figures, and at others she forgoes panels entirely and leaves characters abstracted or incomplete. These artful decisions offer readers insight into Will's emotional state at any given moment. The layered, fragmented layouts found across many spreads have potent impact, along with stylistic touches such as Polaroid photos, video screens, and storyboards seamlessly substituted for panels. Scenes of violence are starkly portrayed, including a double-page image of Shawn's dead body; however, the complex and unjust reality of Will's position remains front and center, in sharp focus. (Copyright 2021 by The Horn Book, Incorporated, Boston. All rights reserved.)

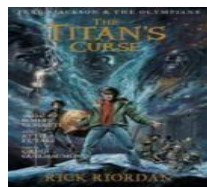
Reviews by: Kirkus Reviews After Will's older brother, Shawn, is shot and killed, Will knows he has to follow the rules: Don't cry, don't snitch, get revenge. The rules are so old it's hard to know where they came from, but Will knows they are not meant to be broken. He gets Shawn's gun and heads downstairs in the elevator to shoot Riggs, his brother's former friend, who he is convinced is responsible. As the elevator door opens on each floor, Will is confronted by people from his past who were also victims of gun violence. They question Will's plan and motivation, and although Will was certain it was Riggs when he first got into the elevator, at some point he isn't so sure. The ghosts, their truths, and the fact that he has never held a gun before make the decision to enact revenge that much more frightening. Based on Reynolds' 2017 award-winning verse novel of the same name, this full-color graphic adaptation will pull in both old and new readers. Novgorodoff's ink-and-watercolor images bring a softness to the text that contrasts with the violent deaths and the stark choice Will faces. Reynolds' fans will be pleased to see some of the original dialogue and narration remain, though edited to keep the story emotion-packed and the pace as swift as the elevator ride. Characters are Black. A moving rendition that stands on its own. (Graphic fiction.12-18) COPYRIGHT(2020) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: School Library Journal Gr 9 Up--After witnessing the fatal shooting of his older brother Shawn, 15-year-old Will Holloman must decide whether to follow the rules of his neighborhood that require revenge. Armed with a gun from Shawn's dresser, Will boards his building's elevator and as it descends weighs the gravity of what he is considering doing, the loss that preceded Shawn's death, and the repercussions. At each floor, a new, deceased individual enters and tells their story. Smoky watercolors with rough edges bleed and blend into each other and into unblemished empty spaces in this graphic adaptation of the novel in verse. The all-Black cast of characters is given complexity and nuance, even as they try to live by a code that is figuratively black and white. A denim-blue and white palette depicts those who have passed, while inky black and grays illustrate both the oppressiveness of the neighborhood's rules and the weight of the anguish they inflict upon the community. Pops of color--red for blood and fear, the yellow of a grocery bag smiley face, police tape, and Will's T-shirt--are used sparingly but consistently, as reminders of life and obstacles that carry on past death. Much of the text is internal dialogue, including the conversations between Will and the elevator's occupants. Guns and death are depicted through a fallen body and the spread of blood. No curse words are used. VERDICT Reynolds's words paint

pictures of their own in this tragic yet poignant illustrated tale that offers no answers to the seemingly impossible choices some communities face.-- Alea Perez, Elmhurst P.L., IL Copyright 2020 School Library Journal, LLC Used with permission.

Reviews by: Shelf Awareness In his YA novel Long Way Down, Jason Reynolds uses the painful past to reveal the difficulty between doing what you are taught is right and doing what is moral.

Percy Jackson and the Olympians: Graphic Novel (Trade)



#1741579 (Vol. 03) Titan's Curse (Graphic Novel) (Hardcover (Trade))

written by Robert Venditti

When the goddess Artemis disappears while hunting a rare, ancient monster, a group of her followers joins Percy and his friends in an attempt to find and rescue her before the winter solstice, when her influence is needed to sway the Olympian Council regarding the war with the Titans.

978-1-4231-4530-1 ©2013 6-1/4 x 9-1/4 128 pgs.

Grades 4 - 6 Dewey# 741.5 AR Lvl 2.7 AR Pts 1.0 RC Lvl 4.3 Lexile GN 370

Quantity
1 **Unit Price**
\$19.99

Reviews by: Booklist As readers of Riordan's series know, a war between Titans and gods is stirring, and the goddess Artemis is crucial to preparations. But five days before the winter solstice, when she must participate in the summit of the gods, she goes missing. Several of her hunters set out to find her, and though they initially refuse Percy a place in the quest, they eventually join forces for a perilous journey that leads to a showdown with the Titan Atlas and more than one heartrending death. Venditti (The Surrogates) remolds the tale into sequential form, successfully interspersing exposition, action, and revelation at a breathless pace appropriate to the novel. Futaki envisions the beloved characters clearly, and Guilhaumont finds a palette that nicely evokes our hero's accruing burdens. Although all of mythology's classic mayhem-makers are present, from manticore to dragon-tooth soldiers to the titanic Talos, they are somewhat robbed of their terrible awesomeness by the scale of the page composition and panel size. Nevertheless, no fan will be able to turn this down.--Karp, Jesse Copyright 2010 Booklist

Percy Jackson and the Olympians: Graphic Novel (Trade)



#2106897 (Vol. 05) Last Olympian (Graphic Novel) (Hardcover (Trade))

written by Rick Riordan

All year the half-bloods have been preparing for battle against the Titans, knowing the odds of victory are grim. Kronos's army is stronger than ever, and with every god and half-blood he recruits, the evil Titan's power only grows. While the Olympians struggle to contain the rampaging monster Typhon, Kronos begins his advance on New York City, where Mount Olympus stands virtually unguarded. Now it's up to Percy Jackson and an army of young demigods to stop the Lord of Time.

978-1-4847-8233-0 ©2019 6 x 9 128 pgs.

Grades 4 - 6 Dewey# 741.5 AR Lvl 3.1 AR Pts 1.0 Lexile GN 360

Quantity
1 **Unit Price**
\$21.99

Percy Jackson and the Olympians: Graphic Novel (Trade)



#2081759 (Vol. 04) Battle of the Labyrinth (Graphic Novel) (Hardcover (Trade))

written by Robert Venditti

Time is running out as war between the Olympians and the evil Titan lord Kronos draws near. Even the safe haven of Camp Half Blood grows more vulnerable by the minute as Kronos's army prepares to invade its once impenetrable borders. To stop them, Percy and his demigod friends will set out on a quest through the Labyrinth-a sprawling underground world with stunning surprises at every turn.

978-1-4847-8235-4 ©2018 128 pgs.

Grades 4 - 6 Dewey# 741.5 AR Lvl 3.0 AR Pts 1.0 Lexile GN 350

Quantity
1 **Unit Price**
\$21.99

Individual Titles: Fiction



#2342831 Saving Sunshine (Hardcover (Trade))
written by Saadia Faruqi
It's already hard enough just being a kid, without being teased for having a funny sounding name or wearing a hijab. It's even harder when you're constantly fighting your sibling—and Zara and Zeeshan really can't stand each other. During a family trip to Florida, when the bickering, shoving, and insults reach new heights of chaos, their parents sentence them to the worst possible fate—each other's company!
978-1-250-79380-5 Roaring Brook Press ©2023 5-1/2 x 8 224 pgs.
Grades 3 - 6 Dewey# 741.5

Quantity
1
Unit Price
\$22.99

Reviews by: Bulletin of the Center for Children's Books On a family trip to Florida, siblings Zara and Zeeshan's constant bickering pushes their parents to a breaking point, and the two kids are given an ultimatum: become friends or their temporary separation from their beloved phones will be permanent. Like many teens, their phones are essential to their identities. Already engaged in animal rights activism, Zara is willing to tolerate Zeesh if she can be reunited with her Nature Journal App; Zeesh, an astronaut aspirant, might abide by his sister if he can watch his NASA videos again. This sibling drama unfolds gently into a multigenerational exploration of Muslim-American experience in a post-9/11 world. Zeesh, bullied at school and bitter to the Islamophobic prejudices he and his family are subjected to, riles at constantly being asked where he is "from" and struggles just to blend in to avoid prejudice. Zara has recently begun to wear the hijab, proud and firm in her identity and frustrated by Zeesh's lack of support. Meanwhile, mom shares her experiences working past hateful comments about her hijab by focusing on the good she can do as an award-winning doctor, and dad advises his children to understand when others have good intentions, lovingly recalling Pakistan when asked where he is "from." Kahn's soft, brown-lined, watercolor illustrations convey both the sun-soaked warmth of the beachy Florida setting as well as the emotional warmth of the main cast. The art style moreover captures a variety of nuanced expressions with an approachably cute quality, offering emotional depth as well as humor and sweetness. Pair with Jen Wang's *Stargazing* (BCCB 09/19), and with two books, siblings won't have to fight about sharing. MC COPYRIGHT(2023) Bulletin of the Center for Children's Books, ALL RIGHTS RESERVED.

Reviews by: Publishers Weekly Tween twins with a strained relationship must overcome their differences to save the day; and each other; in this moving graphic novel by Faruqi (the *Ali the Great* series) and debut creator Khan. Muslim Pakistani American twins Zara and Zeeshan have been bickering nonstop as they pack for their family trip from New York to Key West, Fla. When their tension; exacerbated by Islamophobic experiences at the airport; reaches a boiling point, their exasperated parents confiscate the twins' phones until they can "figure out how to be friends." Arriving in Florida without their devices, Zara and Zeesh must work together if they want to enjoy their trip and get their phones back. Collaborating on a mission to save a sick turtle allows the siblings to demonstrate each other's individual passions, resulting in newfound connection and understanding. Khan's digital illustrations mimic the free-flowing feel of watercolor; shifts between soft pastels and saturated primary colors evoke changes in mood, and creative angles, detailed expressions, and dynamic paneling portray characters' interactions and relationships. Poignant flashbacks to the twins' tumultuous childhood, as well as their present-day encounters with racism, supplement this stirring and uplifting story of family and identity. Ages 8: 12. (Sept.)

Reviews by: School Library Journal Gr 4–7—Muslim twins Zeeshan and Zara's mother is recognized as pediatrician of the year, and the Aziz family must travel from New York to a conference in Key West. Along the way, the twins face microaggressions and discrimination from others, while battling an inability to get along with each other due to diverging interests and perceived slights. When their bickering leads to lost phone privileges and they need find entertainment in each other's company, Zeeshan and Zara aren't sure they're going to survive the trip. But a chance discovery of Sunshine, a sick loggerhead turtle stranded on the beach, presents the twins with an opportunity to put their differences aside in order to nurse it back to health. Sunshine's story quietly takes a backseat to the twins' still-evolving relationship. Despite multiple conflicts being present, the tension never comes to a head as they are quickly resolved, while character growth feels believable though perhaps rushed. Although discrimination at the hands of airport personnel is recognized as harmful, microaggressions are largely dismissed, as the twins are urged to avoid anger. The stunning artwork is dominated by soft sea-inspired watercolor blues and greens in the present, while flashbacks are signaled with sepia. A smattering of animal and space facts, representing the interests of the twins, respectively, are shared via fact boxes meant to appear as social media posts. VERDICT A fine addition for collections seeking representation of discordant sibling relationships.—Alea Perez

Individual Titles: Fiction



#2254439 Golden Hour (Hardcover (Trade))
written by Niki Smith
Struggling with anxiety after witnessing a harrowing instance of gun violence, Manuel Soto copes through photography, using his cell-phone camera to find anchors that keep him grounded. His days are a lonely, latchkey monotony until he's teamed with

Quantity
1
Unit Price
\$24.99

his classmates, Sebastian and Caysha, for a group project.
978-0-316-54037-7 *Little, Brown Ink* ©2021 6 x 8-1/4 256 pgs.
Grades 3 - 6 Dewey# 741.5 AR Lvl 2.8 AR Pts 1.0

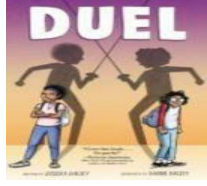
Reviews by: Booklist Grades 5-8 Manuel was in his art classroom when his teacher was the victim of a violent attack and, understandably, he subsequently has some PTSD. Luckily, making new friends in Caysha and Sebastian and finding a grounding coping mechanism in photography--plus regularly attending therapy--helps him along a path of healing and recovery. Smith keeps the story focused tightly on Manuel and his anxiety, but her warm, fine-lined artwork expands the scope, quietly emphasizing the healing powers of art, friendship, and animals. Time passes in snapshot-like scenes of Manuel and his friends in gold-washed prairie landscapes working on Sebastian's farm, and Manuel's moments of intense anxiety resemble photo negatives--cloudy white figures and jagged shapes appear on black backgrounds, sharply distinct from the bucolic warmth elsewhere. A gentle, burgeoning romance between Manuel and Sebastian is a sweet touch, and the matter-of-fact diversity of the cast is refreshing to see, especially in a story set in a rural community. An artful, conscientious, and deftly executed depiction of anxiety, perfect for fans of Jarret J. Krosoczka's *Hey Kiddo* (2018). COPYRIGHT(2021) Booklist, ALL RIGHTS RESERVED.

Reviews by: Bulletin of the Center for Children's Books After saving his art teacher's life when she was shot at school, Manuel is now suffering from flashbacks and periods of dissociation from the people around him. Manuel's therapist suggested he use an anchoring technique to redirect his thoughts, and focusing through his phone's camera lens has been helpful. Moreover, he's been assigned to a group project in art class with Sebastian and Caysha, kids involved with Ag-Club activities in their Kansas farming community. Hanging out at Sebastian's farm, helping tend his calf, Daisy, and listening to Caysha chat up the wonders of her adorable chickens opens a new world to townie Manuel. Manuel, in turn, uses his photography chops to help Sebastian document Daisy's progress for the county fair and considers the possibility of developing some of his visual anchors into his own submissions to the fair. Even the truest, tightest friendships cannot dispel the trauma Manuel suffers, however, and when his mother interprets challenging episodes as setbacks (when the sounds of target practice at camp triggers him to run off, for example) she curtails Manuel's activities, forcing him to stand up more forcefully for his own mental well-being and recovery. Smith's graphic novel finds extraordinary beauty in the rural setting, and shattered black and white flashbacks interrupt, but never overwhelm, the tidy, calming expanse of fields, the soothing warmth of Daisy's barn, and the easy body language of a trio of friends who are in this together. Manuel's resilient determination to reclaim a new but satisfying normal out of his mind-spinning ordeal makes a compelling arc that is sure to keep readers engaged. EB COPYRIGHT(2021) Bulletin of the Center for Children's Books, ALL RIGHTS RESERVED.

Reviews by: Horn Book Magazine This tenderhearted graphic novel explores the traumatic aftermath of gun violence experienced by a teen, Manuel, who had witnessed his teacher being threatened at gunpoint. On his road to recovery, he slips into panic attacks brought on by dreams, video games, and random images from the scene of the crime. While hanging out at a farm with his friends Caysha and Sebastian to work on a group project for art class, Manuel copes by using photography as a form of therapy; snapshots from his camera phone deliver parts of the visual narrative. Intermittent flashbacks reveal disturbing details from the incident, much like fragmented memories that lie buried until they rise to the surface. Scenic rural landscapes infused with shades of deep blue and rosy pink create a calming mood and tone. Vivid panels rendered in black, gray, and white magnify Manuel's increasingly intense disassociating episodes as the plot progresses before coming to some resolution and healing. This moving story touches on themes of friendship, coping, and self-discovery amidst a haunting experience. Jerry Dear(Copyright 2021 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Publishers Weekly After saving his art teacher from an armed attacker at school, Manuel Soto, a Latinx aspiring photographer, copes with PTSD with the help of a therapist and his single mother. Specifically, Manuel takes pictures on his phone's camera to anchor himself during frequent dissociative episodes; dark grayscale scenes in angular, fractured panels convey these moments in contrast to otherwise painterly full-color illustrations. In art class, Manuel befriends two tablemates, both agriculture enthusiasts raising animals for the county fair. Sebastian, a white student, cares for a calf on his family farm, while Caysha, who is Black, sees to fancy chickens at her grandparents' house. Smith (*The Deep & Dark Blue*) slowly builds a tender romance between Manuel and Sebastian; Manuel assists Sebastian with his calf, and Sebastian helps Manuel through an episode. With a soft start and a gentle build, Smith's graphic novel details the realities of Manuel's trauma response while reveling in subdued, generous scenes that showcase the three friends' everyday joys. Back matter further contextualizes PTSD, anxiety, and the grounding techniques Manuel employs. Ages 8: 12. Agent: Charlie Olsen, Inkwell Management. (Oct.)

Reviews by: School Library Journal Gr 4-7--In the wake of witnessing gun violence at school, Manuel Soto struggles with post-traumatic stress disorder (PTSD) and panic attacks. When a teacher pairs him with classmates Sebastian and Caysha for a group project, the ensuing friendship takes him by surprise. Manuel discovers that taking cell phone photos of Sebastian's family's cattle farm and his new friends anchors him when anxiety seems overwhelming. He joins the 4-H club to help Sebastian and Caysha prepare to show their animals at the county fair and finds the courage to enter his photography into a contest. But he struggles to convey his anxiety and PTSD to his busy single mother, instead turning to gentle Sebastian, who seems to understand Manuel intuitively, as romance blossoms. Smith weaves a beautiful story of resilience and the sweet onset of first love. Scenes at Sebastian's farm rely on warm, comforting colors; when Manuel has panic attacks, the art turns dark and suffocating as artwork bleeds out of each panel. Smith knows when to let Manuel's burgeoning artistic identity speak, leaving whole pages free of dialogue to show him carefully framing a shot or considering how to capture a sunset. Manuel and Sebastian's queer first love subplot is affirming and positive. Manuel is Latinx, Sebastian is white, and Caysha is Black. VERDICT A stunning work of self-discovery, vulnerability, and finding beauty beyond tragedy, this is the perfect primer for younger readers not quite ready for the work of Tillie Walden and Kevin Panetta.--Elise Martinez, Racine, WI Copyright 2021 School Library Journal, LLC Used with permission.

Individual Titles: Fiction**#2351503 Duel (Hardcover (Trade))***written by Jessixa Bagley*

Sixth grader Lucy loves fantasy novels and is brand-new to middle school. GiGi is the undisputed queen bee of eighth grade (as well as everything else she does). They've only got one thing in common: fencing. Oh, and they're sisters. They never got along super well, but ever since their dad died, it seems like they're always at each other's throats.

978-1-5344-9655-2 Simon & Schuster Books For Young Readers ©2023 6 x 9 320

pgs.

Grades 3 - 6 Dewey# 741.5

Quantity	Unit Price
1	\$24.99

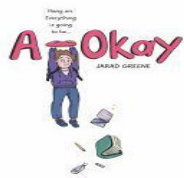
Reviews by: Booklist Lucy's entering a new school for sixth grade, where her sister, GiGi, is an eighth-grader. Almost right from the start, the thick tension between them at home spills over at school when GiGi trips Lucy and Lucy challenges GiGi to a duel with GiGi's own fencing foil. Despite warnings from the principal, Lucy sticks to her plan and secretly trains with the help of her late father's fencing guidebook, hoping to take GiGi, the best fencer in school, down a peg. Jessixa Bagley's story of sister rivalry gradually builds in emotional depth, as the origin of GiGi and Lucy's conflict eventually comes to the fore: still dealing with the grief of losing their father, a notable fencing instructor, each girl is jealous of the time he spent with the other, feelings that intensify as they practice techniques he taught them. Aaron Bagley's nimble cartooning makes great work of the speedy, minute moves in fencing matches, as well as the expressive faces and body language that signal the girls' big emotions. Each chapter opens with a page from the guidebook, which neatly echoes the story's plot. With an uncommonly keen eye for the convoluted way kids deal with grief, this heartening story of growth and a family healing from loss is a natural pick for fans of Raina Telgemeier and Shannon Hale.

Reviews by: Horn Book Magazine Fantasy-loving Lucy and her perfectionist older sister, Gigi, have been fighting ever since their dad's passing. When Gigi, a popular eighth grader, trips Lucy in the lunchroom on her first day of middle school, Lucy can't take it anymore: she publicly challenges Gigi, "the best fencer in school," to a duel. (Gigi: "A...duel?!...Fencers don't have duels -- we have bouts.") The two are called to the principal's office for a meeting alongside their grief-stricken, overworked mom. Though a bout is forbidden, the sisters plan one anyway to be held during upcoming fencing team tryouts. As the two prepare to compete, they begin to process and address (with friends, their mother, and each other) some of the ways that their father's death has affected them. A satisfying, hopeful conclusion includes a heartfelt note from the creators explaining the graphic novel's real-life inspirations. Aaron Bagley's coarse line and hand lettering-based font give the illustrations a natural, raw feel. The beginning of each chapter resembles a page from a fencing guide, connecting to the well-paced plot and scaffolding readers' understanding. Color-coded inset boxes showcasing the siblings' personal thoughts and vulnerabilities add further depth to their characters; tender blue-hued flashback scenes allow the girls' father and his memory to be ever-present. A down-to-earth and emotional family story. Elisa Gall(Copyright 2023 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Kirkus Reviews off in a high-stakes duel. GiGi has worked hard to be the perfect eighth grader and the best athlete on the fencing team. New sixth grader Lucy is nervous about starting middle school. The only thing they have in common is a love of fencing, and ever since their father died, their bickering has worsened. Everything culminates in a public scene in which GiGi humiliates Lucy in the school cafeteria. Lucy pull s out her foil and challenges GiGi to a duel. As the sisters prepare for their bout, the whole school begins picking sides. GiGi and Lucy must also choose: themselves or each other? The story is told from both sisters' perspectives, allowing readers to sympathize and understand each of their sides, ensuring that neither one is seen as merely cruel. Each chapter opens with a sepia-toned page resembling an excerpt from an old sporting manual that explains an aspect of fencing. Those not interested in fencing may get bogged down in the technical details, but those who reflect on them retroactively will notice the clever way they relate to the events of the story. The artwork is simple, with flashbacks drawn in light indigo against a white background and contemporary events in full color with an emphasis on the characters' expressions. The sisters read biracial, with a white-presenting mother and a father who appears Black. Intense and complex, exploring siblings' grief, love, and forgiveness. (author's note, photos, sketches) (Graphic fiction. 8-12) COPYRIGHT(2023) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: Publishers Weekly Brown-skinned siblings Lucy and GiGi have fought ceaselessly since their father's death. With their pale-skinned, grief-stricken mother exhausted by her job, the sisters are often left to mediate their conflicts, which escalate when, on Lucy's first day of middle school, popular eighth grader GiGi trips her in the cafeteria. Lucy then challenges her to a fencing duel: if GiGi wins, Lucy will stay out of her way; if Lucy wins, GiGi will stop bullying her. Though both girls were taught by their father, Lucy only knows fencing basics, while GiGi is the star of the school team. As they prepare, each ruminates on what led them to this moment, and wonders how the battle will affect their relationship. Married collaborators the Bagleys seamlessly blend sports drama with middle school angst in this cleverly constructed graphic novel; chapters begin by introducing fencing concepts that mirror the action, and past events are conveyed in sequences rendered in dreamy blue linework that juxtaposes present-day full-color spreads. Incisive discussions about grief and the importance of support from family and friends; deepened by the contrast between Lucy's and GiGi's relationships with their best friends; deepens this already rich story of sisterly rivalry that's also an earnest love letter to fencing. Ages 8: 12. (Nov.)

Individual Titles: Fiction



#2256743 A-Okay (Hardcover (Trade))

written by Jarad Greene

All of Jay's friends are in different classes; he has no one to sit with at lunch; his best friend, Brace, is avoiding him; and--to top it off--Jay doesn't understand why he doesn't share the same feelings two of his fellow classmates, a boy named Mark and a girl named Amy, have for him.

978-0-06-303285-9 HarperAlley ©2021 5-1/2 x 8 240 pgs.

Grades 4 - 7 Dewey# 741.5

Quantity	Unit Price
1	\$22.99

Reviews by: Publishers Weekly With compassion and sincerity, Greene's (Scullion) graphic novel depicts the pains of middle school for Jay, an art-loving, acne-plagued eighth grader who doesn't understand why his old friends are hanging out without him, or why he's not developing crushes; at all. A white-cued, seemingly middle-class kid who gets good grades and passes for a "cool kid," at least some of the time, Jay embarks on a cycle of Accutane, and weathers its many side effects with resilience, while becoming more confident, literally and figuratively, in his skin. He builds a new friend group, develops his personal fashion style, and, with encouragement from his friend Mark, who is gay and cued white, learns more about asexuality. Though the novel takes place near Tampa, Greene's newspaper-comics-style illustrations have a sort of anyplace quality. Jay's arc, on the other hand, is distinct and refreshing, and the story's emphasis on friendships and body image issues is likely to resonate with any reader who has wished to jump out of their skin. Ages 8: 12. Agent: Kelly Sonnack, Andrea Brown Literary. (Nov.)

Reviews by: School Library Journal Gr 5 Up—Greene chronicles the often bumpy road to self-discovery that's triggered by puberty. As Jay, a kind but anxious eighth grader, grows intensely aware of his appearance, specifically his acne, he decides to try Accutane, an intense, sustained oral treatment that requires him to take responsibility for his own health. At school, he watches friendships dissolve and builds new ones, encounters obnoxious bullies, and explores his artistic interests. His classmates date and deal with crushes, but Jay realizes, to his initial confusion, that he's not particularly attracted to any of his peers. As the year goes on, and through a few well-placed discussions, he begins to consider the idea of asexual or aromantic identity. Weaving together everyday incidents and annoyances with revelatory moments, the narrative is somewhat subdued but true to life—not every challenge must be paralyzing, and not every conclusion must be a sea change. A story about kids learning to feel good about themselves on their own terms is no small thing, and Jay is a low-key, lovely protagonist. Greene's simple, bubbly color illustrations are friendly and accessible, matching the content perfectly. Jay is white. VERDICT An earnest exploration of adolescence, recognizable and relevant to middle schoolers coming into their own.—Emilia Packard, Tokyo

Individual Titles: Fiction



#2279004 Growing Pangs (Hardcover (Trade))

written by Kathryn Ormsbee

Katie knows there's stuff that makes her different. She's homeschooled, she has freckles, and her teeth are really crooked. But none of these things matter to Kacey.

But when they go to summer camp, Kacey starts acting weird. And when Katie gets home, she can't stop worrying. Sometimes tapping three times helps stop the worrying.

Is something wrong with her?

978-0-593-30128-9 Random House Children's Books ©2022 5-1/2 x 8-1/4 256 pgs.

Grades 4 - 7 Dewey# 741.5 AR Lvl 3.0 AR Pts 1.0

Quantity	Unit Price
1	\$20.99

Reviews by: Booklist Grades 3-6 *Starred Review* Katie and Kacey are BFFs to the max--they both love musicals, they read the same books, they even share a special best friend necklace that's not like anyone else's. It's when they both go away to summer camp that the trouble begins. Kacey is not amused when Katie begins making new friends. And Katie begins to hear buzzing noises in her head that manifest when she's anxious. Signified by bees buzzing around her head, the anxiety only dissipates if she taps her fingers, unties and reties her shoelaces, or does what the bees otherwise tell her to do. Compounding the anxiety she feels at her changing relationship with Kacey is worry about getting braces, landing a part in a play, and an upcoming operation. When people begin to notice her tics, her fear of being called a weirdo only makes things worse. This thoughtfully told semi-autobiographical account never trivializes obsessive compulsive disorder, nor does it make mental illness into a bogeyman. The story stays true to this child's experience, and the art, with its many levels of perspective, gives equal attention to the high points of Katie's life while skillfully depicting her lows. An excellent companion to Raina Telgemeier's Guts (2017) and Shannon Hale and LeUyen Pham's Real Friends series. COPYRIGHT(2022) Booklist, ALL RIGHTS RESERVED.

Reviews by: Bulletin of the Center for Children's Books Katie is looking forward to summer camp with her best friend Kacey, but as the day

approaches, she gets increasingly nervous: what if she gets sick, or can't fall asleep, or embarrasses herself in front of the whole camp? She finds that moving her zipper eases her anxiety: move it three more times and camp will be fun. Camp is in fact fun, but she can feel a growing distance between her and Kacey and she turns to routines to help her through her worries. Retying her shoes, tapping the soda dispenser, opening her locket a certain number of times won't necessarily change the situation, but they control Katie's growing anxiety, and she relies more and more on them as she starts a new school year with its own set of challenges. Much like Durfey-Lavoie's *Just Roll with It* (BCCB 10/21), this graphic novel is a thoughtful, compassionate portrayal of OCD, particularly in its visual representation of Katie's anxieties. Buzzing bees crowd the pages as her worries increase, and the panels leading up to her chosen soothing routine lose structure and gain frantic movement lines, while those following revert to more solid paneling and balance. While the book's primary focus is Katie's OCD, Ormsbee also excels at the ebbs and flows of middle grade friendships; the dissolving relationship between Katie and Kacey is painful but also allows Katie to find kids with interests more in line with her own and escape Kacey's controlling behavior. Introductions by both the author and illustrator discuss their own experiences with mental health struggles, and this would fit nicely with the aforementioned title and Fung's *Living with Viola* (BCCB 10/21). KQG COPYRIGHT(2022) Bulletin of the Center for Children's Books, ALL RIGHTS RESERVED.

Reviews by: Horn Book Magazine acy, both homeschooled during the year, head to summer camp. Though Katie loves being with her best friend, she frets about feeling homesick. She's also self-conscious about being "different," with her red hair, freckles, and crooked teeth. At camp, she makes a confident new friend who "cusses" ("Backstreet Boys suck"), and Kacey seethes with jealousy and drifts away. Back home, Katie begins engaging in compulsive behaviors in an effort to "push the buzzing thoughts [depicted as a bee that won't leave her alone] away." Katie's father, who eventually guides her to a professional, helps her understand that "our thoughts aren't us. They're just our thoughts." This sensitive, deeply felt graphic novel, divided into four seasons of the year, is one that will resonate with many readers, particularly those living with OCD. The story also captures in detail a realistic homeschooling experience, including stereotypes about it: "I didn't feel like the weirdo homeschooled kid when Kacey and I hung out." Katie ultimately finds joy in theater, undergoes a scary lingual frenectomy, and learns that "maybe I could have best friends and good friends. I didn't have to choose." Best of all, she learns that many people are hounded by worries, with Brooks depicting various creatures nagging others as Katie's bee nags her. Both author and illustrator share their own childhood OCD experiences in appended notes, with Ormsbee explaining that the story is a fictionalized version of her own youth. Julie Danielson(Copyright 2022 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Kirkus Reviews Rising sixth grader Katie is different from other kids, what with her freckles, being home-schooled, and the worries constantly buzzing in her head. Katie is excited to start the summer at her first sleep-away camp with Kacey, her best friend from her home-school co-op. However, as she gets closer to Delaney, a cool, self-assured girl at Camp Aldridge, Kacey becomes distant and resentful. Traversing the beginning of middle school and her evolving relationships and mental health just makes the buzzing in Katie's head get louder and more persistent. Ormsbee captures the nuances of friendships and the feelings of loneliness a person can experience from being singled out as different. Stereotypes surrounding home schooling are also addressed. The graphic novel unfolds over the course of a year, and the representation is informed by the author's and illustrator's own childhood journeys of coping with obsessive-compulsive disorder. OCD is explored in accurate detail throughout Katie's arc, and the illustrations enhance the depiction, with bees flying around her head whose buzzing increases and decreases in intensity to match the franticness of her thoughts. The varied panels and dynamic, colorful art maintain visual interest. Katie and other main characters read as White; the supporting cast is racially diverse. A poignant account of journeying through life while navigating mental health and friendships. (author's note, artist's note) (Graphic fiction. 8-12) COPYRIGHT(2022) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: Publishers Weekly Rising sixth grader Katie can sometimes feel like a "weirdo homeschooled kid," except when with best friend Kacey, with whom she attends a homeschool co-op and shares a love of Annie. But when the pals leave for sleepaway camp, Katie experiences increasingly anxious thoughts and a heightened "buzzing feeling in my brain," conveyed visually as a large bee that compels her to complete tasks: "You gotta make your worries stop. Move that zipper." Ormsbee (Candidly Cline) juggles competing plot threads that contribute to Katie's intrusive concerns: new friendships that awaken misgivings and joy in Katie and jealousy in Kacey, fears about a potential tongue surgery, and an awareness of her adolescent appearance, including pimples and a new haircut. In thick, angular brushstrokes, Brooks (the *Sanity & Tallulah* series) renders the white protagonists with simplified features and a warm palette. Tracing Katie's earnest tack to navigating friendships old and new, her growing interest in the theater, and a burgeoning understanding of her obsessive compulsive disorder; detailed respectfully throughout; the creators lend flashback-level realism to a story of one child's world growing larger with age and experience. Secondary characters are racially diverse; back matter discusses Ormsbee's and Brooks's experiences growing up with OCD. Ages 8: 12. Author's agent: Beth Phelan, Gallt & Zacker Literary. Illustrator's agent: Sara Crowe, Pippin Properties.(May)

Reviews by: School Library Journal Gr 3-6--Katie, who struggles with anxiety and obsessive-compulsive tendencies, heads to summer camp with her best friend Kacey. While Katie branches out and begins meeting new friends, both at camp and afterwards at her homeschool co-op, Kacey has a hard time coping with the changes in their relationship, and the two grow apart. Meanwhile, Katie continues to struggle with severe anxiety and OCD until eventually she is able to get help. This tweenage story of growing up is based on Ormsbee's own preteen and teen years struggling with similar issues. Katie's character is relatable, and young readers will connect with the symbolism of a buzzing bee to represent her anxiety. The struggles Katie faces with her friend Kacey will be familiar to many readers as well. Unfortunately, there are a few too many plot lines woven throughout the story, and they all feel a bit stunted. Brooks's artwork shines throughout and helps the story come to life. Her realistic, full-color scenes pair well with the story of early teenage struggles, and fans of other slice-of-life graphic novels will be drawn to this title. VERDICT Although it has too many subplots, this colorful graphic novel has a lot to grab the attention of many young readers. Fans of Raina Telgemeier and Kayla Miller are sure to enjoy it. Recommended for most collections.--Ellen Conlin Copyright 2022 School Library Journal, LLC Used with permission.

Individual Titles: Fiction**#2288260 Speak Up! (Hardcover (Trade))***written by Rebecca Burgess*

Twelve-year-old Mia is just trying to navigate a world that doesn't understand her true autistic self. While she wishes she could stand up to her bullies, she's always been able to express herself through singing and songwriting, even more so with her best friend, Charlie, who is nonbinary, putting together amazing beats. Together, they've taken the internet by storm; little do Mia's classmates know that she's the viral singer Elle-Q! But while the chance to perform live for a local talent show has Charlie excited, Mia isn't so sure. She'll have to decide whether she'll let her worries about what other people think get in the way of not only her friendship with Charlie, but also showing everyone, including the bullies, who she is and what she has to say.

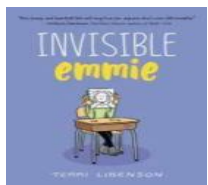
978-0-06-308120-8 Quill Tree Books ©2022 6-1/4 x 9-1/4 272 pgs.

Grades 3 - 6 Dewey# 741.5 AR Lvl 3.2 AR Pts 2.0

Quantity	Unit Price
1	\$22.99

Reviews by: Horn Book Magazine Mia, the twelve-year-old protagonist of this accessible graphic novel, keeps to herself in school and is bullied over her autism. But she shines as Elle-Q, an alter ego known only to her friend Charlie, with whom she makes music videos that have gained an online following. Laura, who's among the class bullies at first, is a huge Elle-Q fan, and a friendship gradually develops between her and Mia over what's ostensibly just a shared fandom. (Though the girls take some time to figure this out, they both have secret online identities.) Pressure from Charlie to make the act more public than Mia feels ready for complicates matters and adds to her sense of being overwhelmed. Mia's increasing eagerness to be -- and to advocate for -- herself is encouraging, as is the casual diversity among the other characters (light-skinned Mia's classmates have a variety of skin tones; Charlie is dark-skinned and nonbinary). Varied page layouts in the digital illustrations hold interest, with panel boundaries especially breaking at moments of strong emotion -- and when Mia feels free as Elle-Q. Shoshana Flax September/October 2022 p.80(c) Copyright 2022. The Horn Book, Inc., a wholly owned subsidiary of Media Source, Inc.

Reviews by: Publishers Weekly An autistic middle schooler secretly becomes a viral music star in this thoughtful graphic novel by Burgess (Wiggles, Stomps, and Squeezes Calm My Jitters Down), a middle grade debut. Mia, who reads as white, uses headphones, a chew-necklace, and moments with a notebook to make it through school days plagued by persistent bullying and home life with a mother who would rather she mask than stim. Overstimulation makes Mia feel "overwhelmed... so when I try to speak, I can never find the words." But in private with best friend Charlie, who reads as Black and nonbinary, she writes music and posts online videos of her mask-wearing alter ego, Elle-Q. When their latest collaboration suddenly goes viral, Charlie pressures Mia to publicly debut at a local talent show as Mia struggles to handle a bullying classmate; one who's also obsessed with uncovering Elle-Q's identity. Autistic creator Burgess employs jewel tones, emanata, and sketchbook-like renderings to portray the complexities of Mia's sensory experiences, from the internal turbulence of meltdowns to profound joy in creativity and music. Intimate and inlaid with nuance, it's an empowering look at self-acceptance, accommodation, and masking via the lens of one autistic experience. Ages 8: 12. Agent: Britt Siess, Britt Siess Creative. (Sept.)

Emmie and Friends (Trade)**#2004742 Invisible Emmie (Hardcover (Trade))***written by Terri Libenson*

This is the story of two totally different girls. Quiet, shy, artistic Emmie. Popular, outgoing, athletic Katie and how their lives unexpectedly intersect one day, when an embarrassing note falls into the wrong hands...

978-0-06-248494-9 ©2017 192 pgs.

Grades 4 - 7 Dewey# Fic AR Lvl 3.8 AR Pts 2.0 RC Lvl 4.3

Quantity	Unit Price
1	\$22.99

Reviews by: Booklist er Emmie could have her way, she'd draw all the time, hang out with her best friend Brianna, and otherwise keep to herself. Though things stay pretty quiet at home, middle school is another story, especially when a fake love note she wrote to her crush ends up in the hands of an obnoxious, gossipy classmate. Interspersed with Emmie's doodle-laden first-person narrative are comics about popular, athletic, and confident Katie, who has it all figured out. At first, the two narratives seem unrelated, but as the stories begin to intertwine and Emmie starts finding more confidence in spite of the love-note disaster, the connection between Emmie and Katie becomes crystal clear. Libenson's amiable illustrations from Emmie's snarky (though sometimes glib) cartoon commentary in subdued tones to Katie's brightly colored, picture-perfect comic book life add plenty of comical flavor to the relatable story. With all-too-familiar middle-school drama and an empowering lesson about speaking

up and bravely facing down embarrassment, this should find an easy audience among fans of Wimpy Kid or Dork Diaries books.(Reprinted with permission of Booklist, copyright 2017, American Library Association.)

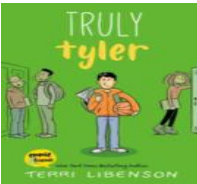
Reviews by: Horn Book Guide In this clever tale, super-shy seventh grader Emmie rarely speaks to a soul at school but loves to draw. Occasional comics-style sections follow super-popular, impossibly perfect "Katie." After a classmate shares Emmie's note about her crush with everyone, Emmie goes from feeling invisible to feeling embarrassingly visible. But as Emmie becomes more satisfyingly confident, Katie gradually disappears--a no-longer-needed coping mechanism that existed only in Emmie's drawings. (Copyright 2017 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Horn Book Magazine The main narrative follows a day in the life of super-shy seventh grader Emmie, who rarely speaks to a soul at school; occasional sections follow Katie, super-popular and impossibly perfect (she gets straight As, her parents have never embarrassed her, and everyone wants to be her BFF). Emmie loves to draw and fills her narration with amusingly labeled doodles, while Katie's story is told comic-style. When a classmate finds a note Emmie wrote about the boy she likes and shares it with everyone, Emmie goes from feeling completely invisible to feeling embarrassingly visible, with all her classmates staring and laughing at her. Both text and illustrations contain appropriately kidlike descriptions of her social anxiety (a squeezey feeling in my stomach) along with humorous examples of the various horrors of middle school (an illustration shows a spotlight shining on Emmie as she changes clothes for gym class). The more visible (and satisfyingly confident and outspoken) Emmie becomes, the less visible Katie becomes, until she completely disappears--a no-longer-needed coping mechanism that existed only in Emmie's imagination and drawings. Libenson's clever tale will entertain readers in the throes of middle school as well as younger students both wary of and intrigued by their near future. jennifer m. brabander(Copyright 2017 by The Horn Book, Incorporated, Boston. All rights reserved.)

Reviews by: Kirkus Reviews One bad day in seventh grade can feel like a lifetime. However, even end-of-the-world-level heartache can have surprising and comic consequences. Emmie's story is part of the growing subgenre that hybridizes the middle-grade and graphic novel. With doodle-illustrated prose chapters depicting Emmie's world and entire comics-style sections depicting the popular Kate, Libenson takes readers inside the halls of middle school with the same nod to weirdness and eye-rolling angst as such format standards as Diary of a Wimpy Kid and Dork Diaries. Emmie is a painfully shy girl who is forced to see and be seen one fateful day when a playful game with best friend Brianna turns into a nightmare. Libenson uses two different illustration styles to distinguish between Emmie, the soft-spoken wallflower, and Kate, the outgoing girl of fabulousness. An artist using her doodles to illustrate the seventh-grade world, Emmie sees herself as someone with no voice, while the enigmatic, charismatic Kate is full of confidence and determined to push Emmie out of her comfort zone. Though readers may be puzzled by the device initially, Libenson's rationale for the dual portrayals becomes clear in the end. However, the repetition of Emmie's description as quiet, shy, and disenfranchised becomes as grating as a nasal whine. Both Emmie and Kate appear to be white, but school scenes reveal multiethnic classmates. Classic middle school themes come alive, but they fail to really go anywhere. (Graphic/fiction hybrid. 8-12) COPYRIGHT(2017) Kirkus Reviews, ALL RIGHTS RESERVED.

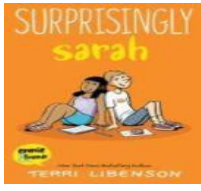
Reviews by: School Library Journal Gr 5-8-Readers follow a day in the life of Emmie, a shy, quiet eighth grader, as she scrambles to finish her homework, dreads gym class, and navigates hallways full of gossipy girls and spitty boys. She copes by disappearing into her drawing notebook. Interspersed between the illustrated chapters are comics-style panels featuring Katie, a pretty, popular, friendly, confident girl also going through the same middle school day. In homeroom, she notices "that quiet girl. She likes to draw. I'd rather talk. Or text." To amuse themselves during lunch in the chaotic cafeteria, Emmie and her best (and only) friend Bri compose gushy love notes to their secret crushes. Inevitably, Emmie drops hers, and it is found and circulated by the obnoxious class clown. Following the discovery of the love note, Katie comes to Emmie's defense, comforts her, and encourages her to stand up for herself. Many readers will recognize themselves in Emmie and her friends, who are at once self-conscious and eager to be seen for who they are. VERDICT A highly relatable middle grade drama. Recommended for most collections.-Jennifer Costa, Cambridge Public Library, MA Copyright 2017. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc.

Emmie and Friends (Trade)

		Quantity	Unit Price
	<p>#222744 Truly Tyler (Hardcover (Trade)) <i>written by Terri Libenson</i> Ever since Tyler started getting into art and hanging out with Emmie, his friends and teammates have been giving him a hard time. He wonders why can't he nerd out on drawing and play ball? Emmie is psyched that she gets to work on a comics project with her crush, Tyler. But she gets the feeling that his friends don't think she's cool enough. Maybe it's time for a total reinvention. 978-0-06-289457-1 ©2021 5-1/2 x 8 192 pgs. Grades 4 - 7 Dewey# Fic AR Lvl 3.3 AR Pts 2.0</p>	<p>1</p>	<p>\$24.99</p>

Emmie and Friends (Trade)

Quantity Unit Price



#2323440 **Surprisingly Sarah (Hardcover (Trade))**

1

\$24.99

written by Terri Libenson

Sarah and Leo have been BFFs since they were little. They share everything... until Sarah starts crushing on Leo's friend Ben. Then one day Sarah is suddenly faced with a big choice -- ask Ben to the school dance! OR chicken out. Either way, Sarah and Leo's friendship will be put to the test. Which one would you choose?

978-0-06-313922-0 ©2023 5-1/2 x 8 352 pgs.

Grades 4 - 7 Dewey# Fic AR Lvl 3.6 AR Pts 2.0

Animorphs (Graphic Novel / Trade)



#2180146 (Vol. 01) **Invasion (Hardcover (Trade))**

Quantity

Unit Price

1

\$24.99

written by K. A. Applegate

Sometimes weird things happen to people. Ask Jake. He could tell you about the night he and his friends saw a strange light in the sky that seemed to be heading right for them. That was the night five normal kids learned that humanity is under a silent attack -- and were given the power to fight back.

978-1-338-22648-5 ©2020 6 x 9 240 pgs.

Grades 3 - 6 Dewey# 741.5 AR Lvl 2.8 AR Pts 1.0 Lexile 300

Reviews by: Booklist all, Jake and his friends are a regular group of kids heading home. But when they encounter a dying alien warrior they learn Earth is under secret attack from a parasitic alien species and they may be their planet's only hope. He gives them the power to fight back by transforming into any animal they touch, but that ability, too, is dangerous. This graphic adaptation of the first book in the long-running Animorphs series, which launched in 1996, brings to life the humor and horror of the original. Illustrator Grine doesn't shy away from the more frightening elements, though he stops short of body horror, depicting most transformation scenes with humor. Through neon panels, he captures the eerie sf vibe and the distinct personalities of all five kids: bold Rachel, compassionate Cassie, wily Marco, sensitive Tobias, and reluctant leader Jake. There's plenty for both animal lovers and Stranger Things fans to enjoy, and this allegorical exploration of trauma and youth responsibility is, frighteningly, more relevant now than it was 20 years ago. (Reprinted with permission of Booklist, copyright 2020, American Library Association.)

Reviews by: Kirkus Reviews After a night at the mall, a group of kids encounters an alien, forever changing their lives. Jake, Marco, Tobias, Cassie, and Rachel cut through a construction site to make it home before curfew when a spaceship heading straight for them lights up the sky. They approach the ship and meet a dying Andalite who has just fled a Yeerk ambush. The Andalite, an alien with the power to morph, tells of the invasion the sluglike, parasitic Yeerks have planned for Earth. Other Andalites will come to help--but not for some time. Before his gruesome death, the Andalite bestows the children with the power to temporarily turn into any animal they wish, as long as they have first acquired its DNA via touch. Following their bizarre night, the group--with Jake as their reluctant leader--must decide whether or not to battle the Yeerks. The decision is made when they realize Jake's brother has been taken over by a Yeerk. Determined to save their town, the group embraces their abilities and fights back. This text-heavy graphic novel is full of action-packed panels and detailed, realistic illustrations. The narrative is engaging and may encourage readers to learn about animals. However, the intensity of the murderous undertones may scare younger readers. Cassie and Marco are brown; the rest of the main cast is White. A dark, bracing series opener. (Science fiction. 8-13) COPYRIGHT(2020) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: School Library Journal Gr 4-7—The Animorphs are back! Based on Applegate's original hit series, this full-color graphic novel adaptation begins with Jake, Marco, Cassie, Tobias, and Rachel discovering that there are parasitic aliens, Yeerks, who are trying to take over the world. By pure chance, Jake and his friends are chosen to be the ones to fight back against the invaders and are entrusted with the power to morph into any animal that they touch. Crushed by the knowledge that their friends, family, and authorities could be hosts for the Yeerks, the friends struggle with the heavy responsibility of being the only ones who can save the world. Although the story is entertaining, it is the artwork that will have readers wanting more. Grine's characters are expressive (even the aliens), and the depictions of the friends morphing into and out of animal form are grotesquely amusing. Refreshingly, the kids are often reluctant to take on the role of heroes—Jake in particular struggles with the leadership position the rest of the group places on him, and Marco is adamant about not putting himself in danger because of his father's inability to recover from the death of his mother. Marco and Cassie are depicted with dark skin and hair, while Jake, Tobias, Rachel, and the majority of secondary and background characters are white. VERDICT Sure to be a hit, this looks to be a strong start to a new graphic novel series for young readers.—Amanda Melilli, Univ. of Nevada, Las Vegas

Individual Titles: Fiction

Quantity

Unit Price



#2330292 All the Lovely Bad Ones (Graphic Novel) (Hardcover (Trade))

1

\$24.99

written by Mary Downing Hahn

Travis and his sister, Corey, can't resist a good trick. When they learn that their grandmother's quiet Vermont inn, where they're spending the summer, has a history of ghost sightings, they decide to do a little "haunting" of their own. Before long, their supernatural pranks have tourists flocking to the inn, and business booms.

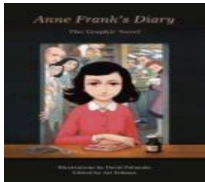
978-0-358-65014-0 Clarion Books ©2023 5-1/2 x 8 160 pgs.

Grades 4 - 7 Dewey# 741.5

Reviews by: Kirkus Reviews Innocent mischief goes awry for siblings in this graphic novel adaptation of Hahn's 2008 novel. Travis, nearly 13, and his sister, Corey, who's a year younger, enjoy a good prank or 10. Having been banned from camp for all the pranks they pulled last year, they'll spend this summer at their grandmother's Vermont inn. After learning about the inn's haunted reputation, the siblings decide they've found the perfect outlet for their mischief: pretending to be the ghosts that have gone quiet since their grandmother took over. While they play at haunting the inn's guests, Travis can't help feeling ill at ease as he catches glimpses of something in his peripheral vision while wandering the inn grounds. The "hauntings" bring plenty of attention from the living. But when a staff member experiences a presence that has nothing to do with the siblings' fun, they must confront the inn's troubled history and try to lay its ghosts to rest. This examination of how children can do bad things without being bad at heart and how adults can wield their power over the young will resonate with readers. The illustrations are captivating. Light and shadow are used to great effect to depict the sun-dappled forest and a chilling grove of trees. Characters' faces are emotive, and the ghosts are spooky and sinister. Sepia tones are effectively used to portray past events. Travis and Corey are tan-skinned; most characters are light-skinned. Atmospheric illustrations give this retelling extra chills. (Graphic paranormal. 8-13) COPYRIGHT(2023) Kirkus Reviews, ALL RIGHTS RESERVED.

Reviews by: School Library Journal Gr 3-5—Brother and sister Travis and Corey do not believe in ghosts, but they do believe in mischief, so hearing that their grandmother's Vermont inn is rumored to be haunted is summer vacation gold. They plan to dress up and make noise, hoping to drum up business when word gets out that the ghosts have returned. What they did not plan on is the awakening of the actual ghosts that haunt the property. Faced with a group of "lovely bad ones"—mischievous young ghosts of boys who died under terrible circumstances—and the chaos they cause, Corey and Travis must discover who the ghosts are and how to bring them to rest. Peterson does a solid job adapting Hahn's ghost story in graphic novel format, deftly capturing the creepiest moments with a combination of narration and dialogue. Illustration and lettering introduce the frustrated yet gentle young ghosts, appearing in period clothing and wreathed in blue. The awful ghost of Ms. Ada is delightfully ghastly. VERDICT An excellent addition to graphic novel collections where there are spooky story readers.—Rosemary Kiladitis

Individual Titles: Nonfiction



#2054505 Anne Frank's Diary: The Graphic Novel (Hardcover (POB))

Quantity

Unit Price

1

\$25.00

written by Anne Frank

This adaptation of Anne Frank's Diary of a Young Girl into a graphic version, maintains the integrity and power of the original work. With stunning, expressive illustrations and ample direct quotation from the diary, this edition will expand the readership for this important and lasting work of history and literature.

978-1-101-87179-9 ©2018 7-1/4 x 10-1/2 160 pgs.

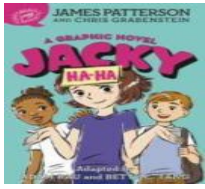
Grades A - A Dewey# 940.53 AR Lvl 5.5 AR Pts 3.0 Lexile GN 800

Reviews by: Publishers Weekly The classic, original text of Frank's diary is, as Folman writes in his adapter's note, impossible to improve upon; instead, he and Polonsky (cocreators of the film Waltzwith Bashir) focus on illuminating its humor, insight, and supporting cast in this spirited graphic adaptation, authorized by the Anne Frank Foundation. German Jews living in Holland, Anne and her family go into hiding in the "Secret Annex" behind her father's business in 1942. The sequential art allows readers to get a visual diagram of the apartment shared by Anne and seven other residents. Outside, every allied victory ironically makes the Franks' lives harder, as Nazi occupiers clamp down on dissidents. Inside, Anne, drawn with large dark eyes, blooms like the hardiest, loveliest weed;a moody teenager whose wit, self-awareness, and rich fantasy life take center stage. In one dinner scene, Polonsky draws Anne's mother as a sheep keening for "those poor people starving in the Eastern camps," while her angelic, bespectacled sister, Margot, is an owl who insists, "I feel full just by looking at others." The narrative devotes ample time to Anne's romantic feelings and sexual questions. The adapters of her story take her seriously, but not more seriously than she took herself. The beauty of Anne's life and the untarnished power of her legacy;here further elevated by Folman and Polonsky;are heartening reminders of the horror of her fate. (Oct.)

Jacky Ha-Ha Graphic Novels (Trade)

Quantity

Unit Price



#2160173 (Vol. 01) Jacky Ha-Ha (Graphic Novel) (Hardcover (POB))
written by James Patterson

1 \$24.99

With her irresistible urge to tell a joke in every situation--even when it's a bad idea--Jacky Ha-Ha loves to make people laugh. And cracking wise helps distract her from thinking about not-so-funny things in her life, like her mom serving in a dangerous, faraway war, and a dad who's hardly ever home. But no matter how much fun Jacky has, she can't entirely escape her worries. So one starlit night, she makes a promise to keep her family together...even if she has to give up the one thing that makes her happy. But can she stop being Jacky Ha-Ha, if that's who she really is?

978-0-316-45971-6 ©2020 224 pgs.
Grades 4 - 6 Dewey# 741.5 AR Lvl 3.2 AR Pts 2.0

Reviews by: School Library Journal Gr 4-7—A graphic adaptation of the best-selling coming-of-age comedic novel. Since Jacqueline Hart—sobriquet Jacky Ha-Ha—was in elementary school, all of Seaside Heights, NJ, has known her as the class clown. The fourth-born sibling in a seven-daughter set has always compensated for her stutter with her cleverness, but seventh grade has transformed her wit into a vulnerability. When Jacky's disruptions land her in detention, new teacher Ms. O'Mara offers a way out: participation in a school musical. Meanwhile, Jacky's mom, a Marine Corps staff sergeant, is stationed in Saudi Arabia; her father, a lifeguard, always comes home late and spends a lot of time with a comely colleague; and her beloved Nonna's health is declining. Can Jacky learn to moderate her antics and distinguish among school, home, and stage? Jacky's story is stuffed with plot and thin on nuance, relying heavily on tropes and archetypes in lieu of dynamic characterization. Jacky is the exception proving the rule, endowed with an ideal balance of intelligence, jocularity, and emotional salience that readers will adore—think an older Junie B. Jones. Pacing stumbles: Both exposition and dTnouement unfold in a flash while interstitial and transitional material prove lacking. Aside from Jacky's best friend Meredith, the entire ensemble is white. Artwork is par for the genre: perky with simple linework and (overly) expressive faces. VERDICT A run-of-the-mill graphic novel buttressed by its moxie and Hart.—Steven Thompson, Bound Brook Memorial Public Library, NJ

Keeper of the Lost Cities (Graphic Novel / Trade)



#2351500 (Vol. 01) Keeper of the Lost Cities, Vol. 01 (Hardcover (Trade))
written by Shannon Messenger

Quantity 1 Unit Price \$27.99

Twelve-year-old Sophie Foster has never quite fit into her life. She's skipped multiple grades and doesn't really connect with the older kids at school, but she's not comfortable with her family, either. The reason? Sophie's a Telepath, someone who can read minds. No one knows her secret—at least, that's what she thinks.

978-1-5344-6337-0 ©2023 5-1/2 x 8-1/4 352 pgs.
Grades 3 - 6 Dewey# 741.5

Five Nights at Freddy's (Graphic Novel / Trade)



#2132239 (Vol. 01) Silver Eyes (Graphic Novel) (Hardcover (Trade))
written by Scott Cawthon

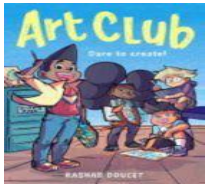
Quantity 1 Unit Price \$24.99

Ten years after the horrific murders at Freddy Fazbear's Pizza that ripped their town apart, Charlie, whose father owned the restaurant, and her childhood friends reunite on the anniversary of the tragedy and find themselves at the old pizza place which had been locked up and abandoned for years. After they discover a way inside, they realize that things are not as they used to be. The four adult-sized animatronic mascots that once entertained patrons have changed. They now have a dark secret... and a murderous agenda.

978-1-338-62717-6 ©2019 6 x 9 192 pgs.
Grades 7 - Y Dewey# 741.5 AR Lvl 2.4 AR Pts 1.0 RC Lvl 5.2 Lexile GN 790

Individual Titles: Fiction

Quantity Unit Price



#2366405 Art Club (Hardcover (Trade))

1

\$24.99

written by Rashad Doucet

Dale Donovan has heard the same lecture over and over again: Art will get you nowhere in life. A kid with a creative streak, Dale wants nothing more than to doodle, play video games, and create comics forever-maybe even as a full-time job one day. But between his grandfather pushing him to focus on his studies and a school with zero interest in funding arts programs, Dale feels like his future has already been decided for him.

978-0-7595-5636-2 Little, Brown Ink ©2024 5-3/4 x 8-1/4 240 pgs.

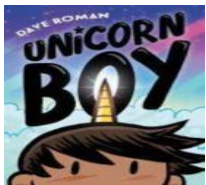
Grades 3 - 6 Dewey# 741.5

Reviews by: Booklist Grades 4-7 *Starred Review* Adults are often challenging to please, especially when they think they know what's best for you. Dale and his friends face a daunting challenge as they endeavor to convince Vice Principal Ruffin that art is as meaningful and valuable as any other profession. With the guidance of Miss Je'Nae, this misfit group collaborates to resurrect their school's art club and explore ways to make it "profitable." The heartwarming, adorable, and highly informative narrative is perfectly tailored for middle-grade readers who are figuring out how to stand up for themselves. With vibrant, textured colors spilling over bold comic book lines, this book incorporates the best elements of a classic comic with a charming, warm twist. Beyond its visual appeal, the story imparts valuable life lessons about staying true to what's important, resisting the pressure to choose a career path too soon, and the beauty of adult support for dreams. With an empowering message of the importance of the arts and following personal passion projects, Doucet is poised to inspire a new generation of comic book enthusiasts and creators. The inclusion of a guide detailing the book's creation adds an extra layer of insight. Belongs on the same shelf as Jerry Craft's New Kid series, Shannon Hale and LeUyen Pham's Real Friends series, and Victoria Jamieson's Roller Girl (2015). COPYRIGHT(2024) Booklist, ALL RIGHTS RESERVED.

Reviews by: Publishers Weekly tasks Dale's middle school class with a career report: "Specifically, what financially stable job that provides for you and your family are you going to choose?" Dale's earnest presentation about creating comics gets him sent to the principal's office here, surprisingly for Dale, he's granted approval to establish an art club and is entrusted with the mission to raise funds for club supplies. Dale recruits environmental sculptor Kya, game designer Mackenzie, and basketball-turned-painter Aren; together, the youths, each depicted with varying skin tones, elevate one another's strengths to reach their fundraising goal. All the while, Dale works to develop his comic project Mega Mage, following advice from art club sponsor Miss Je'Nae to "use the comics and games you love to make Mega Mage more unique and original." Cozy kinetically enriched artwork by Doucet (the Pax Samson series) evokes classic manga, particularly in Dale's Astro Boy: inspired hairstyle, as well as in the kids' creations. Utilizing adeptly detailed comics and video game: making know-how, Doucet takes cues from popular creative media to tell a unique and original story of an aspirational tween determined to showcase the importance and viability of artistic pursuits. Ages 8: 12. Agent: Jas Perry, KT Literary. (Feb.)

Reviews by: School Library Journal Gr 4 Up--Dale Donovan loves comics and video games, and he imagines a future where he can turn his creativity into a job that he would actually enjoy. But many of the grown-ups in Dale's life keep telling him that he needs to focus more on "important" subjects like math and science if he wants to get a good job and make money. When Dale has the idea to start an after-school art club, he meets resistance every step of the way. But the creation of the art club means new friends and new allies for Dale, and these creative students are determined to prove that you don't have to be starving to be an artist. This story is filled with different kinds of tension that will keep readers hooked: rocky friendships, family problems, artists trying to prove themselves, and the struggle between creativity and financial security. Since this graphic novel is about art and artists, it's also a colorful treat for the eyes as the art club kids learn about different visual styles and ways to create art, from painting and sculpture all the way to game design. VERDICT For readers who enjoy realistic fiction about school and friendship, and for creative kids who want to incorporate art into their futures.--Andrea Lipinski Copyright 2024 School Library Journal, LLC Used with permission.

Unicorn Boy (Trade)



#2368977 (Vol. 01) Unicorn Boy, Vol. 01 (Hardcover (POB))

Quantity

Unit Price

1

\$22.99

written by Dave Roman

The first few years of Brian Reyes's life were unremarkable-nothing weird about this kid, no sir. Then, one day, a bump appeared on his head, and it grew . . . and grew . . . and grew until it was a full-blown, sparkling, singing unicorn horn. That's absolutely the last thing a shy kid like Brian wants, but destiny waits for no unicorn boy.

978-1-250-83027-2 ©2024 5-1/2 x 8-1/4 208 pgs.

Grades 3 - 6 Dewey# 741.5

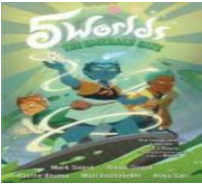
Reviews by: Bulletin of the Center for Children's Books Brian Reyes is a shy, utterly regular kid-until a singing unicorn horn (just the horn) suddenly grows out of the top of his head. While medical professionals cry "bizarre!" and the kids at school keep mocking him, Brian's nonbinary

BFF Avery encourages him to stop fighting the haters and embrace his destiny. Wylit, a magical muffin Brian finds in his lunch, agrees, and Brian reluctantly lets Wylit coach him on using his developing unicorn powers to help others. Yet even after saving an inattentive cat ("That cat is too busy texting to notice that oncoming truck!"), Brian still just wants to go back to his regular life. When Avery gets taken to the underworld by the living shadows drawn to Brian's unicorn-power, however, finding his friend becomes far more important than blending in with the crowd. Brian's epic tale provides the perfect amount of glitter and gender-nonconforming spunk: readers will appreciate the warm, honest portrayal of Brian and Avery's friendship dynamic, as Avery's brisk queer confidence and protective attitude pairs well with Brian's hesitancy to buck social norms and embrace his "inner spark." Roman's art style is fluid and lovable, effectively using simple shapes to create splashy, colorful scenes of heroism and emotion. One spread, for example, evokes the hallmark magical girl transformation sequence, with long, pink and purple unicorn hair bursting from Brian's head as his normal clothes fade into a heroic getup. A small squadron of funny, friendly character designs fill Brian's world with charming oddity and hilarious dialogue: smarmy, website-designing Basil B. Black Cat and the adorably rebellious Gran Reaper are just two among many that help balance this identity-driven storyline with absurdity and fun. Middle grade fans of The Kao's Magical Boy graphic novels and the upbeat, equine weirdness of Centaurworld should hoof it over to this title immediately. MC COPYRIGHT(2024) Bulletin of the Center for Children's Books, ALL RIGHTS RESERVED.

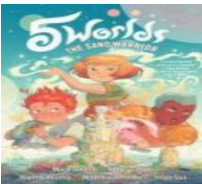
Reviews by: Publishers Weekly Roman (the Astronaut Academy series) concocts a fanciful journey of self-discovery in this charming and introspective graphic novel. Brian Reyes; the eponymous Unicorn Boy who is depicted with brown skin; is an ordinary kid who finds his world turned upside down when, one day, a mysterious bump on his head morphs into a sparkling, singing unicorn horn. Brian's newfound spike initially shakes his confidence, but when his pale-skinned, nonbinary best friend Avery is kidnapped by shadow creatures, Brian intuits that his powers are a gift meant to save them. An eclectic cast of misfits, including a life coach by way of a talking breakfast muffin, a sassy black cat looking to spare one of its nine lives, and an underworld gondolier who accepts payment via app, enliven the goofy premise while providing useful life lessons to Brian as he slowly accepts his unique mission. Roman's cartoony illustrations are zesty, and irreverent dialogue juxtaposes a serious moral core with silly puns and wordplay. Underlying themes of self-love, friendship, and acceptance, and the responsible use of great power, make this superhero-adjacent series opener ideal for readers seeking an upbeat blend of magic and character growth. Ages 8: 12. (Mar.)

Reviews by: School Library Journal Gr 3–8—Brian Reyes is "totally normal" for the first few years of his life...but then he grows a unicorn horn, meets a talking muffin that is actually a cursed wizard, and his best friend Avery is taken by the Skull-King. Comics-loving, nonbinary Avery has always been a staunch friend, so naturally Brian has to travel to the underworld with a black cat to rescue them. Fortunately, Mandrake Maggie and Lorraine, the Gran Reaper, are on Brian's side. Brian's unicorn horn provides a soundtrack to the adventure (it sings), and along the way, he learns to believe in magic and in himself and use his powers to help others. His actions as narrated omnisciently into a volume called "The Legend of Unicorn Boy" (a la Seven-Day Magic by Edward Eager), and with a lot of blank pages at the end, there's room for a sequel. Most pages have five panels, with vibrant colors, except for the Skull-King's backstory, which is sepia-toned. Brian has brown skin and dark brown hair; Avery has pale skin, blond hair, and earrings. VERDICT With the humor of Meggie Ramm's Batcat and the layered hero's journey of Ben Hatke's Things in the Basement, this is a true hero of a tale.—Jenny Arch

5 Worlds (Trade)

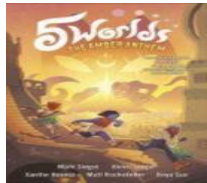
	Quantity	Unit Price
 #2257083 (Vol. 05) Emerald Gate (Hardcover (Trade)) <i>written by Mark Siegel</i> In the epic conclusion to the 5 Worlds series, the final battle looms as Oona, Jax, and An Tzu travel to the treacherous world of Grimbo (E)! There, Oona must light the last beacon to save the 5 Worlds, but first she has to find it! When Jax saves an old friend, Oona is given a clue to the green beacon's location. 978-0-593-12059-0 ©2022 6 x 9 272 pgs. Grades 3 - 6 Dewey# 741.5 AR Lvl 2.9 AR Pts 1.0	1	\$20.99

5 Worlds (Trade)

	Quantity	Unit Price
 #2003263 (Vol. 01) Sand Warrior (Hardcover (Trade)) <i>written by Mark Siegel</i> The Five Worlds are on the brink of extinction unless five ancient and mysterious beacons are lit. When war erupts, three unlikely heroes will discover there's more to themselves--and more to their worlds--than meets the eye.... 978-1-101-93586-6 ©2017 6 x 9 256 pgs. Grades 4 - 6 Dewey# 741.5 AR Lvl 3.0 AR Pts 1.0 RC Lvl 3.3 GR Lvl U Lexile GN 400	1	\$21.99

Reviews by: School Library Journal Gr 3-5-Oona Lee is a less than successful sand dancer. She can't always control the creatures, called aniforms, that she creates from sand, and others make fun of her. As the plot unfolds, readers discover that Oona Lee lives in the Five Worlds, a galaxy of five planets populated by various species and races, and unless the five ancient beacons are lit, the worlds may be in danger. When Oona meets up with a poor boy named An Tzu and a famous athlete named Jax Amboy, the three of them realize that they might be able to light the beacons and change the destiny of the Five Worlds. Adorable, cartoonish illustrations bring color and life to this action-packed story that's reminiscent of the animated TV series Avatar: The Last Airbender. With lots of characters, backstories, and settings, this is a sweeping narrative, and readers may need time to absorb it all. VERDICT For thoughtful fans of fantasy, friendship, and mystical stories.--Andrea Lipinski, New York Public Library Copyright 2017. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc.

5 Worlds (Trade)



#2161298 (Vol. 04) Amber Anthem (Hardcover (Trade))

written by Mark Siegel

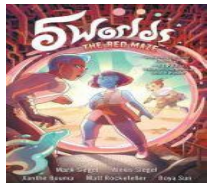
Oona Lee arrives on Salassandra determined to light the yellow beacon and continue her quest to save the Five Worlds from the evil Mimic's influence. But the beacon is encased in amber! An ancient clue says that Oona and her friends must seek out the Amber Anthem to succeed. Turns out, as An Tzu fades away from his Vanishing Illness, he's becoming someone else someone who could tip the scales in the battle for the Five Worlds!

978-0-593-12055-2 ©2020 6 x 9 240 pgs.

Grades 4 - 6 Dewey# 741.5 AR Lvl 3.1 AR Pts 1.0 Lexile HL 360

Quantity	Unit Price
1	\$21.99

5 Worlds (Trade)



#2103087 (Vol. 03) Red Maze (Hardcover (Trade))

written by Mark Siegel

Oona Lee is determined to light Moon Yatta's beacon and continue her quest to save the galaxy. But reaching the red beacon means navigating an impossible maze of pipes and facing devious enemies at every turn. Luckily, her friend Jax Amboy has returned from his adventures transformed!

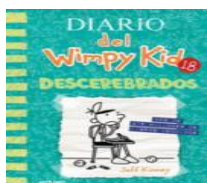
978-1-101-93592-7 ©2019 6 x 9 256 pgs.

Grades 4 - 6 Dewey# 741.5 AR Lvl 3.1 AR Pts 1.0 Lexile GN 370

Quantity	Unit Price
1	\$21.99

Reviews by: Booklist Oona, An Tzu, and Jax Amboy, now in their third adventure, have landed on Moon Yatta to light the red beacon. Stories of Moon Yatta's bounty and promise have reached every corner of their universe, but when they arrive, they find something very different: corporations have tapped the planet's beacon as a power source, Moon Yatta's people are forced to inhibit their infamous shapeshifting abilities, and greed runs rampant among Moon Yatta's most powerful people. Yes, the Mimic is here, too, but so is a notorious sand dancer, Zelle, who helps Oona develop her skills. As in other series entries, sumptuous colors, intricate shapes, and pleasantly varied character designs make for an engrossing visual experience. Though this volume has enough moving parts that some plot points don't get as much breathing room, the creators do a great job of tying up some loose threads while leaving others tantalizingly hanging. Nicely paced and with moving character growth, this installment, bearing an unsettling resemblance to our own current political climate, carries the sci-fi quest along compellingly.--Sarah Hunter Copyright 2019 Booklist

Diario del Wimpy Kid (Diary of a Wimpy Kid / Trade)



#2368762 (Vol. 18) Diario del Wimpy Kid: Descerebrados (Diary of a Wimpy

Kid: No Brainer) (Hardcover (Trade))

written by Jeff Kinney

Up until now, middle school hasn't exactly been a joyride for Greg Heffley. So when the town threatens to close the crumbling building, he's not too broken up about it. But when Greg realizes this means he's going to be sent to a different school than his best friend, Rowley Jefferson, he changes his tune. Can Greg and his classmates save their school before it's shuttered for good? Or is this the start of a whole new chapter for

Quantity	Unit Price
1	\$15.95

Greg?
979-8-89098-024-3 ©2024 5-1/4 x 8 224 pgs.
Grades 3 - 6 Dewey# Fic AR Lvl 6.5 AR Pts 3.0

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