



an imprint of



**FRANKFURT 2020 GRAPHIX
CATALOG**



Graphix
9781338636680
Pub Date: 9/1/2020
Hardcover with dust jacket

96 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
9 in H | 6 in W

Fish Feud! (Squidding Around)

Kevin Sherry

Summary

This wonderfully silly young graphic novel about fin-tastic friends and first fights is perfect for fans of *Narwhal* and *Jelly*!

Squizzard is a little squid with a big personality. He loves telling jokes, scarfing sardines, and hanging with his best friend Toothy. But the thing he loves most is being in charge. When Squizzard makes up games, he is always the hero and Toothy is always the sidekick. He never listens or admits he's wrong, and one day he pushes Toothy too far. His bossiness causes a rift in their friendship the size of the Mariana trench! Can Squizzard convince Toothy to give him a second chance or is he doomed to be the loneliest kid at Deep Reef Elementary?

Graphix series are ideal books for even the youngest readers. With funny, simple text, unforgettable characters, illustrations that support comprehension, and approachable story lengths, these books grow newly independent readers' confidence and turn them into lifelong book lovers!

Contributor Bio

Kevin Sherry is the author and illustrator of many children's books, most notably The Yeti Files series and *I'm the Biggest Thing in the Ocean*, which received starred reviews and won an original artwork award from the Society of Illustrators. He's a man of many interests: a chef, an avid cyclist and screen-printer, and a performer of hilarious puppet shows for kids and adults. Kevin lives in Baltimore, Maryland.

Illustrations



cover
coming
soon!

Class Clown Fish (Squidding Around #2)

Kevin Sherry

Summary

This wonderfully silly young graphic novel about fin-tastic friends is perfect for fans of *The Bad Guys* and *Narwhal and Jelly*!

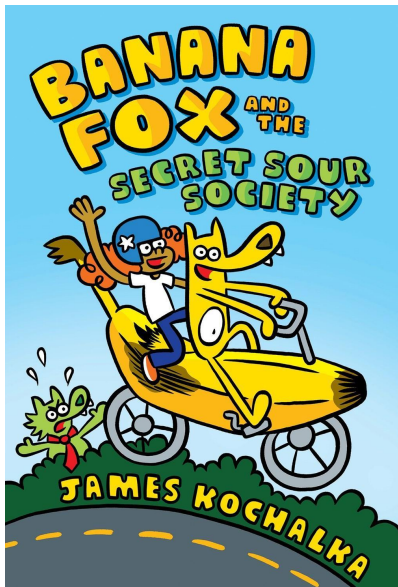
When a silly prank lands Squizzard in deep trouble, he comes down with a case of the barnacle blues. Instead of going to the Coral Carnival with his friends, he'll have to do the swim-possible and turn Seaweed Elementary's junk-filled basement into an activity room for after-school clubs. But there just may be hidden treasures to discover if Squizzard can stop all the funny business long enough to find them...

Graphix series are ideal books for even the youngest readers. With funny, simple text, unforgettable characters, illustrations that support comprehension, and approachable story lengths, these books grow newly independent readers' confidence and turn them into lifelong book lovers!

Graphix
9781338636703
Pub Date: 5/18/2021
Paperback

96 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 6 in W



Graphix
9781338660494
Pub Date: 1/5/2021
Hardcover with dust jacket

80 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Banana Fox
9 in H | 6 in W

Banana Fox and the Secret Sour Society (Banana Fox #1)

James Kochalka

Summary

From Eisner Award-winning cartoonist James Kochalka comes an uproariously funny new series. Banana Fox is on the case!

The great detective Banana Fox is called back to duty to find a missing turtle. But the deeper he digs, the more he discovers, and it's worse than he thought! The Secret Sour Society is back, and they're mixing up a bunch of trouble. Can Banana Fox and his sidekick, Flashlight, put an end to the Secret Sour Society once and for all?

Contributor Bio

James Kochalka is one of the most unique and prolific cartoonists working in America today. His comics have been published internationally, and he's developed animated cartoons for Nickelodeon. Among his best known work is the Johnny Boo series, for which he won an Eisner Award in 2019. In 2011, James became the first official Cartoonist Laureate of the state of Vermont, where he lives with his wife, Amy, their two sons, and their cats.



Bunbun & Bonbon: Fancy Friends

Jess Keating

Summary

A lonely bunny named Bunbun meets a fancy candy named Bonbon in this adorable young graphic novel.

Bunbun has it all: a delightful Bunbun nose, a winning Bunbun smile, a ridiculously cute Bunbun tail, and not one, but two adorable Bunbun ears. But Bunbun doesn't have a friend -- until Bunbun meets Bonbon. Learning how to be fancy and eating donuts for lunch are two of the duo's many adventures in this irresistible young graphic novel by acclaimed author and illustrator Jess Keating. *Hop hop hooray!*

Graphix series are ideal books for even the youngest readers. With funny, simple text, unforgettable characters, illustrations that support comprehension, and approachable story lengths, these books grow newly independent readers' confidence and turn them into lifelong book lovers!

Graphix
9781338646832
Pub Date: 9/1/2020
Hardcover with dust jacket

64 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics & Graphic Novels
9 in H | 6 in W

Contributor Bio

As a zoologist and author, Jess Keating has been sprayed by skunks, bitten by crocodiles, and victim of the dreaded paper cut. Her books blend science, humor, and creativity, and include the acclaimed *My Life Is a Zoo* middle-grade trilogy and award-winning picture books, like *Shark Lady* and *Pink Is for Blobfish*. Jess lives in Ontario, Canada, where she loves hiking, nerdy documentaries, and writing books for curious and adventurous kids. Jess can be found online at jesskeating.com or on Twitter at @Jess_Keating.

Illustrations





Bunbun & Bonbon: Hoppy Go Lucky

Jess Keating

Summary

Best friends Bunbun and Bonbon go hunting for some luck in this adorable young graphic novel.

A bad-luck day turns into an epic quest in the second book in this graphic novel series starring a chipper young bunny and a fancy talking candy. Featuring zany text and heartwarming artwork from acclaimed author-illustrator Jess Keating, *Bunbun & Bonbon: Hoppy Go Lucky* will appeal to beginning readers who are eager to dive in to graphic novels.

Graphix series are ideal books for even the youngest readers. With funny, simple text, unforgettable characters, illustrations that support comprehension, and approachable story lengths, these books grow newly independent readers' confidence and turn them into lifelong book lovers!

Graphix
9781338646863
Pub Date: 1/5/2021
Hardcover with dust jacket

64 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 6 in W



Graphix
9781338648478
Pub Date: 1/5/2021
Hardcover with dust jacket

128 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
9 in H | 6 in W

Beware the Claw! (Hound Heroes #1)

Todd Goldman

Summary

Earth's furriest -- and funniest -- superheroes make their debut in this hilarious, action-packed graphic novel perfect for young readers!

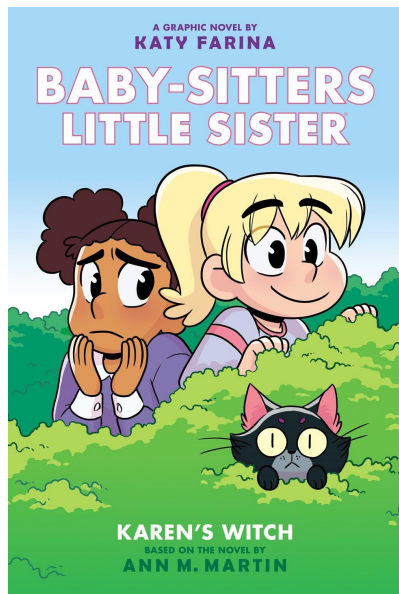
Meet the Hound Heroes: fearless Captain Chihuahua, the big-hearted Great, Great Dane, super-speedy Poodle Girl, cyborg pup Power Pug, and the lovable yet irritating Super Sheep Dog. Together they make up a crack team of earth's furriest heroes!

In this first adventure, the Hound Heroes' origin story is revealed when a spaceship crashes in their backyard, giving them superpowers! But they aren't the only ones who benefit -- neighborhood alley cat The Claw also gains powers, and she only wants one thing: to destroy the Hound Heroes!

A nonstop romp full of hilarious action, Hound Heroes is sure to be a hit with young fans of graphic novels.

Illustrations





Graphix
9781338356113
Pub Date: 12/26/2019
Hardcover with dust jacket

144 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Baby-Sitters Little Sister
Graphix
9 in H | 6 in W

Karen's Witch (Baby-sitters Little Sister Graphic Novel #1): A Graphix Book

Ann M. Martin, Katy Farina

Summary

A fresh and fun graphic novel series spin-off of The Baby-sitters Club, featuring Kristy's little stepsister!

Karen Brewer lives next door to Mrs. Porter, who wears long robes and has wild gray hair. Mrs. Porter has a black cat named Midnight and always seems to be working in her garden. Karen isn't supposed to spy on her neighbor, but she's determined to prove that Mrs. Porter is a witch named Morbidda Destiny!

Mrs. Porter is getting ready to have a special meeting at her house, and Karen is sure the meeting is for witches. Are they going to cast a spell on Karen? Or will she be brave enough to send them away -- once and for all?

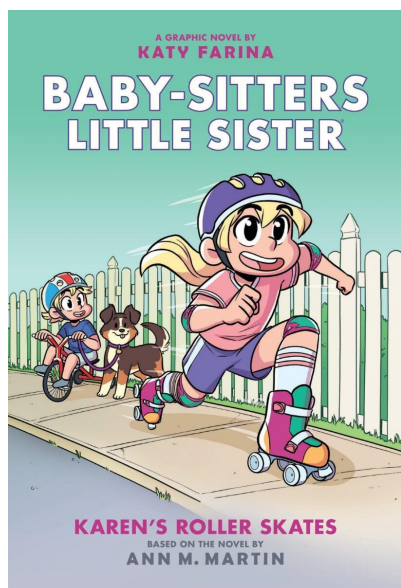
Contributor Bio

Ann M. Martin is the creator of The Baby-sitters Club, which has more than 180 million books in print, making it one of the most popular series in the history of publishing. Her novels include *A Corner of the Universe* (a Newbery Honor Book), *Belle Teal*, *Here Today*, *A Dog's Life*, *On Christmas Eve*, and the Main Street and Family Tree series, as well as the much-loved collaborations *P.S. Longer Letter Later* and *Snail Mail No More*, with Paula Danziger. Ann lives in upstate New York.

Katy Farina is the creator of the *New York Times* bestselling graphic novel adaptation of *Karen's Witch* by Ann M. Martin. She has painted backgrounds for *She-Ra and the Princesses of Power* at DreamWorks TV and has also done work for BOOM! Studios, Oni Press, and Z2 Comics. She lives in Los Angeles. Visit her online at katyfarina.com.

Illustrations





Karen's Roller Skates (Baby-sitters Little Sister Graphic Novel #2): A Graphix Book

Ann M. Martin, Katy Farina

Summary

Another graphic novel in this fresh and fun series spin-off of The Baby-sitters Club, featuring Kristy's little stepsister!

It's going to be a great weekend! Karen has new roller skates and is a very good skater. She's looking forward to trying some new tricks. But, oh no! Karen falls down and has to go to the hospital. Her wrist is broken!

Karen is determined to get everyone she knows -- plus someone famous -- to sign her cast. It isn't going to be easy, but she won't give up until the job is done.

Graphix
9781338356168
Pub Date: 7/7/2020
Hardcover with dust jacket

128 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Baby-Sitters Little Sister
Graphix

9 in H | 6 in W



Karen's Worst Day (Baby-sitters Little Sister Graphic Novel #3)

Ann M. Martin, Katy Farina

Summary

Another graphic novel in this fun series spin-off of The Baby-sitters Club, featuring Kristy's little stepsister!

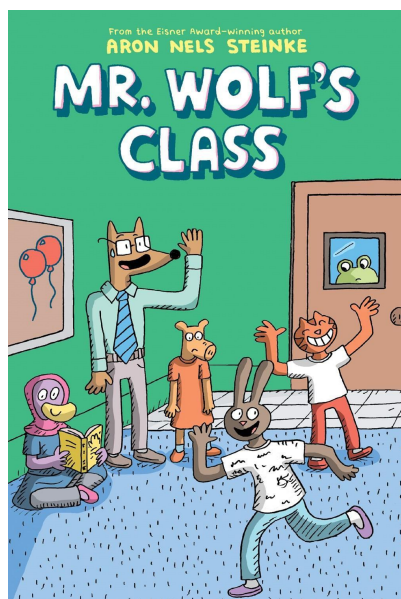
Karen is having a terrible day. Her favorite jeans are missing, there's no prize in the Crunch-O cereal box, and Boo-Boo the cat won't play with her. She even gets punished and sent to her room!

Karen tries everything to make her day better, but nothing is going right and her bad luck just won't go away. Will this be the worst day ever?

Graphix
9781338356199
Pub Date: 12/29/2020
Hardcover with dust jacket

144 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction
Series: Baby-Sitters Little Sister
Graphix

9 in H | 6 in W



Graphix
9781338047691
Pub Date: 6/26/2018
Hardcover with dust jacket

160 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Mr. Wolf's Class
9 in H | 6 in W

The Mr. Wolf's Class (Mr. Wolf's Class #1)

Aron Nels Steinke

From Eisner Award-winning creator Aron Nels Steinke, a vibrant, funny new series that charmingly captures the everyday antics of a fourth-grade classroom!

Summary

From Eisner Award-winning creator Aron Nels Steinke, a vibrant, funny new series that charmingly captures the everyday antics of a fourth-grade classroom!

Mr. Wolf has just started teaching at Hazelwood Elementary. He wants the first day of school to go well, but he's got his hands full with his new class. Some of his students include: **Margot**, who is new in town and is trying to make friends.

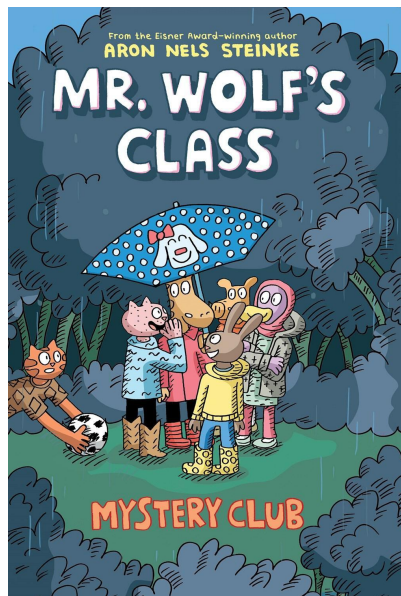
Sampson, who brought something special to school for show-and-tell. **Aziza**, who just wants everyone to be quiet and do their work. And **Penny**, who is VERY sleepy because she has a new baby brother at home, goes missing! This delightful new series captures the everyday -- and unexpected -- ups and downs of a fourth-grade classroom.

Contributor Bio

Aron Nels Steinke is the Eisner Award-winning coauthor (with Ariel Cohn) and illustrator of *The Zoo Box*. He's a second- and third-grade teacher by day, and a cartoonist by night. He lives in Portland, Oregon, with his wife and son.

Illustrations





Graphix
9781338047745
Pub Date: 2/26/2019
Hardcover with dust jacket

160 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Mr. Wolf's Class
9 in H | 6 in W

Mystery Club (Mr. Wolf's Class #2)

Aron Nels Steinke

Another charming and funny adventure in the Mr. Wolf's Class series!

Summary

Another charming and funny adventure in the Mr. Wolf's Class series!

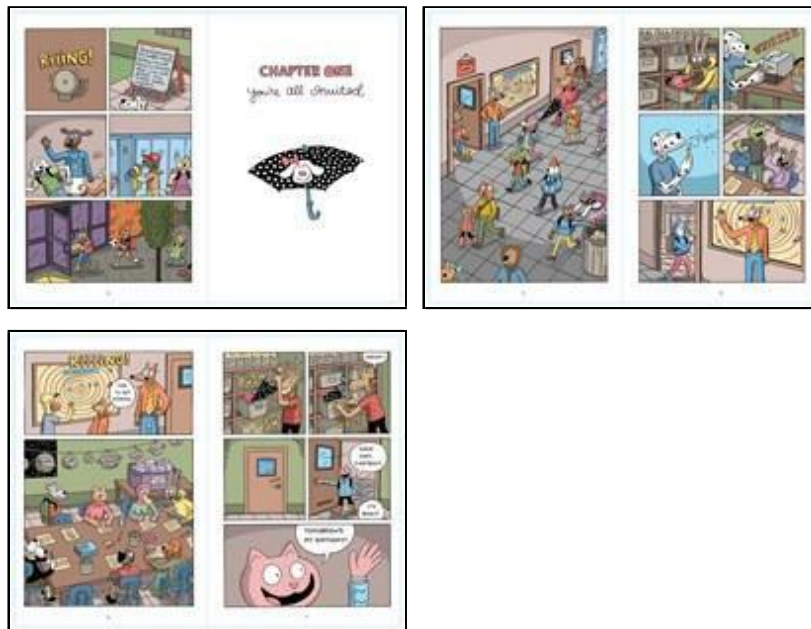
Mr. Wolf's students are settling into their new classroom, and Randy, Aziza, and Margot realize they have some questions:

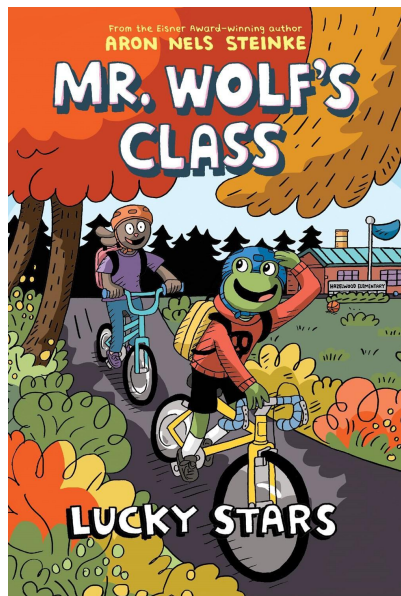
1. What happened to Aziza's favorite Frisbee?
2. Is the girls' bathroom really haunted?
3. Where is Mr. Greens, the teacher who disappeared?

To answer these questions, the three friends start a mystery club! What could be more fun? Meanwhile, Abdi is wondering what happens to the balls that are accidentally kicked over the fence during recess, and thinks he'll be a hero if he can find his best friend's football.

Mysteries abound at Hazelwood Elementary!

Illustrations





Lucky Stars (Mr. Wolf's Class #3)

Aron Nels Steinke

Summary

Every day in Mr. Wolf's class is an adventure... even when you have to stay home from school!

Mr. Wolf's students are having a "writer's workshop" and are learning about personal narratives. Sampson doesn't think anything worth writing about has ever happened to him. But when he and Margot go for a bike ride one morning, he has an accident that gives him a new perspective, and he thanks his lucky stars that he's going to be okay. Meanwhile, Penny gives treats to the rats at school so that they'll leave gifts for her, and Stewart and Oliver try to learn how to get along at recess.

Graphix
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Hardcover with dust jacket

176 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Mr. Wolf's Class
9 in H | 6 in W

Illustrations





Field Trip (Mr. Wolf's Class #4)

Aron Nels Steinke

Summary

Mr. Wolf's class ventures out on an exciting field trip to the forest!

Mr. Wolf's students are going on a field trip! Everyone gets to sleep in log cabins, come up with fun camp names, and journey through the great woods. They'll be learning about the oldest and largest trees in the forest, exploring an abandoned ghost town, and toasting s'mores over a campfire. On top of all that, there are kids from a different school to meet!

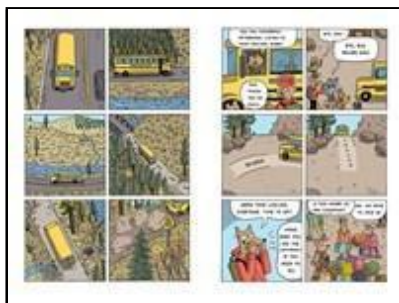
Meanwhile, Aziza and Randy must learn how to work through an argument, and Abdi is worried that he can't keep up with Henry and his new friends.

There's much to do, see, and learn in the outdoors!

Graphix
9781338617641
Pub Date: 10/6/2020
Hardcover with dust jacket

176 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Mr. Wolf's Class
9 in H | 6 in W

Illustrations





Graphix
9781338029475
Pub Date: 2/27/2018
Hardcover with dust jacket

192 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Sparks!
9 in H | 6 in W

Sparks! (Sparks! #1)

Ian Boothby, Nina Matsumoto

Sparks is a hero and man's best friend, but nobody suspects he's two cats!

Summary

Sparks is a hero and man's best friend, but nobody suspects he's two cats!

This Super Dog is the Cat's Meow!

August is a brilliant inventor who is afraid of the outside. Charlie is a crack pilot who isn't afraid of anything. Together these pals save lives every day. They also happen to be cats who pilot a powerful, mechanical dog suit!

Always eager to leap into danger, this feline duo have their work cut out for them as they try to thwart Princess, an evil alien bent on enslaving mankind. Don't let the fact that Princess looks like a cute, diaper-wearing baby fool you. She's clever, determined, and totally ruthless. So when Princess and the browbeaten fools she calls servants enact a brilliant and dastardly plan to conquer Earth, August and Charlie pull out all the stops to save the day.

Contributor Bio

Ian Boothby has been writing comedy for TV and radio since he was 13 and making his own comics since he was 16. Ian has written comic books for *The Simpsons*, *Futurama*, *Mars Attacks*, *Scooby-Doo*, *The Powerpuff Girls*, and *The Flash*. Ian has also won an Eisner Award for Best Short Story along with the artist Nina Matsumoto. He lives in Vancouver, British Columbia.

Nina Matsumoto is a Japanese Canadian who grew up drawing mostly animals, then mostly people, then back to animals again for this book. She pencils for Simpsons Comics and designs video game T-shirts for Fangamer. She created her own English manga series, *Yokaiden*, and drew *The Last Airbender Prequel: Zuko's Story*. In 2009, she won an Eisner Award with Ian Boothby, and they have been collaborating ever since. She lives with an aloof Shiba Inu that is most likely a cat in a dog suit. She resides in Vancouver, British Columbia. Visit her online at www.spacecoyote.com.



Sparks! Double Dog Dare (Sparks! #2)

Ian Boothby, Nina Matsumoto

Summary

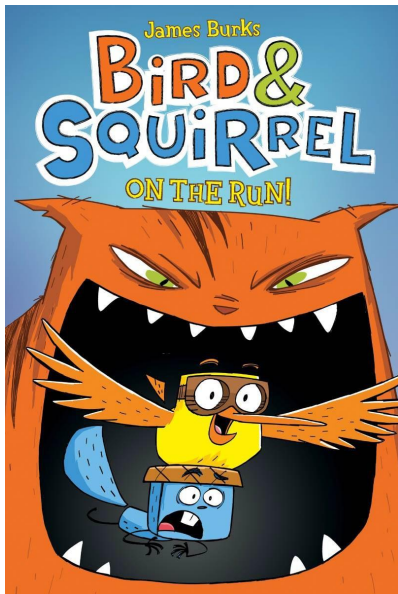
Sparks is in for trouble when he starts seeing double!

Who's a good dog?!

Charlie and August, the two cats that control the mechanical superhero dog, Sparks, are keeping the city safe. But when a second, evil Sparks shows up and starts causing trouble around town, everybody blames the real Sparks. Determined to prove that Sparks is still the hero everyone can count on, Charlie and August set out to uncover the shocking truth about who is responsible for all the chaos.

Graphix
9781338339918
Pub Date: 8/4/2020
Hardcover with dust jacket

208 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Sparks!
9 in H | 6 in W



Graphix
9780545312837
Pub Date: 8/1/2012
Paperback

128 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Bird & Squirrel
9 in H | 6 in W

Bird & Squirrel On the Run (Bird & Squirrel #1)

James Burks

Bird and Squirrel outwit Cat and become best friends in this zany adventure.

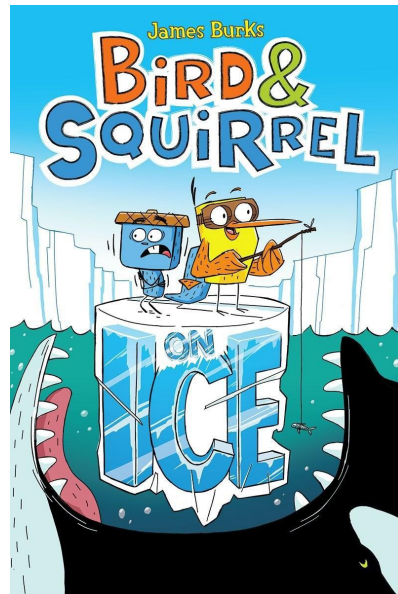
Summary

Squirrel is afraid of his own shadow. Bird doesn't have a care in the world. And Cat wants to eat Bird and Squirrel. Of course, he'll have to catch them first, and that's not going to be easy.

Join this trio as they head south for the winter in a hilarious road trip. But watch out! Cat is waiting around every bend, and he's one pesky feline.

Contributor Bio

James Burks spent 15 years working in the animation industry on various movies and television shows, including *The Emperor's New Groove*, *Atlantis*, *Treasure Planet*, *Space Jam*, *The Iron Giant*, *Wow Wow Wubbzy*, and most recently on *Fan Boy & Chum Chum*. James is the author of the Bird & Squirrel graphic novel series for Scholastic, as well as the illustrator for the Branches series Haggis and Tank Unleashed. James lives in Valencia, California.



Graphix
9780545563185
Pub Date: 9/30/2014
Paperback

128 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Bird & Squirrel
9 in H | 6 in W

Bird & Squirrel On Ice (Bird & Squirrel #2)

James Burks

Bird and Squirrel are back and ready for adventure!

Summary

After Bird and Squirrel crash land in the South Pole during a raging blizzard, a penguin named Sakari thinks Bird has come to rid her village of a hungry Killer Whale. But when Squirrel finds out that Bird will actually be fed to the Killer Whale as a sacrifice, they hatch a crazy plan to escape. With good timing, a little luck, and help from Sakari, they just might make it out alive. Or they might end up as whale food!



Bird & Squirrel on the Edge!

James Burks

Bird and Squirrel are almost home, but the adventure isn't over yet!

Summary

Bird and Squirrel are almost home. All that's left for them to do is cross the Great Mountains. But before they can, the duo stops to chase off wolves hunting a baby bear and in the process Bird gets a knock on the noggin that gives him amnesia. Now Squirrel has to set aside his fears and keep both Bird and the bear cub safe as they journey on foot over the mountains. But with a pack of hungry wolves on their tail, can Squirrel step up and be the leader they need to keep them all alive?

Graphix
9780545804264
Pub Date: 10/27/2015
Paperback

144 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Bird & Squirrel
9 in H | 6 in W



Bird & Squirrel On Fire

James Burks

Bird and Squirrel are finally home, but the adventure isn't over yet!

Summary

Bird and Squirrel are finally home, but the adventure isn't over yet!

It's been a long, crazy trip around the world. Now the duo is back in their beloved forest, and Bird wants to throw a party! But Squirrel isn't in the mood to celebrate. His house needs a good cleaning, the river has been dammed up by a pesky beaver, and the forest animals are jittery about a growing menace. Will the dam dry out the forest? Will the mysterious new danger ruin the party? Will Bird finally convince Squirrel to let go and just have a good time? Find out in their hilarious new adventure!

Scholastic Inc.
9780545804301
Pub Date: 1/31/2017
Paperback

192 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction
Series: Bird & Squirrel
9 in H | 6 in W



Bird & Squirrel All Tangled Up (Bird & Squirrel #5)

James Burks

Bird and Squirrel add a new member to the adventuring team: Squirrel's daughter, BIRDIE!!!

Summary

Bird and Squirrel add a new member to the adventuring team: Squirrel's daughter, BIRDIE!!!

When Red has to go spend the night helping Grandmole, Bird and Squirrel are put in charge of taking care of Squirrel's daughter, Birdie. But Birdie wants to go with her mom because staying home is so BORING! So Bird convinces Squirrel (despite his better judgment) to have some fun while Red is gone. And as far as Bird is concerned, nothing is more fun than setting off in search of the most elusive creature of the forest: Bigfoot! And even though Squirrel teaches Birdie that being prepared is always best, nothing can prepare them for the crazy adventures ahead!

Graphix
9781338251753
Pub Date: 1/29/2019
Paperback

128 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Bird & Squirrel
9 in H | 6 in W



Bird & Squirrel All Or Nothing (Bird & Squirrel #6)

James Burks

Summary

Squirrel helps Bird overcome his biggest challenge yet -- FAMILY!

The dangerous Horned Toad 500 cross-country race is coming up and Bird's father has always won it. But when his dad gets injured, Bird reluctantly joins the race to save the family honor. While dealing with the scorching desert heat and dirty tricks from another team, Bird and Squirrel are put to the ultimate test of endurance and sportsmanship. Along the way, the duo learns that, win or lose, having good friends and family will always get you to the finish line.

Graphix
9781338252071
Pub Date: 4/21/2020
Paperback

128 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Bird & Squirrel
9 in H | 6 in W



The Way Home (Owly #1)

Andy Runton

Summary

All Owly wants is a friend...

Owly is a good-natured little owl, and he's always helping those around him. But despite his kindness, he seems to frighten would-be friends away before they even give him a chance, just because he's an owl. That all changes, though, once Owly meets Wormy. Like Owly, Wormy is in need of a good friend, too -- someone who can be counted on for a helping hand, a good laugh, and a great adventure!

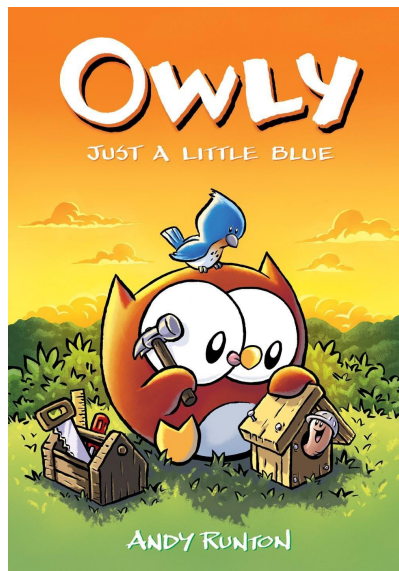
Through a unique blend of words and symbols, Owly can be read by the youngest readers, and is a great introduction to graphic novels!

Contributor Bio

Andy Runton is the award-winning creator of Owly, which has earned him multiple awards, including the Eisner Award for Best Publication for a Younger Audience. The Owly books have been praised for their "charm, wisdom, and warmth" by *Booklist*, and WIRED.com said they are "one of the best comics for kids around. Period." Andy lives in the greater Atlanta area where he works full-time as a writer and illustrator. Visit him online at andyrunton.com.

Graphix
9781338300666
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Hardcover with dust jacket

160 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Owly
7.5 in H | 5.3 in W



Just a Little Blue (Owly #2)

Andy Runton

Summary

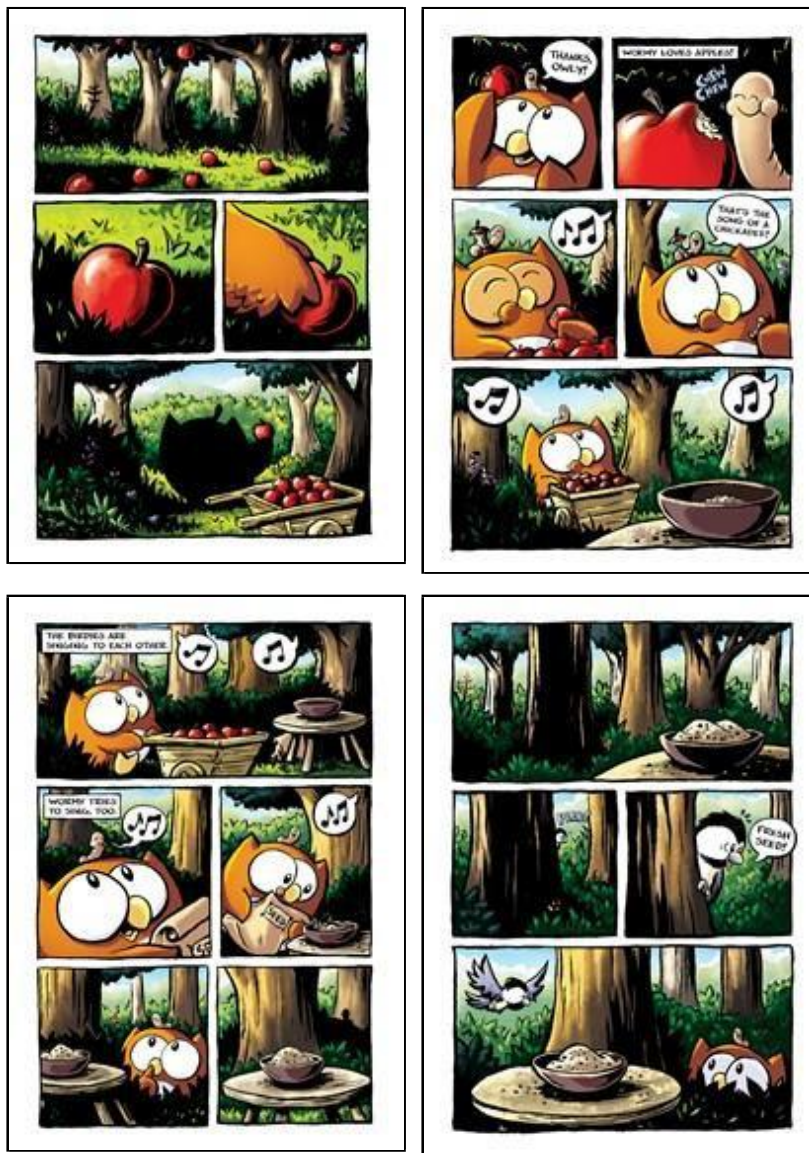
Owly and Wormy just want to help...

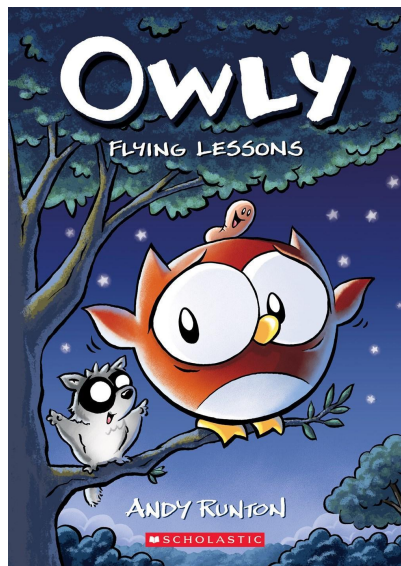
Best friends Owly and Wormy have days filled with adventure and hearts filled with kindness. And when they discover a bluebird family living in a damaged tree, they want to help out the best way they can: by building the birds a new home! But when Owly and Wormy share their gift, the birds don't welcome the new birdhouse quite as Owly and Wormy had hoped. With a big storm moving in, can Owly and Wormy help get the birds (and their chicks!) to safety before it's too late?

Graphix
9781338300680
Pub Date: 9/1/2020
Hardcover with dust jacket

128 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Owly
7.5 in H | 5.3 in W

Illustrations





Flying Lessons (Owly #3)

Andy Runton

Summary

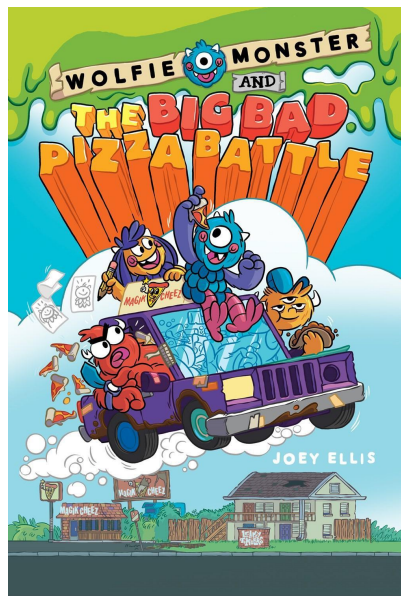
Facing fears can be scary...

Owly and Wormy love making new friends, and when they spot an unfamiliar animal flying through the trees, they can't wait to meet her! Unfortunately, Shadow the flying squirrel doesn't want to be friends with Owly because she's afraid of him. Wormy tries to convince Shadow that she can trust Owly, but she's still scared... When Wormy gets stuck high up in a tree, Owly's own fear of flying keeps him grounded. Can Owly overcome his fears? And will Shadow be able to do the same?

Through a unique blend of words and symbols, Owly can be read by the youngest readers, and is a great introduction to graphic novels!

Graphix
9781338300703
Pub Date: 4/6/2021
Hardcover with dust jacket

144 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Owly
7.5 in H | 5.3 in W



Graphix
9781338186048
Pub Date: 6/25/2019
Hardcover with dust jacket

144 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 6 in W

Wolfie Monster and the Big Bad Pizza Battle

Joey Ellis

Three monster brothers get into trouble in a wacky adventure to save their failing pizza parlor!

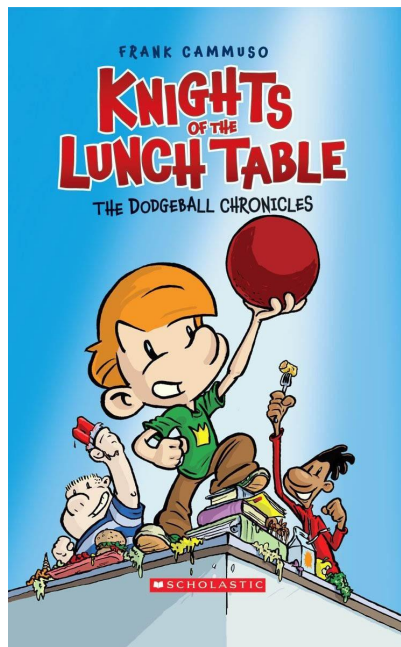
Summary

Three monster brothers get into trouble in a wacky adventure to save their failing pizza parlor!

Monster brothers Wolfie, Jackson, and Roy are in for some serious competition when the gigantic corporation, Happy Leaf, moves into their hometown of Oak Hollow and wants to buy their pizza parlor. But not all is on the up-and-up when they discover the villainous CEO, Lord Mudpant, wants to turn the townspeople into zombies. Can the boys set aside their squabbles long enough to thwart Mudpant's nefarious plans?!

Contributor Bio

Joey Ellis graduated from East Carolina University in 2002 and has been a professional illustrator and designer since. His illustrations and character designs have been used by ESPN.com, Marvel, PBS Kids, Paramount Parks, *Ranger Rick Magazine*, The Salvation Army, The Walt Disney Company, and many others. Joey lives in Charlotte, North Carolina, with his wife and two sons.



Graphix
9780439903226
Pub Date: 7/1/2008
Paperback

144 Pages
Ages 8 to 10, Grades 3 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Knights Of The Lunch Table
9 in H | 6 in W

The Dodgeball Chronicles (Knights of the Lunch Table #1)

Frank Cammuso

New student Artie King is a nice, comics-loving kid who just wants to ease into life at Camelot Middle School without attracting too much attention. But by second period, Artie already has enemies. He tripped Camelot's mean principal by mistake. An older kid isn't happy about the lunch he stole from Artie. (Well, Artie tried to warn him that sandwich was made by his pesky sister . . . out of boogers and soap!) And Artie just can't seem to stay out of the way of big Mo and The Horde, the bunch of brawny bullies who rule the school.

To top it off, Artie has been assigned a funky old locker that no one has ever been able to open. Artie can do it, though, and finds the locker mysteriously full of all kinds useful stuff. He's also made a few pals in the lunchroom, Percy and Wayne, and the science teacher, Mr. Merlyn, who seems weird but nice.

When a humiliated Mo fails to open Artie's locker, he challenges him and his pals to a do-or-die dodgeball game. The Horde vs. The Knights of the Lunch Table. Losers get creamed.

On game night, the Knights' gym clothes disappear. Artie handily finds new ones in the locker (okay, the tee-shirts are pink . . .). But that doesn't help the Knights in the dodgeball ring, where The Horde is just picking them off. Another visit to the locker and Artie's back with a secret weapon: Percy's missing pet spider. Mo is afraid of spiders, big-time. The score is about to be evened!

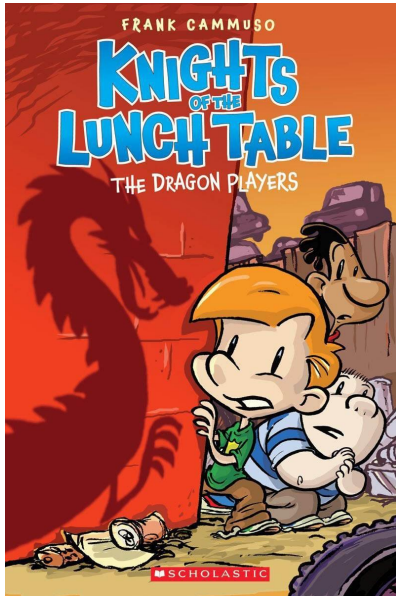
Summary

In this funny new series from Eisner Award nominee Frank Cammuso, the Arthurian legend is reborn--in a funny, average-joe, middle-school boy and his pals.

Artie King just wants to ease into life at Camelot Middle School. He's got new lunch buddies, Percy and Wayne, and his science teacher, Mr. Merlyn, is pretty cool. But then there's scary Principal Dagger and big bad Joe and The Horde, a bunch of brawny bullies who rule the school.

Contributor Bio

Frank Cammuso is the Eisner-nominated creator of the Max Hamm, Fairy Tale Detective graphic novels. His work has appeared in the NEW YORK TIMES, The WASHINGTON POST, USA TODAY and NEWSWEEK. He lives in Syracuse, New York.



The Dragon Players (Knights of the Lunch Table #2)

Frank Cammuso

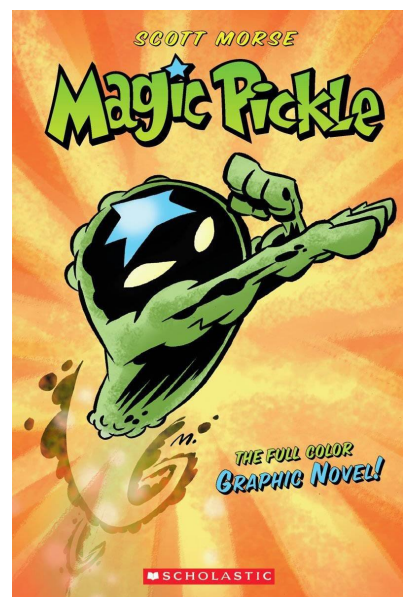
Artie King, the uncrowned good guy of Camelot Middle School, is back with his pals Percy and Wayne in tow as he tries to evade evil Principal Dagger, avoid the school bully Joe and his Horde, and unravel the secret of a pack of mysterious magic cards he finds in his locker. Frank Cammuso's action-packed art and comic dialogue is sure to appeal to graphic novel fans and bring new readers to the format. It's knights, knaves, and nonstop fun!

Summary

Artie King, the uncrowned good guy of Camelot Middle School, is back with his pals Percy and Wayne in tow as he tries to evade evil Principal Dagger, avoid the school bully Joe and his Horde, and unravel the secret of a pack of mysterious magic cards he finds in his locker. Frank Cammuso's action-packed art and comic dialogue is sure to appeal to graphic novel fans and bring new readers to the format. It's knights, knaves, and nonstop fun!

Graphix
9780439903233
Pub Date: 9/1/2009
Paperback

128 Pages
Ages 9 to 12, Grades 4 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Knights Of The Lunch Table
9 in H | 6 in W



Graphix
9780439879958
Pub Date: 5/1/2008
Paperback

112 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Magic Pickle
9 in H | 6 in W

Magic Pickle Graphic Novel

Scott Morse

The full-color graphic novel version of the Magic Pickle legend! Magic Pickle, or "Weapon Kosher," as his creator, Dr. Jekkel Formaldehyde likes to call him, is the product of a top-secret U.S. Army lab. Unfortunately, the 1950s experiments to turn vegetables into soldiers went wrong. Sure, they created Magic Pickle, the flying dill soldier, but they also let loose a bunch of rotten vegetables, like the Romaine Gladiator, Chili Chili Bang Bang, the Phantom Carrot, and Peashooter. This Brotherhood of Evil Produce is out to take over the world and they've started with art museum heists and bank robberies.

Dr. Formaldehyde frees Magic Pickle from his decades-old cryogenic snooze so that Weapon Kosher can fight the Brotherhood. Unfortunately, Dr. F. forgot to tell MP he had been frozen in a lab hidden down below the home of young Jo Jo Wigman. Jo Jo's a feisty little girl who doesn't like flying pickles bursting up through her bedroom floor. But once she goes down to visit the secret lab, she realizes what's at stake--and once she talks to the Magic Pickle, she realizes this guy, er, pickle, is going to need some help saving the world, or at least getting around in it.

Jo Jo helps the Magic Pickle track the Brotherhood all around town, saving the day here and there. Their quest ends in--what else? A huge food fight in Jo Jo's school cafeteria!

Summary

The full-color graphic novel version of the Magic Pickle legend! Magic Pickle, or "Weapon Kosher," as his creator, Dr. Jekkel Formaldehyde likes to call him, is the product of a top-secret U.S. Army lab. Unfortunately, the 1950s experiments to turn vegetables into soldiers went wrong. Sure, they created Magic Pickle, the flying dill soldier, but they also let loose a bunch of rotten vegetables, like the Romaine Gladiator, Chili Chili Bang Bang, the Phantom Carrot, and Peashooter. This Brotherhood of Evil Produce is out to take over the world and they've started

Contributor Bio

Scott Morse is the award-winning author of more than ten graphic novels for children and adults, including SOULWIND; THE BAREFOOT SERPENT; and SOUTHPAW. He's currently an animator at Pixar and has also worked for Cartoon Network, Disney, and Nickelodeon. Scott lives with his loving family in Northern California.

cover
coming
soon!

Vampires Don't Wear Polka Dots (The Adventures of the Bailey School Kids Graphic Novel #1)

Debbie Dadey, Marcia Thornton Jones, Pearl Low

Summary

All is not what it seems at Bailey Elementary in the first graphic novel adaptation of this classic chapter book series.

The third graders at Bailey Elementary are so hard to handle that all of their teachers have quit. But their new teacher, Mrs. Jeepers, is different -- to say the least. She's just moved from the Transylvanian Alps into a spooky old house in Bailey City. She wears a mysterious brooch that glows as green as her eyes. Could Mrs. Jeepers be a vampire?

Featuring a beloved story by Debbie Dadey and Marcia Thornton Jones and fresh, funny artwork by Academy Award winner Pearl Low, *Vampires Don't Wear Polka Dots* brings the Bailey School Kids into the graphic novel format for the first time.

Graphix series are ideal books for even the youngest readers. With funny, simple text, unforgettable characters, illustrations that support comprehension, and approachable story lengths, these books grow newly independent readers' confidence and turn them into lifelong book lovers!

Contributor Bio

Debbie Dadey grew up in Kentucky and now lives in a log cabin in Tennessee with her husband and a greyhound rescue. Her children live along the east coast and continue to inspire her. A former first grade teacher and school librarian, she is the author and co-author of 176 traditionally published books. Her first children's book, *Vampires Don't Wear Polka Dots*, co-authored with Marcia Thornton Jones, became The Adventures of the Bailey School Kids series, with sales of over 43 million. Her newest series, *Mermaid Tales*, is a multi-cultural series from Simon and Schuster. An upcoming spin-off series is *Mermaid Mini Tales*. She also co-authored *Writing for Kids: The Ultimate Guide*, with Marcia Jones.

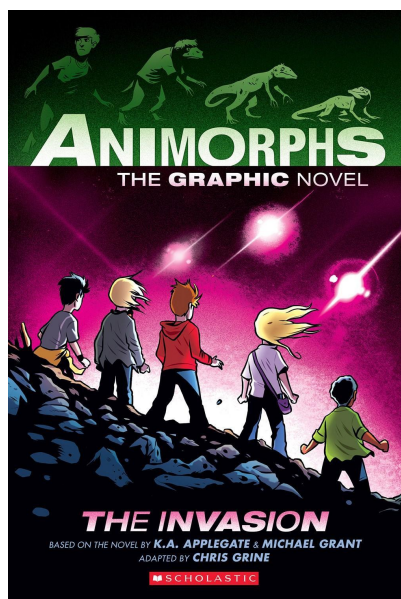
Marcia Thornton Jones is an award-winning author who has traditionally published 131 books for children, with sales totaling more than 43 million copies worldwide. Her works include *Woodford Brave*, *Ratfink*, and *Champ*. She co-authored the writing guides *Writing For Kids: The Ultimate Guide* and *Story Sparkers* with Debbie Dadey, as well as seven popular children's series, including The Adventures of the Bailey School Kids and Keyholders. Marcia lives in Lexington, Kentucky with her husband, Steve, and two cats, where she continues to write, mentor writers, and teach writing classes. She is the coordinator of the Carnegie Center Author Academy, an intensive one-on-one writing program for adult writers working toward publication.

Pearl Low is an Afro-Asian artist based in Vancouver, Canada. Her works are rooted in themes of self-love, acceptance, and Chinese and Jamaican-Canadian experiences. She works in comics and animation and won an Oscar in 2020 for her work on the short film "Hair Love."

Graphix
9781338736595
Pub Date: 8/3/2021
Paperback

80 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 6 in W



Graphix
9781338226485
Pub Date: 10/6/2020
Hardcover with dust jacket

240 Pages
Ages 8 to 12, Grades 4 to 7
Juvenile Fiction / Science Fiction
Series: Animorphs

9 in H | 6 in W

The Invasion (Animorphs Graphix #1)

K. A. Applegate, Michael Grant, Chris Grine

Summary

The wildly popular, bestselling sci-fi series by Katherine Applegate and Michael Grant returns in a new full-color graphic novel series, adapted by Chris Grine.

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.

Now Jake, Rachel, Cassie, Tobias, and Marco can transform into some of the most dangerous creatures on Earth. And they must use that power to outsmart an evil greater than anything the world has ever seen. . . .

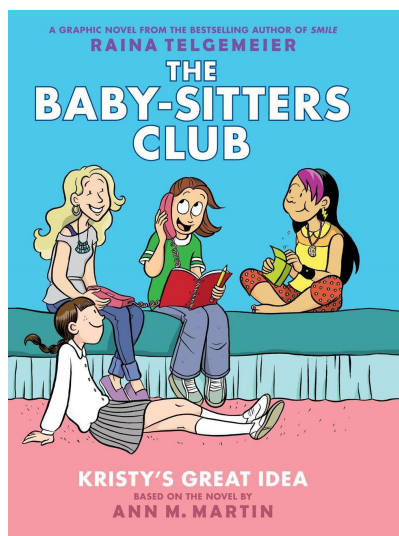
Contributor Bio

K. A. Applegate is the author of the bestselling Animorphs series, as well as the Remnants and Everworld series, Home of the Brave, and the Roscoe Riley Rules series. She lives in Tiburon, California.

Chris Grine is an artist and writer for Hallmark where he creates humorous greeting cards. *Chickenhare* was nominated for an Eisner Award for best publication for a younger audience in 2007. Chris lives in Kansas City, Missouri, with his wife and their daughter.

Illustrations





Graphix
9780545813860
Pub Date: 4/28/2015
Hardcover with dust jacket

192 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: The Baby-Sitters Club
Graphic Novel

8 in H | 5.5 in W

Kristy's Great Idea (The Baby-Sitters Club Graphic Novel #1): A Graphix Book *(Revised)*

Full-Color Edition

Ann M. Martin, Raina Telgemeier

This graphic novel adapted by Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile*, is now available in full color!

Summary

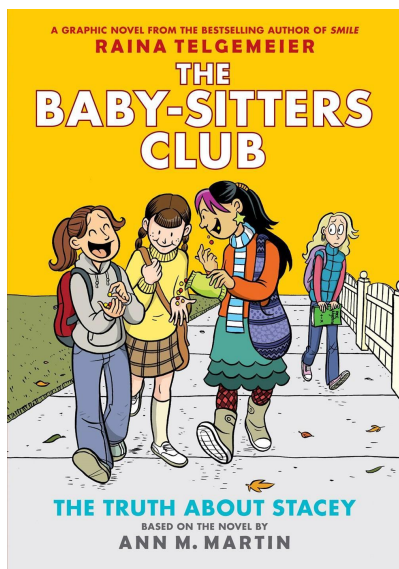
Kristy, Mary Anne, Claudia, and Stacey are best friends and founding members of The Baby-sitters Club. Whatever comes up -- cranky toddlers, huge dogs, scary neighbors, prank calls -- you can count on them to save the day. Baby-sitting isn't always easy, and neither is dealing with strict parents, new families, fashion emergencies, and mysterious secrets. But no matter what, the BSC have what they need most: friendship.

Raina Telgemeier, using the signature style featured in her acclaimed graphic novels *Smile* and *Sisters*, perfectly captures all the drama and humor of the original novel!

Contributor Bio

Ann M. Martin is the creator of The Baby-sitters Club, which has more than 176 million books in print, making it one of the most popular series in the history of publishing. Her novels include *A Corner of the Universe* (a Newbery Honor Book), *Belle Teal*, *Here Today*, *A Dog's Life*, *On Christmas Eve*, and the Main Street and Family Tree series, as well as the much-loved collaborations *P.S. Longer Letter Later* and *Snail Mail No More*, with Paula Danziger. Ann lives in upstate New York.

Raina Telgemeier is the #1 *New York Times* bestselling, multiple Eisner Award-winning creator of *Smile* and *Sisters*, which are both graphic memoirs based on her childhood. She is also the creator of *Drama* and *Ghosts*, and is the adapter and illustrator of four Baby-sitters Club graphic novels. Raina lives in the San Francisco Bay Area. To learn more, visit her online at goRaina.com.



Graphix
9780545813884
Pub Date: 7/28/2015
Hardcover

144 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: The Baby-Sitters Club
Graphix

8 in H | 5.5 in W

The Truth About Stacey: Full-Color Edition (The Baby-Sitters Club Graphic #2) *(Revised)*

Full Color Edition

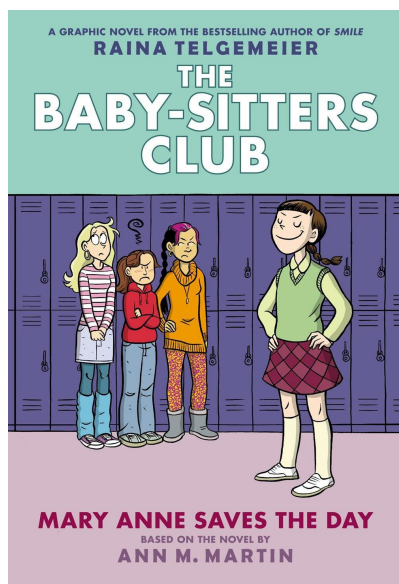
Ann M. Martin, Raina Telgemeier

Summary

This graphic novel adapted by Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile*, is now available in full color!

Poor Stacey. She just moved to a new town, is still coming to terms with her diabetes, and is facing baby-sitting problems left and right. Fortunately, Stacey has three new friends -- Kristy, Claudia, and Mary Anne. Together they're the BSC -- and they will deal with whatever's thrown their way... even if it's a rival baby-sitting club!

Raina Telgemeier, in the same signature style featured in *Smile* and *Sisters*, perfectly captures all the drama and humor of the original novel!



Graphix
9780545886178
Pub Date: 10/27/2015
Hardcover

160 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: The Baby-Sitters Club
Graphix

8 in H | 5.5 in W

Mary Anne Saves the Day: Full-Color Edition (The Baby-Sitters Club Graphix #3)*(Revised)*

Full Color Edition

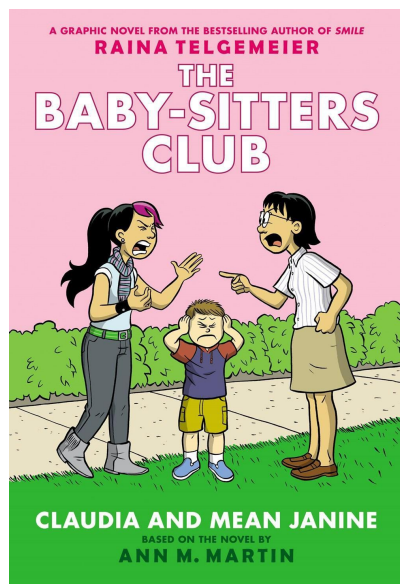
Ann M. Martin, Raina Telgemeier
Now available in full color!

Summary

This graphic novel adapted by Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile*, is now available in full color!

When The Baby-Sitters Club gets into a huge fight, Mary Anne is left to her own devices. She has to eat by herself in the school cafeteria, figure out how to make new friends, and deal with her overprotective father. But the worst happens when she finds herself in a baby-sitting emergency and can't turn to her friends for help. Will Mary Anne solve her problems *and* save The Baby-sitters Club from falling apart?

Raina Telgemeier, using the signature style featured in her acclaimed graphic novels *Smile* and *Sisters*, perfectly captures all the drama and humor of the original novel!



Graphix
9780545886239
Pub Date: 1/26/2016
Hardcover with dust jacket

176 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: The Baby-Sitters Club
Graphic Novel

8 in H | 5.5 in W

Claudia and Mean Janine (The Baby-Sitters Club Graphic Novel #4): A Graphix Book

Full-Color Edition

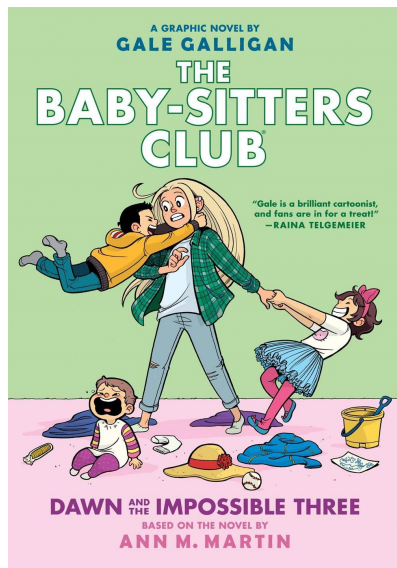
M. Martin Ann, Raina Telgemeier, Ann M. Martin

This graphic novel adapted by Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile*, is now available in full color!

Summary

Claudia and her sister, Janine, may as well be from two different planets. Claudia, who pays more attention to her artwork and The Baby-sitters Club than her homework, feels like she can't compete with her perfect sister. Janine studies nonstop, gets straight As, and even takes college-level courses! But when something unexpected happens to the most beloved person in their family, will the sisters be able to put aside their differences?

Raina Telgemeier, using the signature style featured in her acclaimed graphic novels *Smile* and *Sisters*, perfectly captures all the drama and charm of the original novel!



Graphix
9781338067309
Pub Date: 9/26/2017
Hardcover with dust jacket

160 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: The Baby-Sitters Club
Graphix

8 in H | 5.5 in W

Dawn and the Impossible Three (The Baby-sitters Club Graphic Novel #5): A Graphix Book

Ann M. Martin, Gale Galligan

The BSC is back. A brand-new full-color graphic novel adapted by newcomer Gale Galligan!

Summary

Dawn Schafer is the newest member of The Baby-sitters Club. While she's still adjusting to life in Stoneybrook after moving from sunny California, she's eager to accept her first big job. But taking care of the three Barrett kids would be too much for *any* baby-sitter. The house is always a mess, the kids are out of control, and Mrs. Barrett never does any of the things she promises. On top of all that, Dawn wants to fit in with the other members of the BSC, but she can't figure out how to get along with Kristy. Was joining The Baby-sitters Club a mistake?

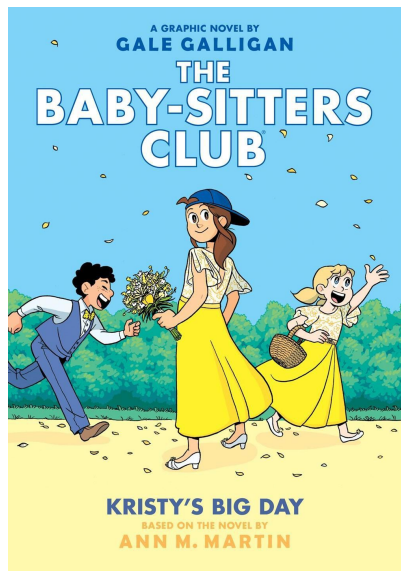
Contributor Bio

Ann M. Martin is the creator of The Baby-sitters Club, which has more than 176 million books in print, making it one of the most popular series in the history of publishing. Her novels include *A Corner of the Universe* (a Newbery Honor book), *Belle Teal*, *Here Today*, *A Dog's Life*, *On Christmas Eve*, the Main Street and Family Tree series, as well as the much-loved collaborations, *P.S. Longer Letter Later* and *Snail Mail No More*, with Paula Danziger. Ann lives in upstate New York.

Gale Galligan is a graduate of NYU and the Savannah College of Art and Design. Her comics have appeared in a number of anthologies, and she worked as a production assistant on *Drama* by Raina Telgemeier. Gale lives in Pleasantville, New York. Visit her online at www.galesaur.com.

Illustrations





Kristy's Big Day (The Baby-Sitters Club Graphic Novel #6): A Graphix Book

Full-Color Edition

Ann M. Martin, Gale Galligan

A brand-new full-color graphic novel adapted by *USA Today* bestselling author Gale Galligan!

Summary

Kristy's mom is getting married, and Kristy is going to be a bridesmaid! The only problem? *Fourteen* kids are coming to 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. It's the biggest job the BSC has ever had, but they'll work together to make sure Kristy's big day is a success!

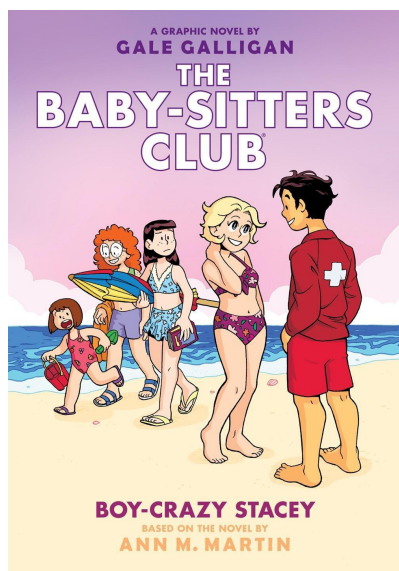
Illustrations

Graphix
9781338067682
Pub Date: 8/28/2018
Hardcover with dust jacket

160 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics & Graphic Novels
Series: The Baby-Sitters Club
Graphic Novel

8 in H | 5.5 in W





Graphix
9781338304527
Pub Date: 9/3/2019
Hardcover with dust jacket

176 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: The Baby-Sitters Club
Graphix

8 in H | 5.5 in W

Boy-Crazy Stacey (The Baby-Sitters Club Graphic Novel #7): A Graphix Book

Ann M. Martin, Gale Galligan

Summary

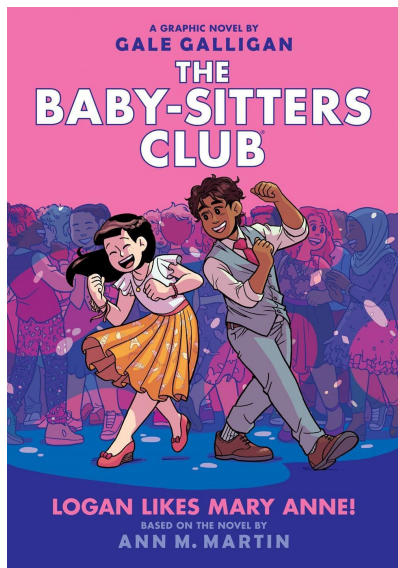
A brand-new graphic novel adapted by *USA Today* bestselling author Gale Galligan!

Stacey and Mary Anne are baby-sitting for the Pike family for two weeks at the New Jersey shore. Things are great in Sea City: There's a gorgeous house right on the beach, a boardwalk, plenty of sun and sand... and the cutest boy Stacey has ever seen!

Mary Anne thinks that Stacey should leave Scott alone and focus on the Pike kids, but Stacey's in *love*. Looking for reasons to hang around his lifeguard stand takes up all her time, which means Mary Anne has to do the job of two baby-sitters! How can she tell Stacey that Scott just isn't interested without ruining their friendship and breaking Stacey's heart?

Illustrations





Graphix
9781338304558
Pub Date: 9/1/2020
Hardcover with dust jacket

176 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics & Graphic Novels
Series: The Baby-Sitters Club Graphic Novels
8 in H | 5.5 in W

Logan Likes Mary Anne! (The Baby-Sitters Club Graphic Novel #8)

Ann M. Martin, Gale Galligan

Summary

Another Baby-sitters Club graphic novel adapted by *New York Times* bestselling author Gale Galligan!

It's the first day of a new school year, and while Mary Anne doesn't know what to expect from the eighth grade, she's looking forward to getting back into the swing of things. One thing she *definitely* doesn't expect is to meet Logan Bruno, who just moved to Stoneybrook!

Logan has a dreamy southern accent, he's awfully cute... and he might be interested in joining the BSC. But the baby-sitters aren't sure if Logan would make a good club member, so they send him on a job with Mary Anne as a test. Logan and Mary Anne hit it off, but Mary Anne isn't sure of where their friendship could go. Life in the Baby-sitters Club has never been this complicated -- or this fun!

Illustrations



cover
coming
soon!

Claudia and the New Girl (The Baby-sitters Club Graphic Novel #9)

Ann M. Martin, Gabriela Epstein

Summary

A brand-new Baby-sitters Club graphic novel adapted by newcomer Gabriela Epstein!

Claudia has always been the most creative kid in her class... until Ashley Wyeth comes along. Ashley's *really* different: She wears hippie clothes and has multiple earrings, and she's the most fantastic artist Claudia has ever met.

Ashley says Claudia is a great artist, too, but thinks she's wasting her artistic talent with The Baby-sitters Club. When Claudia starts spending more time with Ashley and missing BSC meetings, it becomes clear that Claudia has to make a decision -- one of them has to go!

Contributor Bio

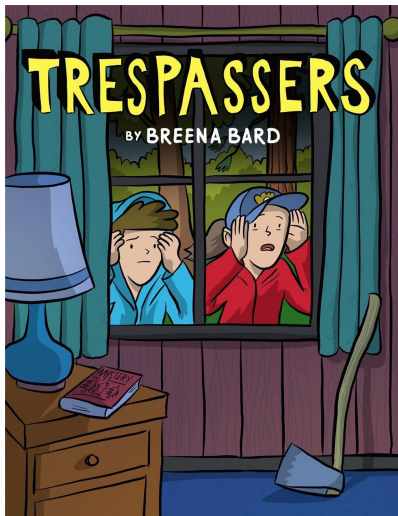
ANN M. MARTIN is the creator of *The Baby-sitters Club*, which has more than 180 million books in print, making it one of the most popular series in the history of publishing. Her novels include *A Corner of the Universe* (a Newbery Honor Book), *Belle Teal*, *Here Today*, *A Dog's Life*, *On Christmas Eve*, and the *Main Street* and *Family Tree* series, as well as the much-loved collaborations *P.S. Longer Letter Later* and *Snail Mail No More*, with Paula Danziger. Ann lives in upstate New York.

Gabriela Epstein graduated from the Rhode Island School of Design with a degree in illustration, and has worked as a character designer for TV animation. When she isn't making comics, she enjoys yo-yoing, listening to spooky podcasts, and watching historical documentaries. She lives in Austin, Texas. Visit her online at gre-art.com.

Graphix
9781338304589
Pub Date: 2/2/2021
Hardcover with dust jacket

176 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction
Series: The Baby-Sitters Club
Graphix

8 in H | 5.5 in W



Graphix
9781338264234
Pub Date: 5/5/2020
Hardcover with dust jacket

256 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels

8 in H | 6.3 in W

Trespassers

Breena Bard

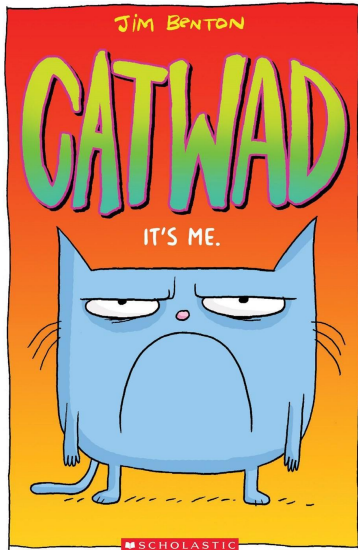
Summary

Gabby Woods loves a mystery, but is breaking into an abandoned lake house going too far to uncover the truth?

Gabby Woods is looking forward to another summer vacation at her family's lake house, even though she would rather bury herself in a mystery novel than make new friends. But soon Gabby meets Paige, a snarky kid from Chicago, and they get caught up in a local mystery: the sudden disappearance of a glamorous couple and the extravagant lake house they left behind. To gather clues about the missing couple, Paige coaxes Gabby into trespassing. Though Gabby knows it's wrong, each sneaky visit to the abandoned lake house uncovers new mysteries. With suspicions mounting about foul play, Gabby must decide what she's willing to risk to uncover the truth, or if solving this mystery -- and keeping her friendship with Paige -- are more trouble than they're worth.

Contributor Bio

Breena Bard writes and illustrates comics, drawing inspiration from her childhood in Wisconsin, and the stacks of graphic novels on her bedside table. She lives in Portland, Oregon, with her husband, two kids, and cranky but lovable cat.



Graphix
9781338326024
Pub Date: 3/26/2019
Paperback

128 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Media Tie-In
Series: Catwad
9 in H | 6 in W

It's Me. (Catwad #1)

Jim Benton

An all-new series from *New York Times* bestselling author, Jim Benton!

Summary

An all-new series from *New York Times* bestselling author, Jim Benton!

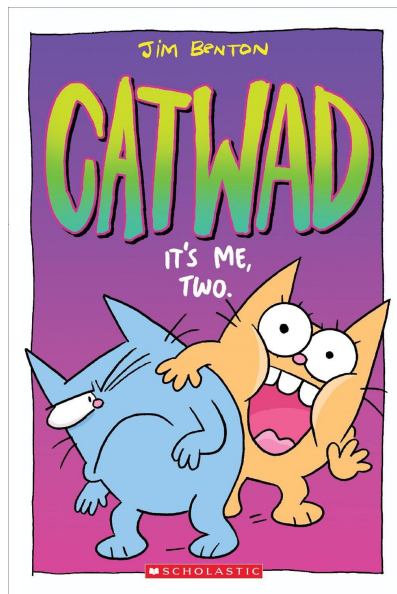
From *New York Times* bestselling author Jim Benton, meet Catwad! He's blue, he's a bit of a grouch, and his best friend is a dim-witted cat named Blurmp who can see the bright side of anything. From pizza and computers, to love and happiness, this crabby tabby has a funny take on just about everything, and he's not afraid to share it. This collection of short comic stories will make even the grumpiest of grouches crack up and is not to be missed!

Contributor Bio

Jim Benton is an award-winning author and artist. You may know some of the other things he's made, like *It's Happy Bunny*, *Dear Dumb Diary*, *Franny K. Stein*, *Victor Shmud*, and more. He's created a TV series, written books, and produced a movie, and he always did everything his parents told him to do. Pretty much. Jim lives in Michigan with his wife and kids and can be found online at jimbenton.com.

Illustrations





It's Me, Two. (Catwad #2)

Jim Benton

Summary

Catwad, the snarky blue furball with a funny take on just about everything, is BACK in this second graphic novel in an all-new series from *New York Times* bestselling author Jim Benton!

New York Times bestselling author Jim Benton's latest creation, Catwad, returns!

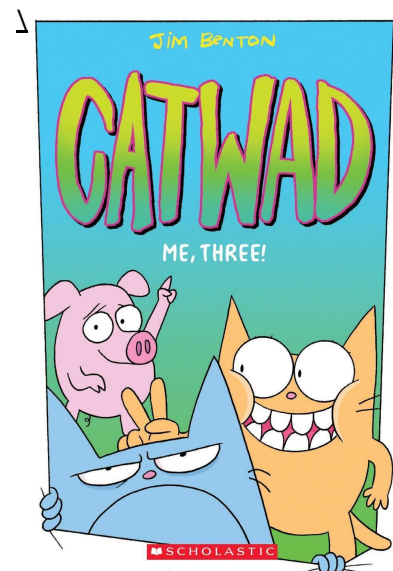
Catwad and Blurmp are back and ready for more adventures! In this newest collection of hilarious stories, the dynamic feline duo explore fine art, travel to an alternate reality where the world has become extraordinarily dumb, get into gaming, and more! From monsters under Blurmp's bed to all the reasons you should NEVER eat salad, this newest volume of Catwad has something for everyone!

Illustrations



Graphix
9781338326031
Pub Date: 9/17/2019
Paperback

128 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Media Tie-In
Series: Catwad
9 in H | 6 in W



Me, Three! (Catwad #3)

Jim Benton

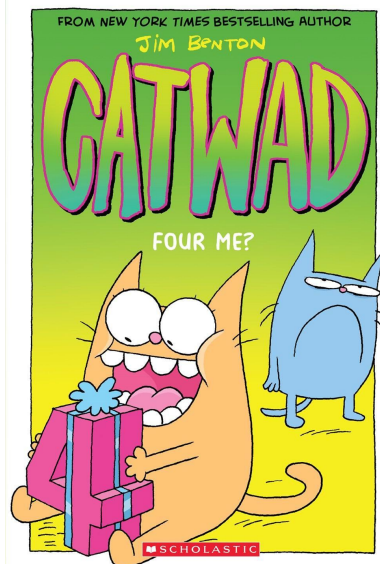
Summary

Catwad, the snarky blue furball with a funny take on just about everything, is BACK in this third graphic novel in an all-new series from *New York Times* bestselling author Jim Benton!

Catwad and Blurmp are back and ready for more adventures in this newest volume in which they meet new friends, try out yoga (spoiler alert: Catwad hates it), and more! It's a laugh-out-loud romp not to be missed, even if Catwad claims otherwise.

Graphix
9781338616286
Pub Date: 4/7/2020
Paperback

128 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Media Tie-In
Series: Catwad
9 in H | 6 in W



Graphix
9781338670899
Pub Date: 10/6/2020
Paperback

128 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Media Tie-In
Series: Catwad

9 in H | 6 in W

Four Me? (Catwad #4)

Jim Benton

Summary

Everyone's favorite blue furball returns in his fourth laugh-out-loud collection from bestselling author Jim Benton!

Catwad and Blurmp return with an all-new group of hilarious comic stories and a few bonus back-of-book activities! This snarky blue furball (and his adorably innocent friend) have a funny take on just about everything. It's a laugh-out-loud romp not to be missed, even if Catwad claims otherwise.

Contributor Bio

Jim Benton is an award-winning author and artist. You may know some of the other things he's made, like It's Happy Bunny, Dear Dumb Diary, Franny K. Stein, Victor Shmud, and more. He's created a TV series, written books, and produced a movie, and he always did everything his parents told him to do. Pretty much. Jim lives in Michigan with his wife and kids and can be found online at jimbenton.com.



High Five! (Catwad Book #5)

Jim Benton

Summary

Catwad, Blurmp, Pigmichael, and more of Jim Benton's hilarious comic creations return in this roaringly funny fifth graphic novel!

In this poignant and emotionally wrenching tale, famous curmudgeon Catwad faces loss, fear, and struggles with his own mortality when his best friend Blurmp receives news of... wait, who are we kidding? This isn't a melodrama -- it's another laugh-out-loud Catwad from Jim Benton!

Catwad and Blurmp are back with more ridiculous fun that will have readers high-fiving each other with joy. This volume sees the big blue grump and his slow but lovable friend go on a vacation, get sent back to school, enter a spelling bee, and more! If you love laughing (and who doesn't??), this book is for you!

Graphix
9781338682229
Pub Date: 4/6/2021
Paperback

128 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Catwad

9 in H | 6 in W



Graphix
9781338568912
Pub Date: 3/2/2021
Hardcover with dust jacket

240 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction

8 in H | 5.5 in W

Allergic

Megan Wagner Lloyd, Michelle Mee Nutter

Summary

A semiautobiographical coming-of-age middle-grade graphic novel featuring a girl with severe allergies who just wants to find the perfect pet!

At home, Maggie is the odd one out. Her parents are preoccupied with the new baby they're expecting, and her younger brothers are twins and always in their own world. Maggie thinks a new puppy is the answer, but when she goes to select one on her birthday, she breaks out in hives and rashes. She's severely allergic to anything with fur!

Can Maggie outsmart her allergies and find the perfect pet? With illustrations by Michelle Mee Nutter, Megan Wagner Lloyd draws on her own childhood to tell a heartfelt story of family, friendship, and finding a place to belong.

Contributor Bio

Megan Wagner Lloyd is the author of several picture books, including *Paper Mice*, *Building Books*, *Finding Wild*, and *A Fort-Building Time*. She lives on the Virginia side of the Washington DC area. Visit her online at meganwagnerlloyd.com.

Michelle Mee Nutter graduated with a BFA in Illustration from the Massachusetts College of Art and Design. Her work has been recognized by the Society of Illustrators, 3x3 Illustration, Creative Quarterly, and more. Michelle lives in Boston. Visit her online at michellemee.com.



Graphix
9780545098939
Pub Date: 1/1/2010
Paperback

96 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 9 in W

Copper

Kazu Kibuishi

From Kazu Kibuishi, creator of AMULET, comes an irresistibly charming pair of characters!

Summary

Copper is curious, Fred is fearful. And together boy and dog are off on a series of adventures through marvelous worlds, powered by Copper's limitless enthusiasm and imagination.

Each Copper and Fred story in this graphic novel collection is a complete vignette, filled with richly detailed settings and told with a wry sense of humor. These two enormously likable characters build ships and planes to travel to surprising destinations and have a knack for getting into all sorts of odd situations.

Contributor Bio

Kazu Kibuishi is the #1 *New York Times* bestselling and Eisner-nominated creator of the Amulet series, and of a collection of his popular webcomic, *Copper*. He is also the cover illustrator of the 15th anniversary paperback editions of the Harry Potter series. He lives near Seattle, Washington, with his family. Visit him online at www.boltcity.com.



Graphix
9780545852517
Pub Date: 9/17/2019
Hardcover with dust jacket

224 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Nonfiction / Comics &
Graphic Novels

8 in H | 5.5 in W

Guts

Raina Telgemeier

Summary

A true story from Raina Telgemeier, the #1 New York Times bestselling, multiple Eisner Award-winning author of *Smile*, *Sisters*, *Drama*, and *Ghosts*!

Raina wakes up one night with a terrible upset stomach. Her mom has one, too, so it's probably just a bug. Raina eventually returns to school, where she's dealing with the usual highs and lows: friends, not-friends, and classmates who think the school year is just one long gross-out session. It soon becomes clear that Raina's tummy trouble isn't going away... and it coincides with her worries about food, school, and changing friendships. What's going on?

Raina Telgemeier once again brings us a thoughtful, charming, and funny true story about growing up and gathering the courage to face -- and conquer -- her fears.

Contributor Bio

Raina Telgemeier is the #1 New York Times bestselling, multiple Eisner Award-winning creator of *Smile* and *Sisters*, which are both graphic memoirs based on her childhood. She is also the creator of *Drama* and *Ghosts*, and is the adapter and illustrator of four Baby-sitters Club graphic novels. Raina lives in the San Francisco Bay Area. To learn more, visit her online at goRaina.com.

Illustrations





Graphix
9781338353846
Pub Date: 4/30/2019
Hardcover

144 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Nonfiction / Comics &
Graphic Novels

8 in H | 5.5 in W

Share Your Smile: Raina's Guide to Telling Your Own Story

Raina Telgemeier

Get ready to journal and learn to tell your own story with Raina Telgemeier, the #1 *New York Times* bestselling creator of *Smile*, *Sisters*, *Drama*, and *Ghosts*!

Summary

Get ready to journal and learn to tell your own story with Raina Telgemeier, the #1 *New York Times* bestselling creator of *Smile*, *Sisters*, *Drama*, and *Ghosts*!

Calling all fans of Raina Telgemeier!

Have you ever thought about telling your own story, whether it be true or imagined? Are you interested in writing, drawing, or both? If the answers are yes, this fun, colorful, and interactive journal is for you! With guidance from Raina herself, brainstorm ideas, make lists, paste in personal photos, and use your imagination like never before to create your own stories. For additional inspiration, behind-the-scenes info from Raina's own comics-making adventures is featured inside.

BONUS: Raina's next graphic novel, ***Guts***, will be published on September 17, 2019. A special sneak peek is included in this book!

Illustrations





Smile

Raina Telgemeier

Summary

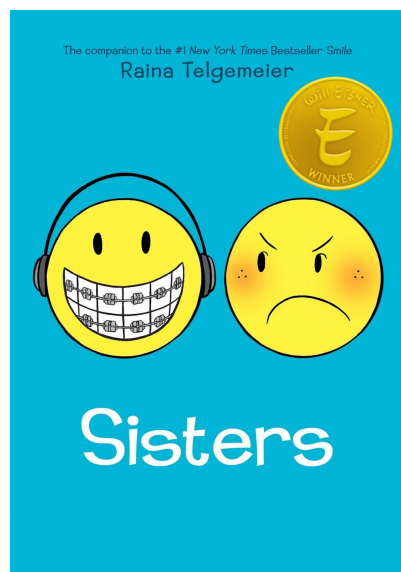
Raina Telgemeier's #1 *New York Times* bestselling, Eisner Award-winning graphic memoir based on her childhood!

Raina just wants to be a normal sixth grader. But one night after Girl Scouts she trips and falls, severely injuring her two front teeth. What follows is a long and frustrating journey with on-again, off-again braces, surgery, embarrassing headgear, and even a retainer with fake teeth attached. And on top of all that, there's still more to deal with: a major earthquake, boy confusion, and friends who turn out to be not so friendly.

Graphix
9780545132053
Pub Date: 2/1/2010
Hardcover

224 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Nonfiction / Comics &
Graphic Novels

8 in H | 5.5 in W



Sisters

Raina Telgemeier

Summary

Raina Telgemeier's #1 *New York Times* bestselling, Eisner Award-winning companion to *Smile*!

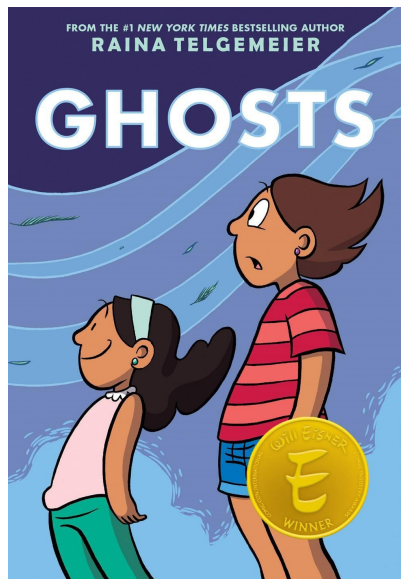
Raina can't wait to be a big sister. But once Amara is born, things aren't quite how she expected them to be. Amara is cute, but she's also a cranky, grouchy baby, and mostly prefers to play by herself. Their relationship doesn't improve much over the years, but when a baby brother enters the picture and later, something doesn't seem right between their parents, they realize they must figure out how to get along. They are sisters, after all.

Raina uses her signature humor and charm in both present-day narrative and perfectly placed flashbacks to tell the story of her relationship with her sister, which unfolds during the course of a road trip from their home in San Francisco to a family reunion in Colorado.

Graphix
9780545540599
Pub Date: 8/26/2014
Hardcover

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Nonfiction / Comics &
Graphic Novels

8 in H | 5.5 in W



Ghosts

Raina Telgemeier

From Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile*, *Drama*, and *Sisters*!

Summary

Catrina and her family are moving to the coast of Northern California because her little sister, Maya, is sick. Cat isn't happy about leaving her friends for Bahía de la Luna, but Maya has cystic fibrosis and will benefit from the cool, salty air that blows in from the sea. As the girls explore their new home, a neighbor lets them in on a secret: There are ghosts in Bahía de la Luna. Maya is determined to meet one, but Cat wants nothing to do with them. As the time of year when ghosts reunite with their loved ones approaches, Cat must figure out how to put aside her fears for her sister's sake -- and her own.

Raina Telgemeier has masterfully created a moving and insightful story about the power of family and friendship, and how it gives us the courage to do what we never thought possible.

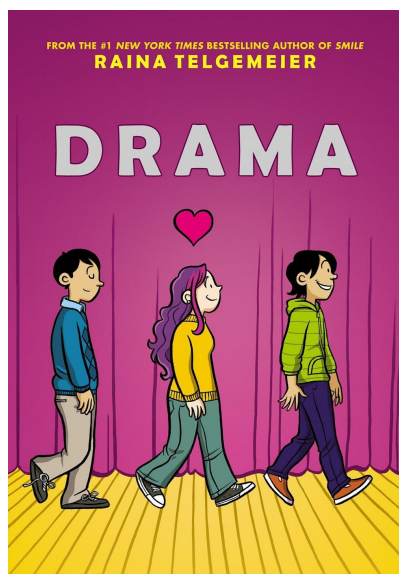
Graphix
9780545540612
Pub Date: 9/13/2016
Hardcover with dust jacket

256 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels

8 in H | 5.5 in W

Illustrations





Drama

Raina Telgemeier

Summary

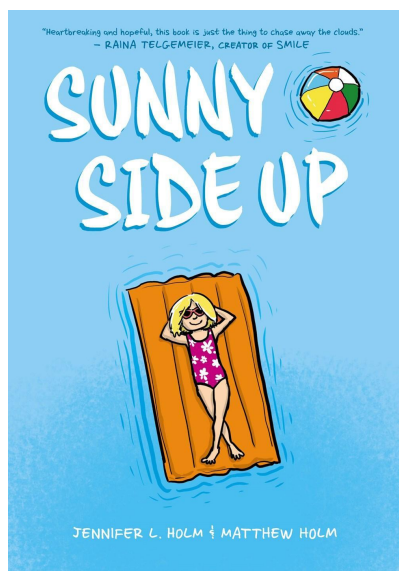
From Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile* and *Sisters*!

Callie loves theater. And while she would totally try out for her middle school's production of *Moon over Mississippi*, she can't really sing. Instead she's the set designer for the drama department's stage crew, and this year she's determined to create a set worthy of Broadway on a middle-school budget. But how can she, when she doesn't know much about carpentry, ticket sales are down, and the crew members are having trouble working together? Not to mention the onstage AND offstage drama that occurs once the actors are chosen. And when two cute brothers enter the picture, things get even crazier!

Graphix
9780545326988
Pub Date: 9/1/2012
Hardcover

240 Pages
Ages 10 to 14, Grades 5 to 9
Juvenile Fiction / Comics &
Graphic Novels

8 in H | 5.5 in W



Graphix
9780545741651
Pub Date: 8/25/2015
Hardcover with dust jacket

224 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels

8 in H | 5.5 in W

Sunny Side Up

Jennifer L. Holm, Matthew Holm

Summary

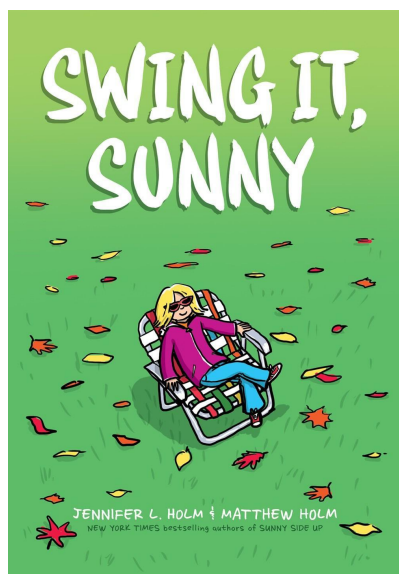
Sunny Lewin has been packed off to Florida to live with her grandfather for the summer. At first she thought Florida might be fun -- it *is* the home of Disney World, after all. But the place where Gramps lives is no amusement park. It's full of . . . old people. *Really* old people.

Luckily, Sunny isn't the only kid around. She meets Buzz, a boy who is completely obsessed with comic books, and soon they're having adventures of their own: facing off against golfball-eating alligators, runaway cats, and mysteriously disappearing neighbors. But the question remains -- *why* is Sunny down in Florida in the first place? The answer lies in a family secret that won't be secret to Sunny much longer. .

Contributor Bio

Jennifer L. Holm is the *New York Times* bestselling and three-time Newbery Honor Winning author of multiple novels for young readers. With her brother Matthew, Jennifer created the graphic novel series Babymouse and Squish. She lives in California.

Matthew Holm was born and raised in the suburbs of Philadelphia, Pennsylvania, and has been drawing comics since he was in middle school. With his sister, Jennifer, Matthew created the graphic novel series Babymouse and Squish. He lives in Portland, Oregon.



Graphix
9780545741705
Pub Date: 9/12/2017
Hardcover with dust jacket

224 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Sunny
8 in H | 5.5 in W

Swing it, Sunny

Jennifer L. Holm, Matthew Holm

From the award-winning duo of Jennifer and Matthew Holm comes the sequel to the bestselling *Sunny Side Up* -- full of just as much heart and just as many laughs.

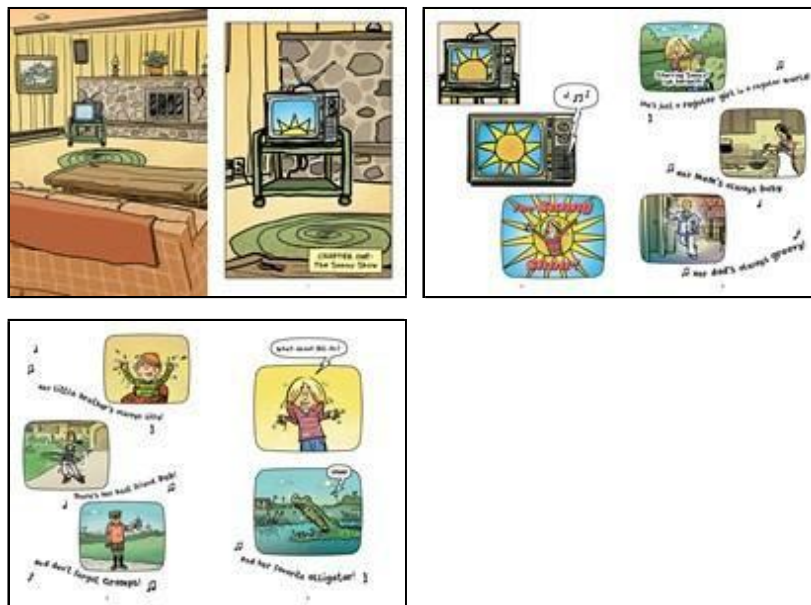
Summary

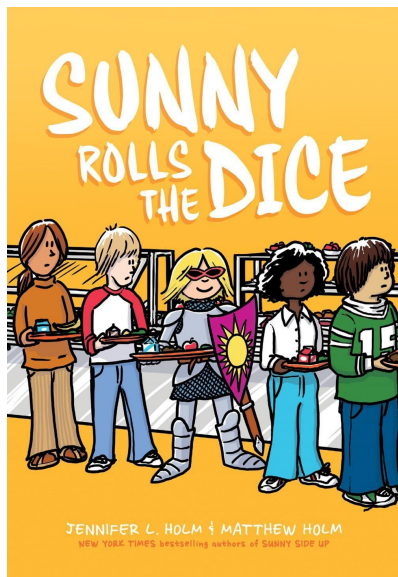
Summer's over and it's time for Sunny Lewin to enter the strange and unfriendly hallways of . . . middle school. When her Gramps calls her from Florida to ask how she's doing, she always tells him she's fine. But the truth? Sunny is NOT having the best time.

Not only is the whole middle school thing confusing . . . but life at home is confusing, too. Sunny misses her brother Dale, who's been sent to boarding school. But when Dale comes back, she STILL misses him . . . because he's changed.

Luckily Sunny's got her best friend and a mysterious new neighbor on her side . . . because she is NOT going let all this confusion get her down. Instead, she's going to remain Sunny-side up!

Illustrations





Sunny Rolls the Dice

Jennifer L. Holm, Matthew Holm

Summary

From the award-winning duo of Jennifer and Matthew Holm comes the sequel to the bestselling *Sunny Side Up* -- full of heart, laughs, and adventure!

Too cool for school . . . or the least groovy girl in the grade?

Sunny's just made it to middle school . . . and it's making her life very confusing. All her best friend Deb wants to talk about is fashion, boys, makeup, boys, and being cool. Sunny's not against any of these things, but she also doesn't understand why suddenly everything revolves around them. She's much more comfortable when she's in her basement, playing Dungeons & Dragons with a bunch of new friends. Because when you're swordfighting and spider-slaying, it's hard to worry about whether you look cool or not. Especially when it's your turn to roll the 20-sided die.

Trying hard to be cool can make you feel really uncool . . . and it's much more fun to just have fun. Sunny's going to find her groove and her own kind of groovy, with plenty of laughs along the way.

Graphix
9781338233155
Pub Date: 10/1/2019
Hardcover with dust jacket

224 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Sunny
8 in H | 5.5 in W

Jimmy Gownley

The kids at prestigious Greycliff Academy are in for a surprise when their hero, Kirby Finn, turns out to be something he's not.

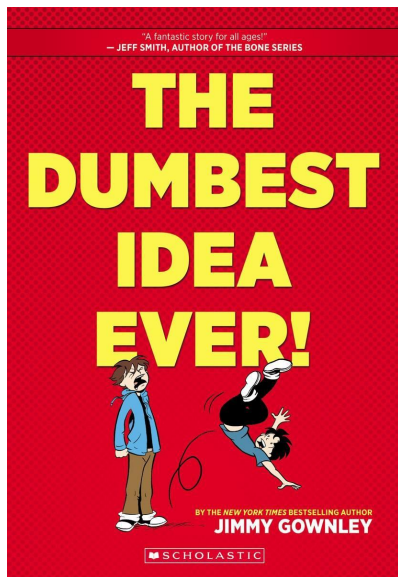
But there's also a mystery about Kirby. And when his best friend, Raja, finds out that Kirby isn't the person he's pretending to be, Kirby, Raja, and their friends may be forced to grow up sooner than they think and face the world head-on.

Jimmy Gownley is an award-winning comics author who began writing and drawing comics at age 15. His acclaimed series, *Amelia Rules!*, was launched in 2001 to a flurry of rave reviews. He has been nominated for multiple Eisner awards and his most recent book, *The Dumbest Idea Ever!*, won the Children's Choice Award. He cofounded the organization Kids Love Comics, which works to promote comic books and graphic novels as a valuable tool for literacy. Jimmy lives in Harrisburg, Pennsylvania.

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272 Pages
Ages 9 to 12, Grades 4 to 7
Juvenile Fiction / Comics &
Graphic Novels

8 in H | 5.5 in W



The Dumbest Idea Ever!

Jimmy Gownley

Summary

What if the dumbest idea ever turned your life upside down?

At thirteen, Jimmy was popular, at the top of his class, and the leading scorer on his basketball team. But all that changed when chicken pox forced him to miss the championship game. Things went from bad to worse when he got pneumonia and missed even more school. Before Jimmy knew it, his grades were sinking and nothing seemed to be going right.

How did Jimmy turn things around, get back on top at school, and land a date with the cutest girl in class?

Renowned comics creator Jimmy Gownley shares his adventures as he grows from an eager-to-please boy into a teenage comic book artist. This is the real-life story of how the DUMBEST idea ever became the BEST thing that ever happened to him.

Graphix
9780545453462
Pub Date: 2/25/2014
Hardcover with dust jacket

240 Pages
Ages 9 to 12, Grades 4 to 7
Juvenile Nonfiction / Biography &
Autobiography

8 in H | 5.5 in W



Graphix
9781338236170
Pub Date: 10/6/2020
Hardcover with dust jacket

256 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels

8 in H | 5.5 in W

Twins (Twins #1)

Varian Johnson, Shannon Wright

Summary

Coretta Scott King Honor author Varian Johnson teams up with rising cartoonist Shannon Wright for a delightful middle-grade graphic novel!

Maureen and Francine Carter are twins and best friends. They participate in the same clubs, enjoy the same foods, and are partners on all their school projects. But just before the girls start sixth grade, Francine becomes Fran -- a girl who wants to join the chorus, run for class president, and dress in fashionable outfits that set her apart from Maureen. A girl who seems happy to share only two classes with her sister!

Maureen and Francine are growing apart and there's nothing Maureen can do to stop it. Are sisters really forever? Or will middle school change things for good?

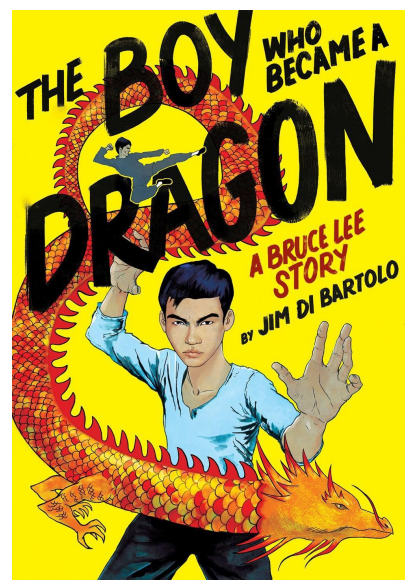
Contributor Bio

Varian Johnson is the author of several novels for children and young adults, including *The Parker Inheritance*, for which he won a Coretta Scott King Honor award; *The Great Greene Heist*, which was an ALA Notable Children's Book, a *Kirkus Reviews* Best Book of 2014, and a Texas Library Association Lone Star List selection; and *To Catch a Cheat*, another Jackson Greene adventure and a Kids' Indie Next List pick. He lives with his family near Austin, Texas. You can find him online at varianjohnson.com.

Shannon Wright is an illustrator and cartoonist based in Virginia. She illustrated *My Mommy Medicine* by Edwidge Danticat, and some of her clients include the *Guardian*, *TIME*, the *New York Times*, NPR, and Google. Visit her online at shannon-wright.com.

Illustrations





Scholastic Inc.
9781338134124
Pub Date: 2/4/2020
Hardcover with dust jacket

240 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Nonfiction

8 in H | 5.5 in W

The Boy Who Became a Dragon: A Bruce Lee Story

Jim Di Bartolo

Summary

The astonishing story of martial arts legend Bruce Lee . . . told in spectacular graphic form.

Bruce Lee was born on November 27, 1940 - in both the hour and the year of the dragon. Almost immediately, he was plunged into conflict: as a child in Hong Kong as it was invaded and occupied by the Japanese; as the object of discrimination and bullying; and as a teenager grappling against the influence of gangs.

As the world knows, Lee found his salvation and calling through kung fu - first as a student, then as a teacher, and finally as a global star. *The Boy Who Became a Dragon* tells his story in brilliant comic form.

Contributor Bio

Jim Di Bartolo is a mixed-media illustrator, painter, and visual storyteller. In his freelance career he has illustrated novels, comic books, and role-playing games. He and his wife, the author Laini Taylor, have collaborated on several books, and their most recent joint effort, *Lips Touch: Three Times*, was a National Book Award finalist. He lives in Portland, Oregon, with his wife and their daughter, and can be found online at jimdibartolo.com. Chances are, he probably could use more sleep.



Graphix
9781338089523
Pub Date: 10/31/2017
Hardcover with dust jacket

224 Pages
Ages 8 to 12, Grades 3 to 7 Juvenile
Fiction / Fantasy & Magic
9 in H | 6 in W

The Witch Boy

Molly Knox Ostertag

From the illustrator of the web comic *Strong Female Protagonist* comes a debut middle-grade graphic novel about family, identity, courage -- and magic.

Summary

From the illustrator of the web comic *Strong Female Protagonist* comes a debut middle-grade graphic novel about family, identity, courage -- and magic.

In thirteen-year-old Aster's family, all the girls are raised to be witches, while boys grow up to be shapeshifters. Anyone who dares cross those lines is exiled. Unfortunately for Aster, he still hasn't shifted . . . and he's still fascinated by witchery, no matter how forbidden it might be.

When a mysterious danger threatens the other boys, Aster knows he can help -- as a witch. It will take the encouragement of a new friend, the non-magical and non-conforming Charlie, to convince Aster to try practicing his skills. And it will require even more courage to save his family . . . and be truly himself.

Contributor Bio

Molly Knox Ostertag is the author and illustrator of the acclaimed graphic novels *The Witch Boy* and *The Hidden Witch* and the illustrator of several projects for older readers, including the webcomic *Strong Female Protagonist* and *Shattered Warrior* by Sharon Shinn. She grew up in the forests of upstate New York and graduated in 2014 from the School of Visual Arts, where she studied cartooning and illustration. She currently lives in Los Angeles with her girlfriend and several pets. Visit her online at mollyostertag.com.

Illustrations





Graphix
9781338253764
Pub Date: 10/30/2018
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Social Themes
9 in H | 6 in W

The Hidden Witch

Molly Knox Ostertag

From the creator of the acclaimed graphic novel *The Witch Boy* comes a new adventure set in the world of magic and shapeshifting -- and ordinary kids just trying to make friends.

Summary

Aster and his family are adjusting to his unconventional talent for witchery; unlike the other boys in his family, he isn't a shapeshifter. He's taking classes with his grandmother and helping to keep an eye on his great-uncle whose corrupted magic wreaked havoc on the family.

Meanwhile, Aster's friend from the non-magical part of town, Charlie, is having problems of her own -- a curse has tried to attach itself to her. She runs to Aster and escapes it, but now the friends must find the source of the curse before more people

-- normal and magical alike -- get hurt.



Graphix
9781338540567
Pub Date: 11/5/2019
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics & Graphic Novels
9 in H | 6 in W

The Midwinter Witch

Molly Knox Ostertag

Summary

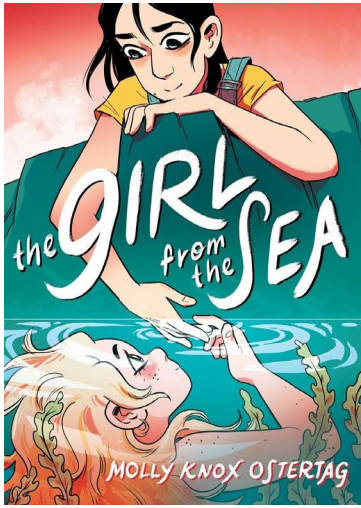
The acclaimed graphic novel world of *The Witch Boy* and *The Hidden Witch* comes to a thrilling conclusion in this story of friendship, family, and finding your true power.

Magic has a dark side . . .

Aster always looks forward to the Midwinter Festival, a reunion of the entire Vanissen family that includes competitions in witchery and shapeshifting. This year, he's especially excited to compete in the annual Jolrun tournament-as a witch. He's determined to show everyone that he's proud of who he is and what he's learned, but he knows it won't be easy to defy tradition.

Ariel has darker things on her mind than the Festival-like the mysterious witch who's been visiting her dreams, claiming to know the truth about Ariel's past. She appreciates everything the Vanissens have done for her. But Ariel still craves a place where she truly belongs.

The Festival is a whirlwind of excitement and activity, but for Aster and Ariel, nothing goes according to plan. When a powerful and sinister force invades the reunion, threatening to destroy everything the young witches have fought for, can they find the courage to fight it together? Or will dark magic tear them apart?



The Girl from the Sea

Molly Knox Ostertag

Summary

From the author of The Witch Boy trilogy comes a graphic novel about family, romance, and first love.

Fifteen-year-old Morgan has a secret: She can't wait to escape the perfect little island where she lives. She's desperate to finish high school and escape her sad divorced mom, her volatile little brother, and worst of all, her great group of friends...who don't understand Morgan at all. Because really, Morgan's biggest secret is that she has *a lot* of secrets, including the one about wanting to kiss another girl.

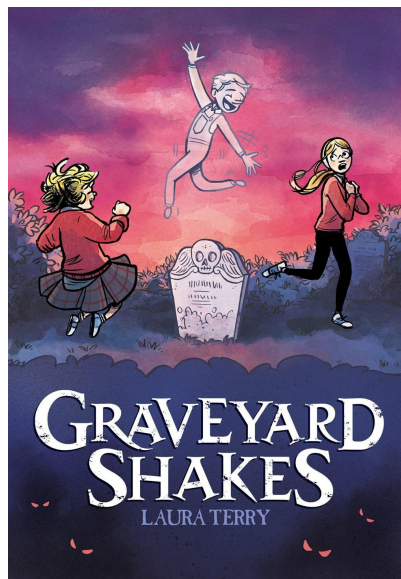
Then one night, Morgan is saved from drowning by a mysterious girl named Keltie. The two become friends and suddenly life on the island doesn't seem so stifling anymore.

But Keltie has some secrets of her own. And as the girls start to fall in love, everything they're each trying to hide will find its way to the surface...whether Morgan is ready or not.

Graphix
9781338540574
Pub Date: 6/1/2021
Paperback

208 Pages
Ages 12 And Up, Grades 7 And Up
Young Adult Fiction / Comics &
Graphic Novels

8.5 in H | 6 in W



Graphix
9780545889551
Pub Date: 9/26/2017
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels

8 in H | 5.5 in W

Graveyard Shakes

Laura Terry

A unique and spirited graphic novel reminiscent of the works of Raina Telgemeier and Neil Gaiman!

Summary

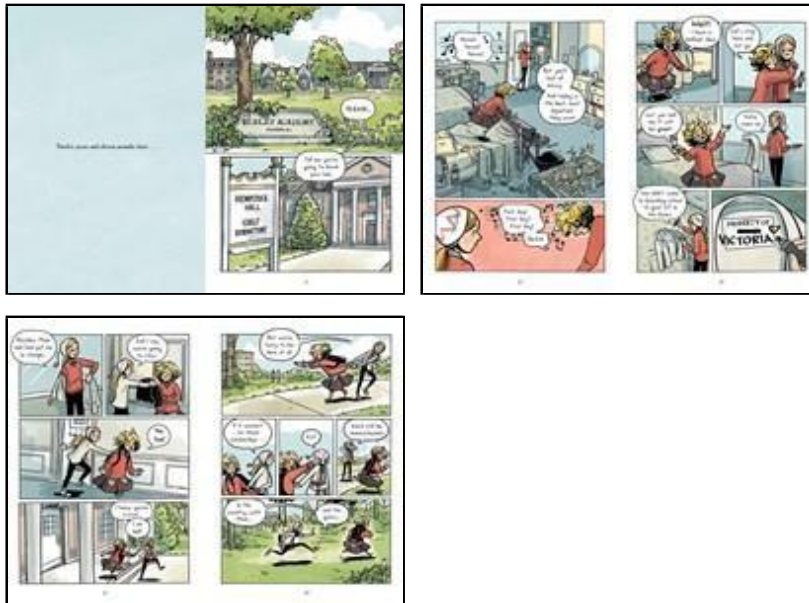
Katia and Victoria are sisters and scholarship students at a private boarding school. While Victoria tries to fit in, Katia is unapologetic about her quirks, even though their classmates tease her. After a big fight, Katia runs away from school. And when Victoria goes looking for her, she accidentally tumbles into the underworld of a nearby graveyard. It is inhabited by ghosts, ghouls, and a man named Nikola, who is preparing a sinister spell that's missing one key ingredient.

Victoria teams up with adorable Little Ghost and Nikola's kindhearted son, and together they search for Katia. They must find her before she becomes Nikola's next victim!

Contributor Bio

Laura Terry is a graduate of Pratt Institute and the Center for Cartoon Studies. After a childhood misspent raising pigs, selling hot dogs, and drawing princesses, Laura ran away to the relative splendor of an all-girls boarding school, where she wore many shades of plaid. Laura now spends her days in Brooklyn with her poodle, Muffin. To learn more, visit her online at www.lauraterry.com.

Illustrations





Graphix
9781338139228
Pub Date: 7/31/2018
Hardcover with dust jacket

272 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Making Friends
8 in H | 5.5 in W

Making Friends (Making Friends #1)

Kristen Gudsnuuk

Danielle needs a perfect friend, but sometimes making (or creating) one is a lot easier than keeping one!

Summary

Danielle needs a perfect friend, but sometimes making (or creating) one is a lot easier than keeping one!

Sometimes making a friend is a lot easier than keeping one!

Sixth grade was SO much easier for Danny. All her friends were in the same room and she knew exactly what to expect out of life. Now that she's in seventh grade, she's in a new middle school, her friends are in different classes and forming new cliques, and she is totally, completely lost. What Danny really needs is a new best friend! So when she inherits a magic sketchbook from her eccentric great-aunt in which anything she sketches in it comes to life, she draws Madison, the most amazing, perfect, and awesome best friend ever.

The thing is, even when you create a best friend, there's no guarantee they'll always be your best friend. Especially when they discover they've been created with magic!

Contributor Bio

Kristen Gudsnuuk is the creator of the comic series HENCHGIRL, and the illustrator of the book series VIP by Jen Calonita. In her spare time she performs with the band Sally. Kristen learned everything she knows about art and life from Sailor Moon, X-Men, and Animorphs. This is the sequel to her debut book for Graphix, Making Friends. She lives in New York City with her supportive dog and loyal boyfriend.



Graphix
9781338139273
Pub Date: 7/30/2019
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Making Friends
8 in H | 5.5 in W

Making Friends: Back to the Drawing Board (Making Friends #2)

Kristen Gudsnuuk

Dany, Madison, and...wait-another Dany?!-must navigate some very complicated friendships while trying to capture a magical dog that is turning their town upside-down!

Summary

Dany, Madison, and...wait-another Dany?!-must navigate some very complicated friendships while trying to capture a magical dog that is turning their town upside-down!

Almost everything is going great for Dany. She and Madison are still best friends, she still has her magic sketchbook, and the new school year is looking up. But when Dany creates a duplicate of herself to secretly help with homework and raise her social status, the two of them accidentally unleash a magical dog that wreaks supernatural havoc on the town. Now, with the big school dance coming up, time is running short for Dany, Madison, and their friends to set things right before the night is completely ruined!



Graphix
9781338188103
Pub Date: 6/25/2019
Hardcover with dust jacket

256 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
9 in H | 6 in W

Dugout: The Zombie Steals Home

Scott Morse

Twins Stacy and Gina Cavallaro are on rival little league teams, and when Gina accidentally unleashes a curse that wakes the dead, Stacy's misfit team gets coached by a baseball-playing zombie!

Summary

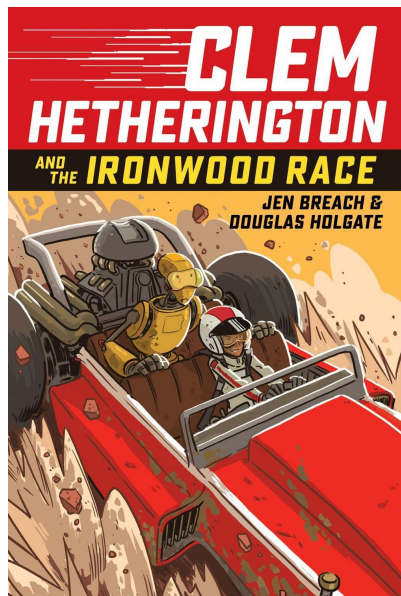
Twins Stacy and Gina Cavallaro are on rival little league teams, and when Gina accidentally unleashes a curse that wakes the dead, Stacy's misfit team gets coached by a baseball-playing zombie!

Twins Stacy and Gina Cavallaro are rivals on the baseball field, each pitching for a different little league team. Gina is a sports whiz and the star of her crack team, while Stacy's band of misfits hasn't won a game all season. The battling sisters also happen to be the youngest in a long line of local witches. So when Gina's magic spins out of control and her spell accidentally raises a zombie, the girls have to set aside their differences and figure out how to make everything going wrong, go right. And

Stacy's team of misfits-Billy, Sanchez, Levi, Beans, Paddy, Killroy, Gomez, and Boots-must band together to save the day!

Contributor Bio

Scott Morse is the award-winning author of many graphic novels for children and adults, as well as the creator of *The Magic Pickle Graphic Novel* and the Magic Pickle chapter book series with Graphix. He's currently a Story Supervisor at Pixar and has also worked for Cartoon Network, Disney, and Nickelodeon. Scott lives with his loving family in Northern California.



Clem Hetherington and the Ironwood Race (Clem Hetherington #1)

Jen Breach, Douglas Holgate

The start of an exhilarating, high-stakes graphic novel series that is sure to appeal to fans of Kazu Kibuishi!

Summary

A dangerous rally race... and archaeology?!

Clementine Hetherington and her robot brother, Digory, have run away from the orphanage they've been living in since their parents died. Clem and Dig want to follow in their famous archaeologist mother's footsteps, but no one will take them seriously. Their chance arrives when a man from their past saves Digory's life, and to repay the debt they enter a multiday rally race... to recover stolen artifacts! Clem and Dig hope to win so they can give the artifacts to a museum, but their opponents want to sell them on the black market. The Ironwood Race has no rules, and Clem and Dig might be in over their heads!

Contributor Bio

Jen Breach is the author of *Something's Amiss at the Zoo*, which was illustrated by Douglas Holgate. She has received several grants, prizes, and fellowships for her work, and her essays have been featured in various publications. She gratefully acknowledges the support of the Australian Society of Authors and the Australia Council for the Arts. Jen is originally from Melbourne, Australia, and currently lives in Boston. Visit her online at www.jenbreach.com.

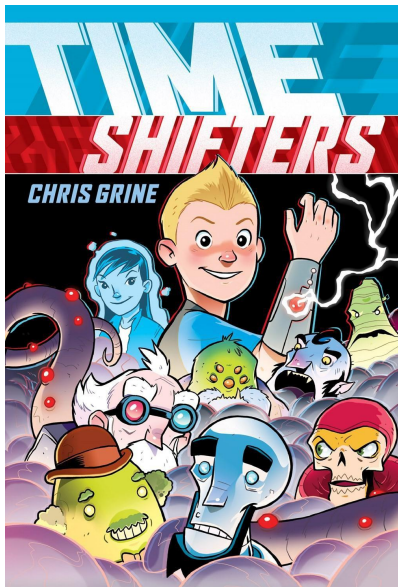
Douglas Holgate is the illustrator of *Something's Amiss at the Zoo* by Jen Breach. He is also the illustrator of The Last Kids on Earth series by Max Brallier and *Wires and Nerve, Volume One* by Marissa Meyer. Douglas lives in Melbourne, Australia, with his family. Visit him online at www.skullduggery.com.au.

Illustrations



Graphix
9780545814454
Pub Date: 2/27/2018
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Clem Hetherington
9 in H | 6 in W



Time Shifters

Chris Grine

Luke is a hero in any time and dimension!

Summary

When Luke investigates an eerie blue glow in the woods behind his house, he doesn't know what he'll find there. But a scientist, a robot Abraham Lincoln riding a friendly dinosaur, and a sassy ghost were the last things he could have imagined stumbling upon. Now as Luke and his new companions are pursued by a bickering trio of bumbling henchmen who are after the strange device locked to his arm, he's forced on a crazy, headlong adventure in a parallel dimension! Will he find his courage in time to save the day and get home or will he be trapped in a weird alternate reality forever?

Contributor Bio

Chris Grine is an artist and writer for Hallmark where he creates humorous greeting cards. *Chickenhare* was nominated for an Eisner Award for best publication for a younger audience in 2007. Chris lives in Kansas City, Missouri, with his wife and their daughter.

Graphix
9780545926591
Pub Date: 5/30/2017
Hardcover with dust jacket

272 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 6 in W



Graphix
9780545826037
Pub Date: 6/28/2016
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7 Juvenile
Fiction / Fantasy & Magic Series:
Dream Jumper
9 in H | 6 in W

Nightmare Escape (Dream Jumper, Book 1)

Greg Grunberg, Lucas Turnbloom

Ben's dreams are all nightmares . . . And his nightmares are real!

Summary

Ben has a problem. When he sleeps he dreams, and when he dreams, they're all nightmares! But he can also jump into other people's dreams. So when his friends start falling victim to an evil dream-monster that prevents them from waking, Ben knows he has to help them. Easier said than done when dreams can shift and the monster knows his way around the ever-changing landscape of the mind! With help from a talking rabbit-companion who has a mysterious past, Ben might just be able to defeat the monster and save his friends . . . if he can figure out how to use the power within him against his enemies.

Contributor Bio

Greg Grunberg is best known for his roles in the award-winning series *Heroes*, *Alias*, and *Felicity*. *Dream Jumper* is his first graphic novel, which was inspired by dreams described by his son, Ben. Greg lives in Los Angeles, California.

Lucas Turnbloom is an award-winning cartoonist and illustrator who's best known for his comic strip, "Imagine THIS." He was a contributing artist for Darkhorse's *Axe Cop* graphic novel series. His work has also appeared in *USA Today*, and *TIME.com*. Lucas currently resides in San Diego with his wife and two sons.



Graphix
9780545826075
Pub Date: 10/31/2017
Hardcover with dust jacket

224 Pages
Ages 9 to 12, Grades 4 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Dream Jumper
9 in H | 6 in W

Curse of the Harvester (Dream Jumper, Book 2)

Greg Grunberg, Lucas Turnbloom

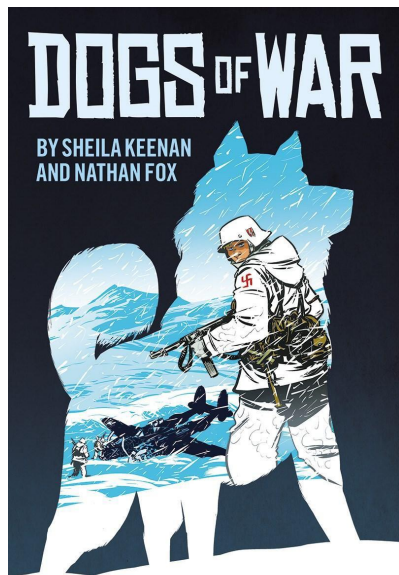
Ben confronts a whole new nightmare!

Summary

Ben and Jake are back for more! With the Dream Jumper business making them some serious money, all seems to be going great. But Ben is put to the test in a way he never saw coming when a new and formidable foe invades his nightmares. With Jake backing him up and a mysterious newcomer in the Dream World, Ben may have a chance to overcome this new evil. He just has to keep his friends safe long enough to figure out how!

Illustrations





Graphix
9780545128889
Pub Date: 10/29/2013
Paperback

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 6 in W

Dogs of War

Sheila Keenan, Nathan Fox

Summary

Sheila Keenan's captivating stories paired with Nathan Fox's stunning art bring the heroic military actions of man's best friend to life!

Some war heroes heard wind whistling over a hidden trip wire.

Some war heroes sniffed out a sniper 1,000 yards away.

Some war heroes stood tall . . . on four legs!

DOGS OF WAR is a graphic novel that tells the stories of the canine military heroes of World War I, World War II, and the Vietnam War. This collection of three fictional stories was inspired by historic battles and real military practice. Each story tells the remarkable adventures of a soldier and his service dog and is rendered with fascinating and beautiful detail, bringing to life the faithful dogs who braved bombs, barrages, and battles to save the lives of countless soldiers.

Based on the real-life roles of military dogs that served as Red Cross rescuers, messengers, scouts, search-and-rescue teams, sentries, and mascots, DOGS OF WAR captures both the adventure and the devastation brought on by war, as well as the celebrations of life and friendship between boys and their dogs.

Contributor Bio

Sheila Keenan is the author of many nonfiction books, including GREETINGS FROM THE 50 STATES; ANIMALS IN THE HOUSE; O, SAY CAN YOU SEE?; GODS, GODDESSES, AND MONSTERS; and the SCHOLASTIC ENCYCLOPEDIA OF WOMEN IN THE UNITED STATES. She lives in New York City.

Nathan Fox is an illustrator and storyteller whose work has appeared in the NEW YORK TIMES, the NEW YORKER, ROLLING STONE, WIRED, and ENTERTAINMENT WEEKLY, among others. His work has also been published by DC Comics, Dark Horse Comics, and Marvel. He lives with his family in New York City.



Graphix
9780545803113
Pub Date: 1/31/2017
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
9 in H | 6 in W

NewsPrints

Ru Xu

A gorgeous, provocative debut graphic novel about the power of friendship and finding the courage to be one's true self.

Summary

A gorgeous, provocative debut graphic novel about the power of friendship and finding the courage to be one's true self.

Blue is an orphan who disguises herself as a newsboy. There's a war going on, and girls are expected to help the struggling economy by selling cookies. But Blue loves living and working at the *Bugle*, the only paper in town that tells the truth. And what's printed in the newspapers now matters more than ever.

But Blue struggles with her secret, and worries that if her friends and adopted family at the *Bugle* find out that she's a girl, she'll lose everything and everyone she cares about. And when she meets and befriends Crow, a boy who is also not what he seems, together they seek the freedom to be their true selves... and to save each other.

Contributor Bio

Ru Xu grew up in Indianapolis and received a degree in Sequential Art from the Savannah College of Art and Design. She is the creator of the popular webcomic *iSaint for Rent/i*, and *iNewsPrints/i* is her first graphic novel. Her favorite things include historical fiction, fat birds, and coffee-flavored ice cream. Visit Ru online at ruemxu.com and on Twitter at [@ruemxu](https://twitter.com/ruemxu).



EndGames (NewsPrints #2)

Ru Xu

The fight for freedom and truth continues in Ru Xu's thrilling sequel to *NewsPrints*!

Summary

The fight for freedom and truth continues in Ru Xu's thrilling sequel to *NewsPrints*!

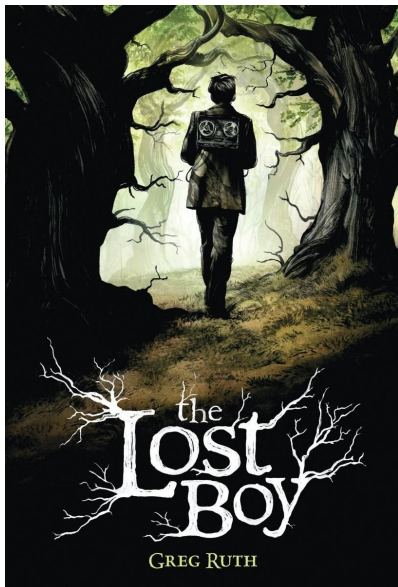
Blue arrives in the capital city of Altalus, where she is determined to find her friend Crow, the boy who was created to be a flying war machine, and Jack, the engineer who built him. But soon she is inadvertently kidnapped by Snow and Red, twins from the enemy side of their ten-year war. They set off on a dangerous adventure that brings them to the front lines of the war, and eventually realize that they must work together to help end it. But with larger, more powerful forces at work, the fight for peace -- and survival -- will be more difficult than they ever imagined.

Graphix
9780545803168
Pub Date: 1/29/2019
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: NewsPrints
9 in H | 6 in W

Illustrations





GRAPHIX
9780439823319
Pub Date: 8/27/2013
Hardcover

192 Pages
Ages 8 to 12, Grades 3 to 7 Juvenile
Fiction / Fantasy & Magic

9 in H | 6 in W

The Lost Boy

Greg Ruth

Some mysteries are too dangerous to leave alone...

Summary

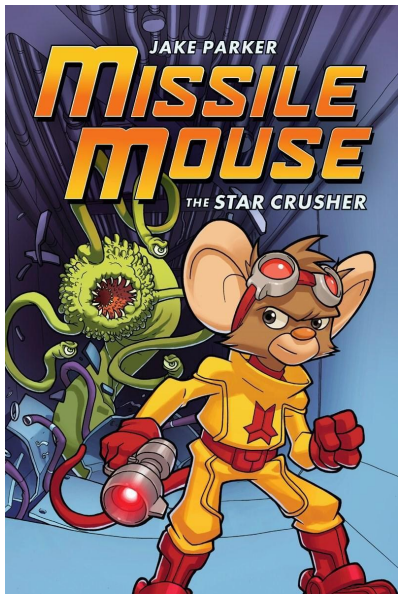
Some mysteries are too dangerous to leave alone.

Nate's not happy about his family moving to a new house in a new town. After all, nobody asked him if he wanted to move in the first place. But when he discovers a tape recorder and note addressed to him under the floorboards of his bedroom, he's thrust into a dark mystery about a boy who went missing many, many years ago.

Now, as strange happenings and weird creatures begin to track Nate, he must partner with Tabitha, a local girl, to find out what they want with him. But time is running out, for a powerful force is gathering strength in the woods at the edge of town, and before long Nate and Tabitha will be forced to confront a terrifying foe and uncover the truth about the Lost Boy.

Contributor Bio

Greg Ruth has written and drawn stories for Dark Horse Comics, DC/Vertigo, Fantagraphics, and The New York Times. His first picture book, OUR ENDURING SPIRIT, was written by Barack Obama. He is currently working on the graphic novel by Ethan Hawke. THE LOST BOY is his debut graphic novel for Scholastic. He lives and works in Western Massachusetts. Visit his website at www.gregthings.com.



Graphix
9780545117159
Pub Date: 1/1/2010
Paperback

176 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Missile Mouse
9 in H | 6 in W

Missile Mouse: Book 1

Jake Parker

Missile Mouse, secret agent for the Galactic Security Agency, is a risk taker and a rule breaker, which is why he's in hot water at GSA headquarters. Then RIP, the Rogue Imperium of Planets, kidnaps a scientist who knows about the Star Crusher, a doomsday machine capable of destroying the entire universe.

Time to let loose the mouse!

Missile Mouse battles giant space slugs, corrupt agents, killer bugs, and a pair of shark-headed thugs to save the day (and the scientist!). And when he's sucked into the exploding Star Crusher, he becomes pure energy . . . energy that will consume him unless Missile Mouse can release it and destroy RIP's spaceship fleet in time. KABOOM!

(Hint: No worries! Missile Mouse IS the hero of this sci-fi graphic novel with sensational, full-color art!)

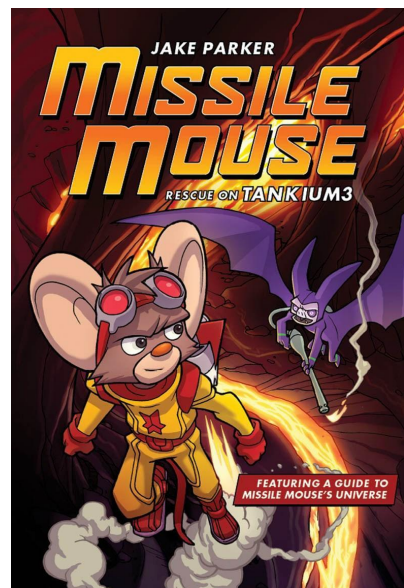
Summary

Missile Mouse, secret agent for the Galactic Security Agency, is a risk taker and a rule breaker, which is why he's in hot water at GSA headquarters. Then RIP, the Rogue Imperium of Planets, kidnaps a scientist who knows about the Star Crusher, a doomsday machine capable of destroying the entire universe.

Time to let loose the mouse!

Contributor Bio

Jake Parker is the author and illustrator of the graphic novels MISSILE MOUSE: THE STAR CRUSHER AND MISSILE MOUSE: RESCUE ON TANKIUM3, both published by Scholastic/Graphix. He also worked at Blue Sky Studios as an artist for such films as Dr. Seuss' Horton Hears a Who!, Ice Age: Dawn of the Dinosaurs, and Rio. Jake lives in Provo, Utah, with his family. Visit Jake at www.mrjakeparker.com.



Graphix
9780545117166
Pub Date: 1/1/2011
Hardcover

160 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Missile Mouse
9 in H | 6 in W

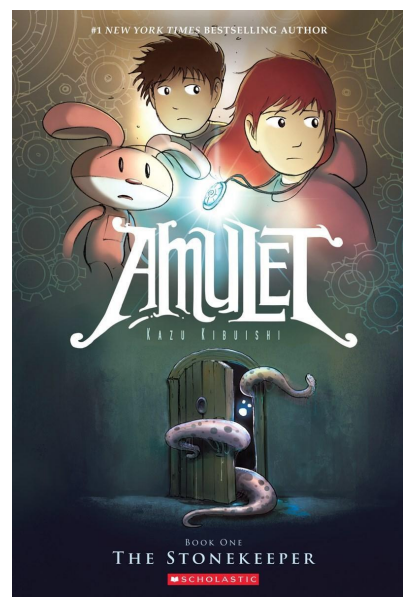
Missile Mouse: Book 2

Jake Parker

Missile Mouse is back in action!

Summary

The daring agent Missile Mouse must help free a planet forced into slavery by evil King Bognarsh. But things get dicey when Bognarsh hires the Blazing Bat to take Missile Mouse out before he can shut the operation down.



Graphix
9780439846806
Pub Date: 1/1/2008
Hardcover

192 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction
Series: Amulet
9 in H | 6 in W

The Stonekeeper (Amulet #1)

Kazu Kibuishi

After the tragic death of their father, Emily and Navin move with their mother to the home of her deceased great-grandfather, but the strange house proves to be dangerous. Before long, a sinister creature lures the kids' mom through a door in the basement. Em and Navin, desperate not to lose her, follow her into an underground world inhabited by demons, robots, and talking animals.

Eventually, they enlist the help of a small mechanical rabbit named Miskit. Together with Miskit, they face the most terrifying monster of all, and Em finally has the chance to save someone she loves.

Summary

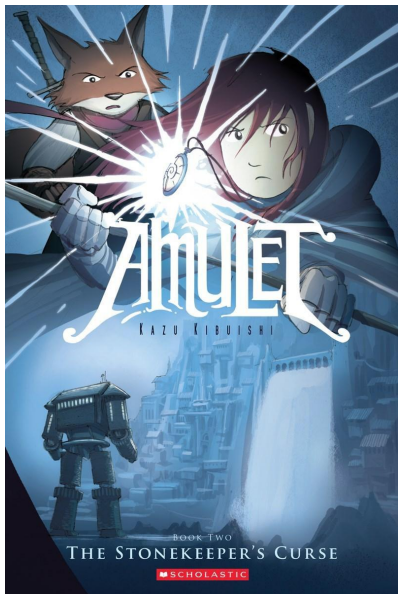
Graphic novel star Kazu Kibuishi creates a world of terrible, man-eating demons, a mechanical rabbit, a giant robot---and two ordinary children on a life-or-death mission.

After the tragic death of their father, Emily and Navin move with their mother to the home of her deceased great-grandfather, but the strange house proves to be dangerous. Before long, a sinister creature lures the kids' mom through a door in the basement. Em and Navin, desperate not to lose her, follow her into an underground world inhabited by demons, robots, and talking animals.

Eventually, they enlist the help of a small mechanical rabbit named Miskit. Together with Miskit, they face the most terrifying monster of all, and Em finally has the chance to save someone she loves.

Contributor Bio

Kazu Kibuishi is the Eisner-nominated creator of the #1 *New York Times* bestselling Amulet series, and of a collection of his popular webcomic, *Copper*. He is also the cover illustrator of the 15th anniversary paperback editions of the Harry Potter series. He lives in Seattle, Washington, with his family. Visit him online at www.boltcity.com.



Graphix
9780439846820
Pub Date: 9/1/2009
Hardcover

224 Pages
Ages 9 to 12, Grades 4 to 7
Juvenile Fiction
Series: Amulet
9 in H | 6 in W

The Stonekeeper's Curse (Amulet #2)

Kazu Kibuishi

Emily and Navin's mother is still in a coma from the arachnoid's poison, and there's only one place to find help: Kanalis, the bustling, beautiful city of waterfalls. But when Em, her brother, and Miskit and the rest of the robotic crew aboard the walking house reach the city, they quickly realize that seeking help is looking for trouble, dangerous trouble.

The Elf King's son, Trellis, is still after them, but this time he's accompanied by a mysterious and dangerous guard, Luger. Then an equally mysterious fox, Leon Redbeard, steps in to help. This new fox friend offers to take Em on the perilous trip up Demon's Head Mountain to find the antidote she needs. Miskit is suspicious, Navin is worried about being left behind, and Emily is in the toughest spot of all. She's got to let loose the power of the amulet—without losing herself!

Summary

Graphic novel star Kazu Kibuishi returns with his mysterious world full of new allies . . . and old enemies!

Emily and Navin's mother is still in a coma from the arachnoid's poison, and there's only one place to find help: Kanalis, the bustling, beautiful city of waterfalls. But when Em, her brother, and Miskit and the rest of the robotic crew aboard the walking house reach the city, they quickly realize that seeking help is looking for trouble, dangerous trouble.



Graphix
9780545208840
Pub Date: 9/29/2015
Hardcover

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Amulet
9 in H | 6 in W

The Cloud Searchers (Amulet #3)

Kazu Kibuishi

Summary

Kazu Kibuishi's #1 *New York Times* bestselling graphic novel series continues!

Emily, Navin, and their crew of resistance fighters charter an airship and set off in search of the lost city of Cielis. There they hope to find help from the Guardian Council's powerful Stonekeepers. It's a mission that Alledia's survival depends on, and time is running out. Emily's got to find Cielis before the Elf King finds her.



The Last Council (Amulet #4)

Kazu Kibuishi

Summary

Kazu Kibuishi's #1 *New York Times* bestselling graphic novel series continues!

Emily and her friends think they'll find the help they need in Cielis, but something isn't right. Streets that were once busy are deserted, and the townspeople who are left live in fear. Emily is escorted to the Academy, where she's expected to compete for a spot on the Guardian Council, a group of the most powerful Stonekeepers. But as the number of competitors gets smaller and smaller, an awful secret is slowly uncovered -- a secret that, if left buried, means the certain destruction of everything Emily fights for.

Graphix
9780545208864
Pub Date: 9/29/2015
Hardcover

224 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Amulet
9 in H | 6 in W



Prince of the Elves (Amulet #5)

Kazu Kibuishi

Summary

Kazu Kibuishi's #1 *New York Times* bestselling graphic novel series continues!

Emily survived the chaos of the Guardian Academy, but Max Griffin has stolen the Mother Stone. With it, the Elf King forges new Amulets that will give him the power to invade and destroy the nation of Windsor. Emily and her friends lead the soldiers of the Cielis Guard in a fight to stop him, but Max stands in their way. And when Emily seeks information from the Voice of her Amulet, she discovers that the Voice is much more sinister than she ever could have imagined.

Graphix
9780545208888
Pub Date: 9/29/2015
Hardcover

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Amulet
9 in H | 6 in W



Escape From Lucien (Amulet #6)

Kazu Kibuishi

Summary

Kazu Kibuishi's #1 *New York Times* bestselling graphic novel series continues!

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. Meanwhile, Emily heads back into the Void with Max, one of the Elf King's loyal followers, where she learns his darkest secrets. The stakes, for both Emily and Navin, are higher than ever.

Graphix
9780545848992
Pub Date: 9/29/2015
Hardcover

224 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Amulet
9 in H | 6 in W



Firelight (Amulet #7)

Kazu Kibuishi

The unforgettable seventh installment of Kazu Kibuishi's #1 *New York Times* bestselling series!

Summary

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.

Graphix
9780545839662
Pub Date: 2/23/2016
Hardcover

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Amulet
9 in H | 6 in W



Graphix
9780545850025
Pub Date: 9/25/2018
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Amulet
9 in H | 6 in W

Supernova (Amulet #8)

Kazu Kibuishi

Kazu Kibuishi's thrilling #1 *New York Times* bestselling series continues!

Summary

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.

Emily and Navin must be smarter and stronger than ever to ensure Alledia's survival.

Contributor Bio

Kazu Kibuishi is the creator of the #1 *New York Times* bestselling Amulet series, which is available in 16 languages. He is also the creator of Copper, a collection of his popular webcomic that features an adventuresome boy-and-dog pair. Kazu also illustrated the covers of the 15th anniversary paperback editions of the Harry Potter series written by J.K. Rowling. He lives and works near Seattle, Washington, with his wife, Amy Kim Kibuishi, and their children. Visit Kazu online at www.boltcity.com

Illustrations



And stay tuned for information on AMULET #9 (Fall 2022)!



Graphix
9780545004626
Pub Date: 10/1/2019
Hardcover

80 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Science Fiction
11.5 in H | 8.3 in W

The Seventh Voyage

Star Diaries

Stanislaw Lem, Jon J Muth, Michael Kandel

World renowned sci-fi writer and Caldecott Honor artist team up for a zany sci-fi tall tale about an astronaut caught in a time loop in space who must confront past and future versions of himself!

Summary

Ijon Tichy is caught in a TIME LOOP.

An NPR Best Book of the Year

"... J Muth's hilarious and gentle masterpiece." -- Neil Gaiman

Alone in his broken spaceship-with no one there to help him-he could remain trapped in space indefinitely!

But soon something strange begins to happen: Tichy's past and future selves appear. And rather than helping one another, they bicker and fight as they crowd into the tiny vessel. Will Tichy stop fighting with himself long enough to save his own life?

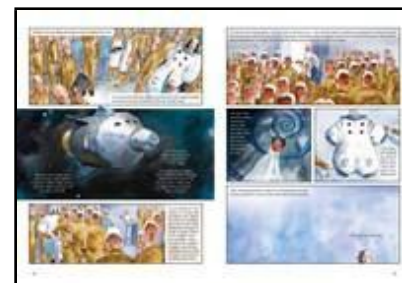
This sharply comical story by world-renowned science-fiction writer Stanislaw Lem has been adapted into a brilliant graphic novel by Caldecott Honor and Eisner Award-winning artist Jon J Muth.

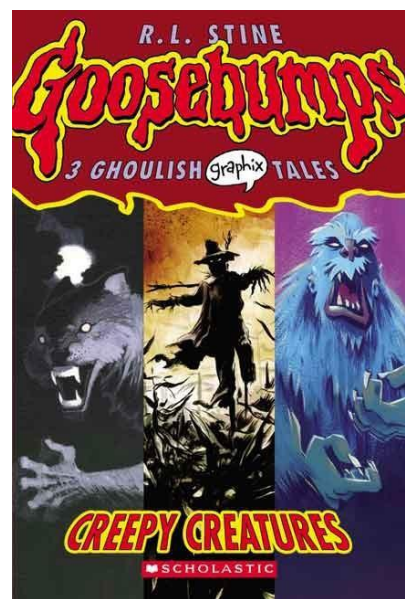
Contributor Bio

Stanislaw Lem is an internationally revered Polish writer who has been translated into 41 languages and has sold over 45 million books worldwide. His acclaimed novel, *Solaris*, was adapted into a movie starring George Clooney. And *Star Diaries* is his popular short story collection from which *The Seventh Voyage* was taken.

Jon J Muth, renowned in the world of graphic novels, won an Eisner Award for his paintings in the graphic novel, *The Mystery Play* by Grant Morrison. He's partnered with Neil Gaiman on *The Sandman: The Wake*, Walter and Louise Simonson on *Havoc & Wolverine: Meltdown*, and J. M. DeMatteis on *Moonshadow* and *Silver Surfer*. His enchanting picture books include his Caldecott Honor Book *Zen Shorts* and four companion books featuring Stillwater the Panda. His book *The Three Questions*, based on a short story by Tolstoy, was called "quietly life-changing" by the *New York Times Book Review*. And the *Horn Book* called Jon's *Stone Soup* "delicious and satisfying." His exquisitely beautiful books have been translated into more than 15 languages and are cherished by readers of all ages. Jon lives in New York State with his wife and their four children.

Illustrations





Graphix
9780439841252
Pub Date: 9/1/2006
Paperback

144 Pages
Ages 9 to 12, Grades 4 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Goosebumps Graphic
Novels
9 in H | 6 in W

Creepy Creatures (Goosebumps Graphic Novels #1): A Graphix Book

R. L. Stine, R.L. Stine, Various, Scott Morse, Gre...

Creepy creatures are howling, growling, and stalking through the artwork of the first Goosebumps Graphix anthology when three hot, talented comic artists adapt these bestselling Goosebumps books into a cool, new graphic novel format:

SCOTT MORSE, creator of the popular comic, "The Magic Pickle," brings his quirky sense of humor and madcap illustrations to "The Abominable Snowman of Pasadena," where two kids encounter an unlikely monster in sunny California.

Summary

Three of Goosebumps' creepiest creature books ever!*

Now in a cool, new GB Graphix anthology adapted and illustrated by acclaimed comic artists Scott Morse, Greg Ruth, and Gabriel Hernandez.

Creepy creatures are howling, growling, and stalking through the artwork of the first Goosebumps Graphix anthology when three hot, talented comic artists adapt these bestselling Goosebumps books into a cool, new graphic novel format:

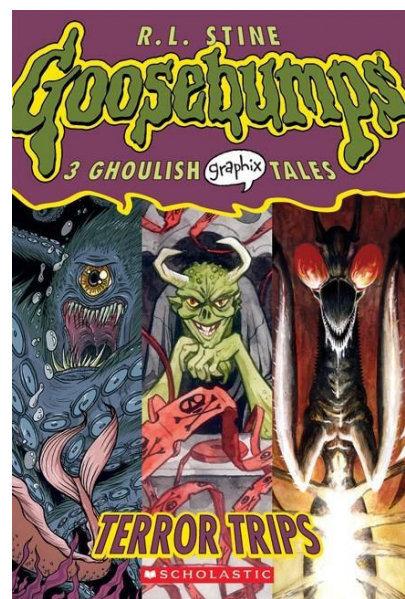
SCOTT MORSE, creator of the popular comic, "The Magic Pickle," brings his quirky sense of humor and madcap illustrations to "The Abominable Snowman of Pasadena," where two kids encounter an unlikely monster in sunny California.

Contributor Bio

R.L. Stine is the creator of the bestselling Goosebumps series, which has more than 400 million copies in print worldwide and celebrated 25 years in 2017. Goosebumps is one of the bestselling children's series of all-time and inspired a popular television show, as well as a feature film starring Jack Black that opened at #1 at the box office. His other popular children's books include the series Fear Street, Mostly Ghostly, The Nightmare Room, and Rotten School, and his first picture book, with Marc Brown, *The Little Shop of Monsters*. R.L. Stine lives in New York City. You can connect with him on Twitter @RL_Stine or Facebook: facebook.com/rlstine. For more information, visit rlstine.com and www.scholastic.com/goosebumps.

Scott Morse is the award-winning author of many graphic novels for children and adults, as well as the creator of *The Magic Pickle Graphic Novel* and the Magic Pickle chapter book series with Graphix. He's currently a Story Supervisor at Pixar and has also worked for Cartoon Network, Disney, and Nickelodeon. Scott lives with his loving family in Northern California.

Greg Ruth has written and drawn stories for Dark Horse Comics, DC/Vertigo Comics, Fantagraphics, and the *New York Times*. He is also the illustrator of *Our Enduring Spirit*, a picture book edition of President Barack Obama's first inaugural address, and the creator of the graphic novel *The Lost Boy*. Greg lives and works in western Massachusetts. Visit his website at gregthings.com.



Graphix
9780439857802
Pub Date: 3/1/2007
Paperback

144 Pages
Ages 7 to 12, Grades 3 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Goosebumps Graphic
Novels

9 in H | 6 in W

Terror Trips (Goosebumps Graphic Novels #2): A Graphix Book

3 Ghoulish Graphix Tales

R L Stine, R. L. Stine, R.L. Stine, Various, Jill ...

Take these Terror Trips . . . and hope you return!

Three hot, talented comic artists adapt these bestselling Goosebumps books into a cool new graphic novel format.

JILL THOMPSON, the award-winning creator of The Scary Godmother series, brings her quirky humor and madcap illustrations to "One Day at Horrorland," where a family lost in an amusement park finds the rides a little too creepy, a little too real!

JAMIE TOLAGSON, artist on The Crow, The Dreaming, and the Books of Magic series, turns up the juice in "A Shocker on Shock Street,"

Summary

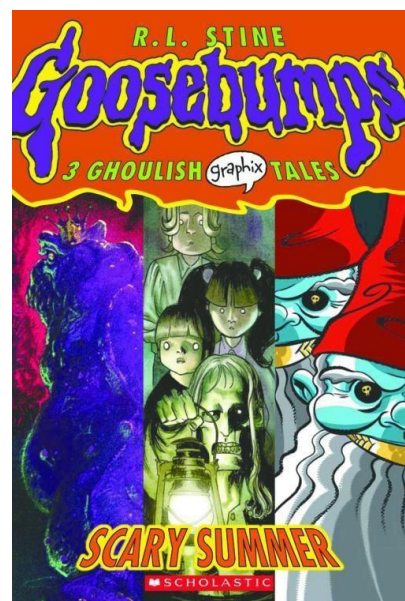
Come along for the ride on three Terror Trips from the bestselling Goosebumps series. This second GB Graphix anthology features acclaimed comic artists Jill Thompson, Jamie Tolagson, Amy Kim Ganter.

Take these Terror Trips . . . and hope you return!

Three hot, talented comic artists adapt these bestselling Goosebumps books into a cool new graphic novel format.

JILL THOMPSON, the award-winning creator of The Scary Godmother series, brings her quirky humor and madcap illustrations to "One Day at Horrorland," where a family lost in an amusement park finds the rides a little too creepy, a little too real!

JAMIE TOLAGSON, artist on The Crow, The Dreaming, and the Books of Magic series, turns up the juice in "A Shocker on Shock Street,"



Graphix
9780439857826
Pub Date: 7/1/2007
Trade Paperback

144 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Horror
Series: Goosebumps Graphix
9 in H | 6 in W

Goosebumps Graphix #3: Scary Summer

R L Stine, R.L. Stine, Various

Three hot, talented comic artists adapt these bestselling Goosebumps books into a cool new graphic format.

Someone's creeping through the garden, doing nasty things! Dean Haspiel, a veteran of Batman and Justice League comics, knows just how to portray "The Revenge of the Lawn Gnomes."

In his comic series like The Bakers and Plastic Man, Kyle Baker proves he's one funny artist, the perfect guy to draw a story about fun and games at camp--until "The Horror at Camp Jellyjam" is uncovered.

Summary

Wish that summer would never end?

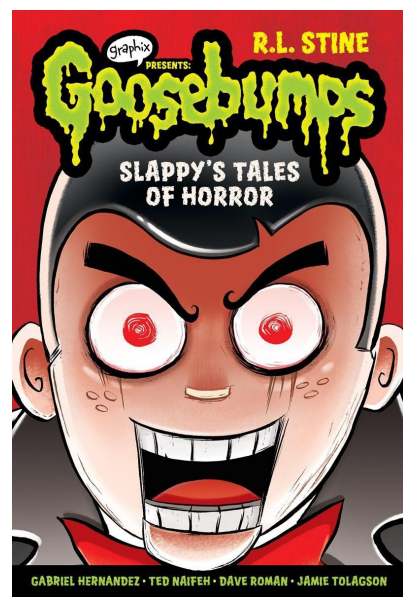
Not THIS Scary Summer!

The third GB Graphix collection features acclaimed artists Dean Haspiel, Kyle Baker, and Ted Naifeh.

Three hot, talented comic artists adapt these bestselling Goosebumps books into a cool new graphic format.

Someone's creeping through the garden, doing nasty things! Dean Haspiel, a veteran of Batman and Justice League comics, knows just how to portray "The Revenge of the Lawn Gnomes."

In his comic series like The Bakers and Plastic Man, Kyle Baker proves he's one funny artist, the perfect guy to draw a story about fun and games at camp--until "The Horror at Camp Jellyjam" is uncovered.



Slappy's Tales of Horror (Goosebumps Graphix)

R.L. Stine, Dave Roman, Various

Summary

The talented Dave Roman creates the horrifying drawings for "The Night of the Living Dummy," the origin story about that most evil of all ventriloquist dummies, Slappy!

In "A Shocker on Shock Street," Jamie Tolagson captures the chilling tale of a brother and sister doing their dream job: testing rides in a movie studio theme park, where the special effects are REALLY special.

With his shadowy illustrations, Gabriel Hernandez creates the perfect atmosphere in "The Werewolf of Fever Swamp," a spooky story about a boy and his dog who go sniffing around in a lonely swamp . . . and wish they hadn't.

Ted Naifeh is at his creepy best in "Ghost Beach," a scary ghost story about a brother and sister who investigate a local legend and discover a terrible secret about their family.

Graphix
9780545835954
Pub Date: 8/25/2015
Paperback

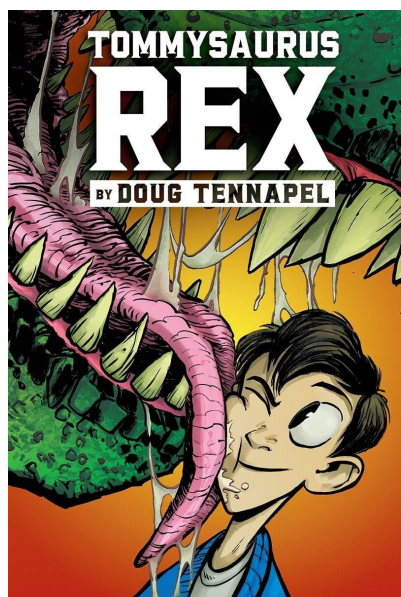
176 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Goosebumps Graphix
9 in H | 6 in W

Contributor Bio

R.L. Stine has more than 350 million English language books in print, plus international editions in 32 languages, making him one of the most popular children's authors in history. Besides Goosebumps, R.L. Stine has written other series including Fear Street, Rotten School, Mostly Ghostly, The Nightmare Room, and Dangerous Girls. R.L. Stine lives in New York with his wife, Jane, and his King Charles spaniel, Minnie.

www.RLStine.com.

Dave Roman is the author/illustrator of the Astronaut Academy series. He is the co-author of two New York Times bestselling graphic novels, X-MEN: MISFITS and THE LAST AIRBENDER: ZUKO'S STORY. He lives in Astoria, New York.



Graphix
9780545483827
Pub Date: 5/28/2013
Hardcover

144 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Animals

9 in H | 6 in W

Tommysaurus Rex

Doug TenNapel

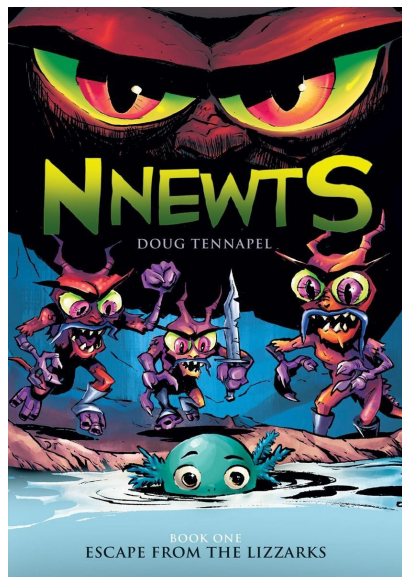
In the tradition of OLD YELLER comes the heartwarming friendship between a boy and his Tyrannosaurus Rex.

Summary

When Ely's beloved dog, Tommy, is hit by a car, he goes to his grandpa's house for the summer to get his mind off things. While exploring a nearby cave one day he discovers a full-grown but friendly Tyrannosaurus Rex. As the news of the dinosaur grows around town, so does the friendship between Ely and his Jurassic pet. But Randy, the mean kid down the street, decides he's going to make life miserable for Ely and his dinosaur-to devastating effect.

Contributor Bio

Doug TenNapel was raised in the town of Denair, California. In 1994, he created the popular Earthworm Jim. Doug's graphic novel *Ghostopolis* was a 2011 ALA Top Ten Great Graphic Novel for Teens, and his follow-up, *Bad Island*, is a 2012 ALA Great Graphic Novels for Teens as well as one of *School Library Journal's* Top 10 Graphic Novels of 2011. Doug lives in Franklin, Tennessee.



Graphix
9780545676472
Pub Date: 1/6/2015
Hardcover with dust jacket

192 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Nnews
9 in H | 6 in W

Escape From the Lizzarks (Nnews #1)

Doug TenNapel

A little hero faces big challenges in the first book of this totally unique fantasy-adventure series.

Summary

A little hero faces big challenges in the first book of this totally unique fantasy-adventure series.

The first book in the Nnews series follows the story of Herk, a lovable Nnews who longs for stronger legs, something his mother and father wish they could give him. When his quaint village is attacked by the reptile Lizzarks, he's forced to flee his home and leave behind the only life he's ever known. Now, all alone and on the run, Herk navigates a dangerous world filled with strange creatures and mysterious wonders, where friends are few and an evil lord is in hot pursuit.

Contributor Bio

Doug TenNapel was raised in the town of Denair, California. In 1994, he created the popular Earthworm Jim. Doug's graphic novel GHOSTOPOLIS was a 2011 ALA Top Ten Great Graphic Novel for Teens, and his follow-up, BAD ISLAND, was a 2012 ALA Great Graphic Novels for Teens as well as one of *School Library Journal's* Top 10 Graphic Novels of 2011. Doug lives in Franklin, Tennessee.



Graphix
9780545676526
Pub Date: 1/26/2016
Hardcover with dust jacket

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Nnews
9 in H | 6 in W

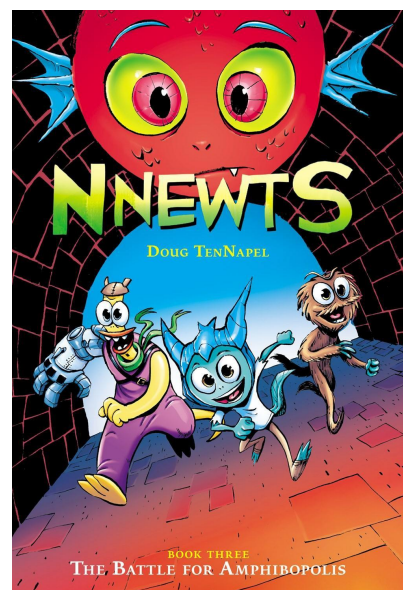
The Rise of Herk (Nnews #2)

Doug TenNapel

Herk, the lovable Nnews, is back, and his adventure is just beginning!

Summary

In this exciting sequel to *Escape from the Lizzarks*, Herk, the loveable Nnews, is happy to have a new family and a new place to call home. But when the evil Lizzarks make an all-out assault on Amphibopolis using a giant monster, Herk must seek the help of the Megasloth to save the city and his adopted family. Meanwhile, Sissy, Herk's sister, discovers the dark truth about their long-lost brother Zerk.



The Battle for Amphibopolis (Nnewts #3)

Doug TenNapel

The final chapter of the epic Nnewts adventure!

Summary

In the final, epic installment of the Nnewts trilogy, the fate of all Nnewts hangs in the balance! Herk, falling under the influence of Blakk Mudd, is slowly turning into a Lizzark and abandoning his Nnewt friends. Herk's siblings, Sissy and Zerk, have been corrupted by evil and the Lizzark army is still threatening Amphibopolis with total destruction. Now the Nnewts need a true hero to step up and save the day before it's too late!

Contributor Bio

Doug TenNapel was raised in the town of Denair, California. In 1994, he created the popular Earthworm Jim. Doug's graphic novel GHOSTOPOLIS was a 2011 ALA Top Ten Great Graphic Novel for Teens, and his follow-up, BAD ISLAND, was a 2012 ALA Great Graphic Novels for Teens as well as one of *School Library Journal's* Top 10 Graphic Novels of 2011. Doug lives in Franklin, Tennessee.

Graphix

9780545676649

Pub Date: 6/27/2017

Hardcover with dust jacket

224 Pages

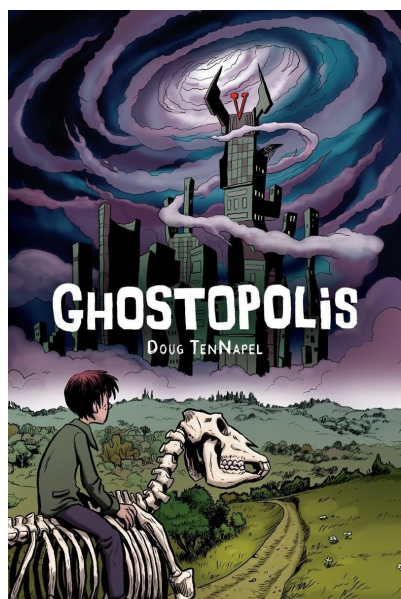
Ages 8 to 12, Grades 3 to 7

Juvenile Fiction / Comics &

Graphic Novels

Series: Nnewts

9 in H | 6 in W



Graphix
9780545210287
Pub Date: 7/1/2010
Paperback

272 Pages
Ages 10 to 13, Grades 5 to 7
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 6 in W

Ghostopolis

Doug TenNapel

Imagine Garth Hale's surprise when he's accidentally zapped to the spirit world by Frank Gallows, a washed-out ghost wrangler. Suddenly Garth finds he has powers the ghosts don't have, and he's stuck in a world run by the evil ruler of Ghostopolis, who would use Garth's newfound abilities to rule the ghostly kingdom. When Garth meets Cecil, his grandfather's ghost, the two search for a way to get Garth back home, and nearly lose hope until Frank Gallows shows up to fix his mistake.

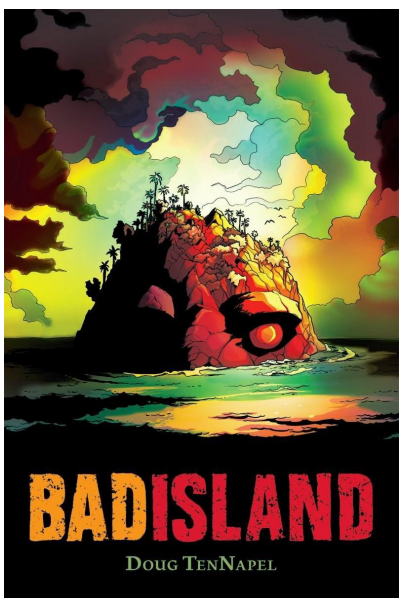
Summary

A page-turning adventure of a boy's journey to the land of ghosts and back.

Imagine Garth Hale's surprise when he's accidentally zapped to the spirit world by Frank Gallows, a washed-out ghost wrangler. Suddenly Garth finds he has powers the ghosts don't have, and he's stuck in a world run by the evil ruler of Ghostopolis, who would use Garth's newfound abilities to rule the ghostly kingdom. When Garth meets Cecil, his grandfather's ghost, the two search for a way to get Garth back home, and nearly lose hope until Frank Gallows shows up to fix his mistake.

Contributor Bio

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GRAPHIX
9780545314794
Pub Date: 8/1/2011
Hardcover

224 Pages
Ages 10 to 14, Grades 5 to 9
Juvenile Fiction / Fantasy & Magic

9 in H | 6 in W

Bad Island

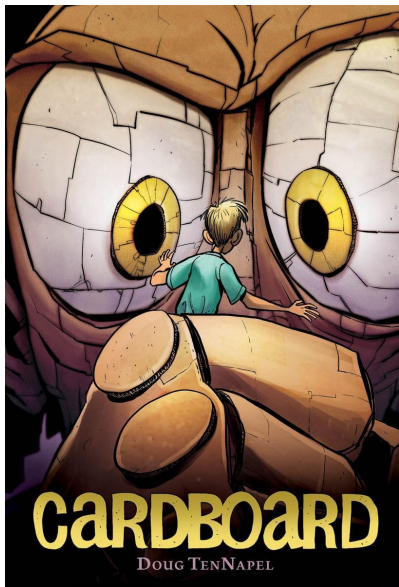
Doug TenNapel

A family must survive as castaways in this thrilling island adventure with a twist!

Summary

Something on this island is up to no good . . .

When Reese is forced to go on a boating trip with his family, the last thing he expects is to be shipwrecked on an island-especially one teeming with weird plants and animals. But what starts out as simply a bad vacation turns into a terrible one, as the castaways must find a way to escape while dodging the island's dangerous inhabitants. With few resources and a mysterious entity on the hunt, each secret unlocked could save them . . . or spell their doom. One thing Reese knows for sure: This is one Bad Island.



Cardboard

Doug TenNapel

Summary

Cam's down-and-out father gives him a cardboard box for his birthday and he knows it's the worst present ever. So to make the best of a bad situation, they bend the cardboard into a man-and to their astonishment, it comes magically to life. But the neighborhood bully, Marcus, warps the powerful cardboard into his own evil creations that threaten to destroy them all!

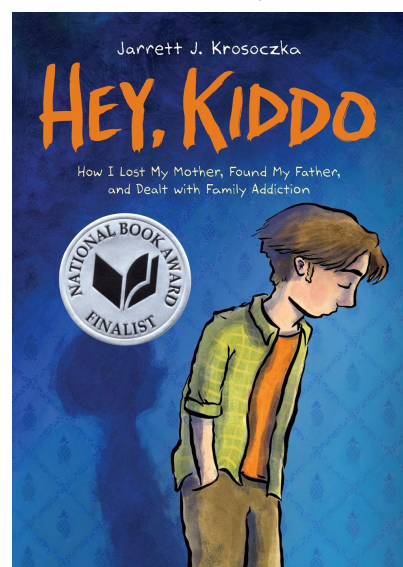
Contributor Bio

Doug TenNapel was raised in the town of Denair, California. In 1994, he created the popular Earthworm Jim. Doug's graphic novel GHOSTOPOLIS was a 2011 ALA Top Ten Great Graphic Novel for Teens, and his follow-up, BAD ISLAND, is a 2012 ALA Great Graphic Novels for Teens as well as one of School Library Journal's Top 10 Graphic Novels of 2011. Doug lives in Franklin, Tennessee.

Graphix
9780545418720
Pub Date: 8/1/2012
Hardcover Reinforced Library
Binding

288 Pages
Ages 9 to 12, Grades 4 to 7
Juvenile Fiction

9 in H | 6 in W



Graphix
9780545902472
Pub Date: 10/9/2018
Hardcover with dust jacket

320 Pages
Ages 12 And Up, Grades 7 And Up
Young Adult Nonfiction / Comics &
Graphic Novels

8.5 in H | 6 in W

Hey, Kiddo (National Book Award Finalist)

Jarrett J. Krosoczka

The powerful, unforgettable graphic memoir from Jarrett Krosoczka, about growing up with a drug-addicted mother, a missing father, and two unforgettable opinionated grandparents.

Summary

The powerful, unforgettable graphic memoir from Jarrett Krosoczka, about growing up with a drug-addicted mother, a missing father, and two unforgettable opinionated grandparents.

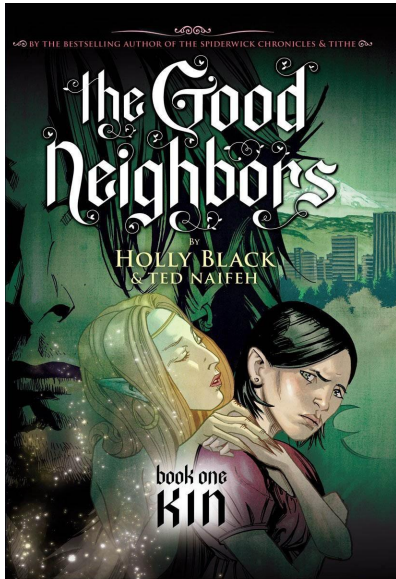
In kindergarten, Jarrett Krosoczka's teacher asks him to draw his family, with a mommy and a daddy. But Jarrett's family is much more complicated than that. His mom is an addict, in and out of rehab, and in and out of Jarrett's life. His father is a mystery -- Jarrett doesn't know where to find him, or even what his name is. Jarrett lives with his grandparents -- two very loud, very loving, very opinionated people who had thought they were through with raising children until Jarrett came along.

Jarrett goes through his childhood trying to make his non-normal life as normal as possible, finding a way to express himself through drawing even as so little is being said to him about what's going on. Only as a teenager can Jarrett begin to piece together the truth of his family, reckoning with his mother and tracking down his father.

Hey, Kiddo is a profoundly important memoir about growing up in a family grappling with addiction, and finding the art that helps you survive.

Contributor Bio

Jarrett J. Krosoczka is a *New York Times* bestselling author, a two-time winner of the Children's Choice Book Award for the Third to Fourth Grade Book of the Year, an Eisner award nominee, and the author and/or illustrator of more than 30 books for young readers. His critically acclaimed graphic novel memoir "Hey, Kiddo" was a National Book Award Finalist. His work includes several picture books, select volumes of *Star Wars: Jedi Academy*, the *Lunch Lady* graphic novels, and the *Platypus Police Squad* novel series. Jarrett has given two TED Talks, both of which have been curated to the main page of TED.com and have collectively accrued more than two million views online. He is also the host of *The Book Report with JJK* on SiriusXM's Kids Place Live, a weekly segment celebrating books, authors, and reading. Jarrett lives in Western Massachusetts with his wife and children, and their pugs, Ralph and Frank.



Graphix
9780439855624
Pub Date: 10/1/2008
Hardcover

144 Pages
Ages 12 And Up, Grades 7 And Up
Juvenile Fiction / Comics & Graphic
Novels
Series: The Good Neighbors
9 in H | 6 in W

The Good Neighbors #1: Kin

Holly Black, Ted Naifeh

Rue Silver's mother has disappeared . . . and her father has been arrested, suspected of killing her. But it's not as straightforward as that. Because Rue is a faerie, like her mother was. And her father didn't kill her mother -- instead, he broke a promise to Rue's faerie king grandfather, which caused Rue's mother to be flung back to the faerie world. Now Rue must go to save her -- and must also defeat a dark faerie that threatens our very mortal world.

Summary

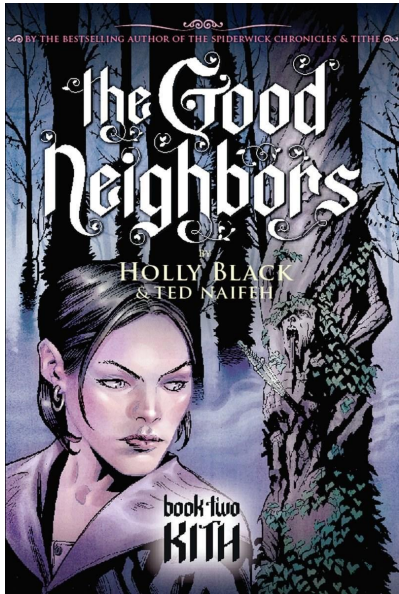
From the amazing imagination of bestselling author Holly Black, a mysterious and wonderful teen graphic novel masterpiece.

Rue Silver's mother has disappeared . . . and her father has been arrested, suspected of killing her. But it's not as straightforward as that. Because Rue is a faerie, like her mother was. And her father didn't kill her mother -- instead, he broke a promise to Rue's faerie king grandfather, which caused Rue's mother to be flung back to the faerie world. Now Rue must go to save her -- and must also defeat a dark faerie that threatens our very mortal world.

Contributor Bio

Holly Black is the author of the bestselling series The Spiderwick Chronicles (with Tony DiTerlizzi), The Good Neighbors graphic novels, and the novels Tithe, Valiant, and Ironside. She currently lives in the realm of Western Massachusetts.

Ted Naifeh is the author and illustrator of many acclaimed graphic novels, including Polly and the Pirates, Courtney Crumrin and the Night Things, and Courtney Crumrin Tales: Portrait of the Warlock as a Young Man. He has also illustrated the popular Death Jr. and Gloomcookie series.



Graphix
9780439855662
Pub Date: 10/1/2010
Paperback

128 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: The Good Neighbors
9 in H | 6 in W

The Good Neighbors #2: Kith

Holly Black, Ted Naifeh

Summary

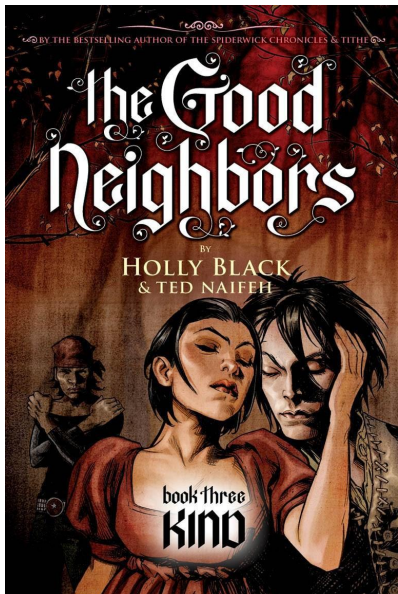
From the amazing imagination of bestselling author Holly Black, a mysterious and wonderful teen graphic novel masterpiece.

Rue Silver's life is not what it appears to be. Her mother is a faerie, and has been taken back to the faerie realm. As Rue goes to bring her back, she must travel deep into an inhuman world. At the same time, the faerie realm is venturing into our world too, and taking its toll on those Rue loves. When her grandfather's plans threaten Rue's city, she realizes that she's the only one who can stop him. But is Rue a human or a faerie? Where does she fit? How does she know the difference between love and enchantment?

Contributor Bio

Holly Black is the author of the bestselling series The Spiderwick Chronicles (with Tony DiTerlizzi), The Good Neighbors graphic novels, and the novels Tithe, Valiant, and Ironside. She currently lives in the realm of Western Massachusetts.

Ted Naifeh is the author and illustrator of many acclaimed graphic novels, including Polly and the Pirates, Courtney Crumrin and the Night Things, and Courtney Crumrin Tales: Portrait of the Warlock as a Young Man. He has also illustrated the popular Death Jr. and Gloomcookie series.



Graphix
9780439855679
Pub Date: 10/1/2011
Paperback

128 Pages
Ages 12 And Up, Grades 7 And Up
Juvenile Fiction / Comics & Graphic
Novels
Series: The Good Neighbors
9 in H | 6 in W

The Good Neighbors #3: Kind

Holly Black, Ted Naifeh

Summary

Holly Black and Ted Naifeh weave another masterful mix of fantasy and the unexpected.

After biding their time, the faeries have taken control of the human world. The fey and mortals might not be such good neighbors after all.

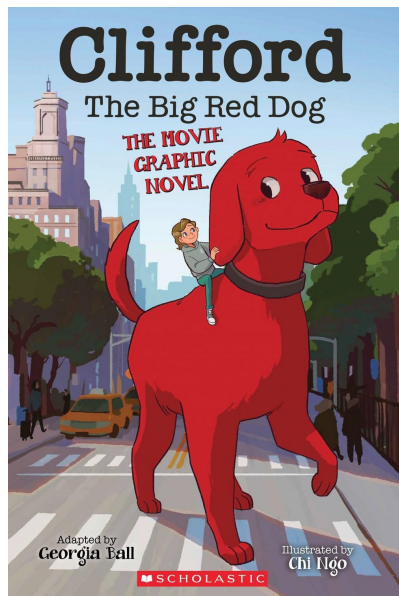
Rue's world is fragmenting. The fey have taken over her city, and now the humans must share. Her grandfather is gone. Her faerie mother is triumphant. Her human father is despondent. And her boyfriend? He would rather be eaten alive by mergirls than be with Rue.

Tension between the humans and faeries is growing, and Rue feels pulled in both directions. In some ways, she feels like her place is in the human world-with her friends, her father, and the humans who want to protect themselves. But then there's her fey half-with her beautiful, dangerous mother, the faeries, and her kinship with the natural world. Can Rue fix the rift between the fey and the humans? Or does she have the courage to continue her grandfather's interrupted plan?

Contributor Bio

Holly Black is the author of the bestselling series The Spiderwick Chronicles (with Tony DiTerlizzi), The Good Neighbors graphic novels, and the novels Tithe, Valiant, and Ironside. She currently lives in the realm of Western Massachusetts.

Ted Naifeh is the author and illustrator of many acclaimed graphic novels, including Polly and the Pirates, Courtney Crumrin and the Night Things, and Courtney Crumrin Tales: Portrait of the Warlock as a Young Man. He has also illustrated the popular Death Jr. and Gloomcookie series.



Scholastic Inc.
9781338665116
Pub Date: 9/1/2021
Hardcover with dust jacket

96 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels
Series: Clifford
9 in H | 6 in W

Clifford the Big Red Dog: The Movie Graphic Novel

Georgia Ball, Chi Ngo

Summary

The Big Red Dog is hitting the big screen! It's a race through NYC in this graphic novel based on the new live-action Clifford movie.

Emily Elizabeth is struggling to fit in at home and in school when she meets Clifford, a tiny red puppy who is destined to become her best friend. But when Clifford undergoes a magical growth spurt overnight, he attracts the attention of a genetics company looking for a way to supersize animals.

With the help of her Uncle Casey, the people in her neighborhood, and some new friends made along the way, Emily Elizabeth and Clifford have to go on the run across New York City!

This graphic novel adaptation will feature original illustrations and exclusive new scenes and stories not seen in the movie.

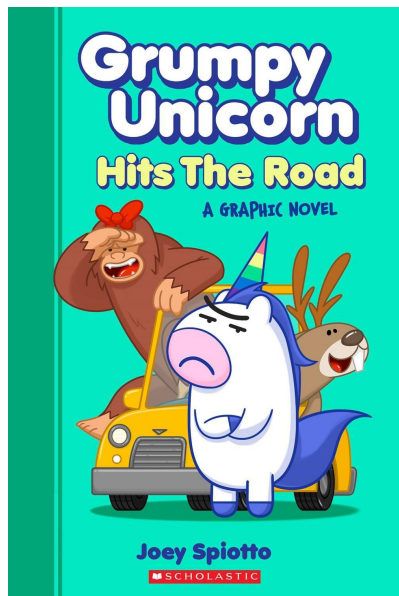
Contributor Bio

Georgia Ball is an author and comic writer who has been lucky enough to work on most of her favorite childhood characters. She's written stories for Strawberry Shortcake, Frozen, Care Bears, Transformers, Littlest Pet Shop, My Little Pony, and many other popular brands. She's the author of two historical fiction graphic novels for Osprey Publishing, and she adapted Lauren Tarshis's *I Survived the Sinking of the Titanic, 1912* and *I Survived the Shark Attacks of 1916* into graphic novels for Scholastic. When she isn't writing words, she writes code as a front-end developer for mobile advertising. Georgia is also the author of two webcomics, *Follipops* and *Scooter and Ferret on Webtoon*. She lives with her husband, her daughter, two cats, and a dog in Washington State. For more information about her recent work, visit GeorgiaBallAuthor.com.

Chi is a Vietnamese visual development artist and illustrator based in LA. Chi graduated from Art Center College of Design, BFA in Illustration-Entertainment Arts. Her clients include Hasbro, Cartoon Network, Hello Design, and various illustration projects. Her works has been featured at galleries and exhibitions, includnig Gallery Nucleus, Q-pop Shop, Lightbox Expo 2019, CTN Animation Expo, and others. This is her first graphic novel.

Illustrations





Grumpy Unicorn Hits the Road (Grumpy Unicorn Graphic Novel)

Joey Spiotto

Summary

Grumpy Unicorn returns in his first graphic novel! He's out in the world and ready to straight up not have a good time in this hilarious collection of comic stories.

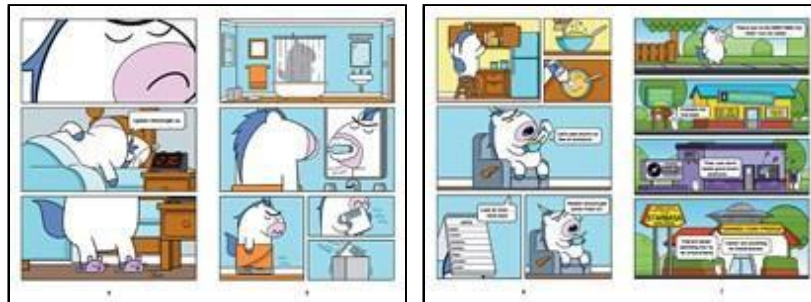
Grumpy Unicorn is bored. Really bored. And what's a Unicorn to do when the town he lives in has nothing fun to do? Hit the road in search of adventure, of course!

In this laugh-out-loud original story, everyone's favorite magical grouch sets off to find something or someone that doesn't totally annoy him. And sort of succeeds. With new characters like Sassy the Sasquatch, Jack the Jackelope, and some out-of-this-world friends, this hilarious journey is a must-have for fans of Grumpy Unicorn: Why Me?

Contributor Bio

Joey Spiotto is the author and illustrator of *Grumpy Unicorn* as well as *Alien Next Door* and *Firefly: Back from the Black*. He has created artwork for numerous clients including Disney, LucasFilm, Marvel, Microsoft, Rare, Loot Crate, and more. Joey is a regularly featured artist at Gallery 1988 in Los Angeles where he's had several solo exhibitions. He's worked as a concept artist in the film and video game industry on such titles as *The Polar Express* for Warner Bros. and *Dead Space* and *The Sims* for Electronic Arts. He lives in Southern California with his wife and two sons. Visit him online at www.jo3bot.com

Illustrations



Graphix
9781338666045
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Paperback

128 Pages
Ages 7 to 10, Grades 2 to 5
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 6 in W



Graphix
9780545528436
Pub Date: 4/29/2014
Paperback

176 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Cleopatra in Space
9 in H | 6 in W

Target Practice (Cleopatra in Space #1)

Mike Maihack

Summary

A funny, action-packed graphic novel featuring a young Cleopatra -- yes, THAT Cleopatra -- who's transported to the future and learns it's up to her to save the galaxy!

When a young Cleopatra (yes, THAT Cleopatra) finds a mysterious tablet that zaps her to the far, REALLY far future, she learns of an ancient prophecy that says she is destined to save the galaxy from the tyrannical rule of the evil Xaius Octavian. She enrolls in Yasiro Academy, a high-tech school with classes like algebra, biology, and alien languages (which Cleo could do without), and combat training (which is more Cleo's style). With help from her teacher Khensu, Cleo learns what it takes to be a great leader, while trying to figure out how she's going to get her homework done, make friends, and avoid detention! Now a TV series on NBCUniversal's streaming service, Peacock!

Contributor Bio

Mike Maihack is the creator of the Cleopatra in Space series. Book One: *Target Practice* won a Florida Book Award and was a YALSA Quick Pick for Reluctant Young Adult Readers. He is also the creator of the popular webcomic *Cow & Buffalo* and has contributed to books like *Sensation Comics Featuring Wonder Woman*; *Parable*; *Jim Henson's The Storyteller*; *Cow Boy*; *Geeks, Girls, and Secret Identities*; and *Comic Book Tattoo*. Mike lives with his wife, two sons, and Siamese cat in Land O' Lakes, Florida. Visit him online at mikemailhack.com.



Graphix
9780545528450
Pub Date: 4/28/2015
Paperback

192 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Cleopatra in Space
9 in H | 6 in W

The Thief and the Sword (Cleopatra in Space #2)

Mike Maihack

Summary

Cleopatra's space adventure in the REALLY far future continues!

A mysterious thief has stolen the ancient sword Cleo recovered in *Book One: Target Practice*, and she's determined to get it back. But her teachers at Yasiro Academy forbid her from risking her life, so she's stuck at school, trying to adjust to her newfound popularity and responsibility. And when she learns more about the prophecy that names her the savior of the galaxy, she must go on a dangerous journey to find the time tablets that could decide her fate... before they fall into the wrong hands!

Now a TV series on NBCUniversal's streaming service, Peacock!



Graphix
9780545838672
Pub Date: 4/26/2016
Paperback

192 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Cleopatra in Space
9 in H | 6 in W

Secret of the Time Tablets (Cleopatra in Space #3)

Mike Maihack

The third action-packed book in Mike Maihack's graphic novel series featuring a young Cleopatra and her adventures in the far, REALLY far future!

Summary

The third action-packed book in Mike Maihack's graphic novel series featuring a young Cleopatra and her adventures in the far, REALLY far future!

Cleo and her friends journey from Yasiro Academy to the city of Hykosis, where some of the most notorious thieves and assassins live. They're in search of information about the time tablets that could determine Cleo's fate -- whether she wants them to or not. But the group is separated when Xaius Octavian's fleet attacks their ship, and Cleo and Akila are on their own until they run into an old nemesis. Will Cleo find the information she needs and get out of Hykosis alive? Now a TV series on NBCUniversal's streaming service, Peacock!



Graphix
9780545838726
Pub Date: 6/27/2017
Paperback

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Cleopatra in Space
9 in H | 6 in W

The Golden Lion (Cleopatra in Space #4)

Mike Maihack

The fourth thrilling installment in Mike Maihack's graphic novel series featuring a young Cleopatra and her adventures in the far, REALLY far future!

Summary

The fourth thrilling installment in Mike Maihack's graphic novel series featuring a young Cleopatra and her adventures in the far, REALLY far future!

Cleo is back at Yasiro Academy, recovering from the tragic events that occurred on planet Hykosis. She feels responsible for the death of her friend Zaid, and trains nonstop. And when she learns that the Golden Lion -- a star with immeasurable energy that could destroy them all if weaponized -- has been located, she goes alone to the snowy, icy planet Cada'duun to find it. There, she faces off with a new enemy who has been instructed to destroy the Golden Lion... and her. Now a TV series on NBCUniversal's streaming service, Peacock!



Fallen Empires (Cleopatra in Space #5)

Mike Maihack

The penultimate installment in Mike Maihack's thrilling graphic novel series starring a young Cleopatra and her adventures in space!

Summary

The penultimate installment in Mike Maihack's thrilling graphic novel series starring a young Cleopatra and her adventures in space!

Cleo goes into hiding after a mysterious death at Yasiro Academy, and she and her friends set out to uncover the spy who must be working within the school's ranks. Meanwhile, Xaius Octavian continues his assault on the galaxy as his complicated origin story, and how he went from being Cleo's best friend to a ruthless dictator, is revealed. In the end, a space battle and dramatic confrontation between Cleo and Octavian will change both of their lives forever. Now a TV series on NBCUniversal's streaming service, Peacock!

Graphix
9781338204124
Pub Date: 3/26/2019
Paperback

208 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Cleopatra in Space
9 in H | 6 in W

Illustrations





Graphix
9781338204155
Pub Date: 8/4/2020
Paperback

240 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Cleopatra in Space
9 in H | 6 in W

Queen of the Nile (Cleopatra in Space #6)

Mike Maihack

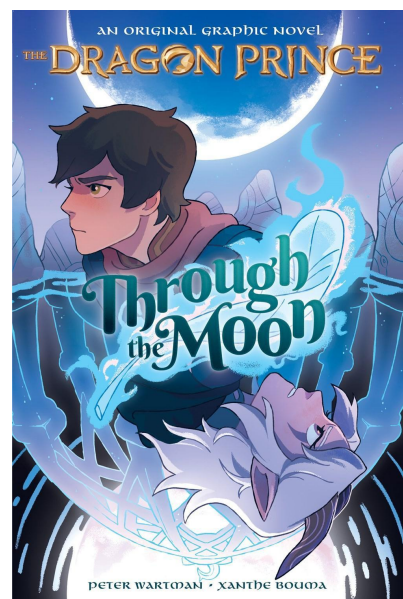
Summary

The conclusion to Mike Maihack's thrilling graphic novel series starring a young Cleopatra and her adventures in space!

The time has come for Cleo to fulfill the ancient prophecy that declares her a savior and a hero, a prophecy she still struggles to accept. Cleo is joined by both old and new friends as they fight to defend the galaxy she's come to call home against the evil Xaius Octavian. The Queen of the Nile must summon the strength to face down her enemy one last time, and keep her friends -- and herself -- alive. Now a TV series on NBCUniversal's streaming service, Peacock!

Contributor Bio

Mike Maihack is the creator of the Cleopatra in Space series. Book One: *Target Practice* won a Florida Book Award and was a YALSA Quick Pick for Reluctant Young Adult Readers. He is also the creator of the popular webcomic *Cow & Buffalo* and has contributed to books like *Sensation Comics Featuring Wonder Woman*; *Parable*; *Jim Henson's The Storyteller*; *Cow Boy*; *Geeks, Girls, and Secret Identities*; and *Comic Book Tattoo*. Mike lives with his wife, two sons, and Siamese cat in Land O' Lakes, Florida. Visit him online at mikemaihack.com.



Graphix
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Hardcover with dust jacket

128 Pages
Ages 8 And Up, Grades 3 And Up
Juvenile Fiction / Comics &
Graphic Novels

9 in H | 6 in W

Through the Moon (The Dragon Prince Graphic Novel #1)

Peter Wartman, Xanthe Bouma

Summary

Don't miss this exclusive, original story set between seasons 3 and 4 of the hit animated series *The Dragon Prince*!

The Dragon Prince has been reunited with his mother, the Human Kingdoms and Xadia are at peace, and humans and elves alike are ready to move on.

Only Rayla is still restless. Unable to believe Lord Viren is truly dead, and haunted by questions about the fate of her parents and Runaan, she remains trapped between hope and fear. When an ancient ritual calls her, Callum, and Ezran to the Moon Nexus, she learns the lake is a portal to a world between life and death. Rayla seizes the opportunity for closure-and the chance to confirm that Lord Viren is gone for good.

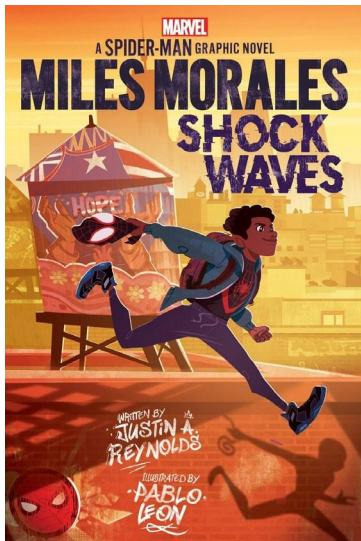
But the portal is unstable, and the ancient Moonshadow elves who destroyed it never intended for it to be reopened. Will Rayla's quest to uncover the secrets of the dead put her living friends in mortal danger?

Don't miss this exclusive, original graphic novel from Peter Wartman and Xanthe Bouma, with story by *The Dragon Prince* creators Aaron Ehasz and Justin Richmond!

Contributor Bio

Peter Wartman has been drawing monsters, robots, and spaceships since he figured out how to hold a pencil. He lives in Minneapolis, Minnesota, where he works as a designer by day and a comic artist the rest of the time.

Xanthe Bouma is an illustrator based in Southern California. Their work includes picture books, such as *Little Sid*, fashion illustration, and comics. Follow Xanthe on Tumblr @yumbles and on Twitter @xoxobouma.



Scholastic Inc.
9781338648041
Pub Date: 6/1/2021
Hardcover with dust jacket

128 Pages
Ages 8 to 12, Grades 3 to 7
Juvenile Fiction / Media Tie-In
9 in H | 6 in W

Miles Morales: Shock Waves (Graphic Novel)

Justin A. Reynolds, Pablo Leon

Summary

An original middle grade graphic novel starring Brooklyn's Spider-Man, Miles Morales, from bestselling author Justin A. Reynolds and Eisner nominee Pablo Leon!

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. But when a new student's father goes missing, Miles begins to make connections between the disappearance and a giant corporation sponsoring Mile's fundraiser. Who is behind the disappearance, and how does that relate to Spider-Man?

A true middle grade graphic novel starring one of Marvel's most popular characters, bestselling author Justin A. Reynolds (*Opposite of Always*) and Eisner award- nominated artist Pablo Leon (*Refugees*) create a riveting story that will connect with new and well-versed comics readers alike.

Contributor Bio

Justin A. Reynolds has always wanted to be a writer. *Opposite of Always*, his debut novel, was an Indies Introduce selection, a School Library Journal Best Book, has been translated in seventeen languages, and is being developed for film with Paramount Players. He hangs out in northeast Ohio with his family and likes it, and is probably somewhere, right now, dancing terribly. His second novel *Early Departures* will publish September 2020. You can find him at justinareynolds.com

Pablo Leon is an artist and designer whose clients include Warner Brothers Animation, OddBot Inc, Puny Entertainment, Bento Box Entertainment, and more. His original comic story *The Journey*, about the true accounts of people migrating from Latin America to the US, was a 2019 Eisner Award nominee. He lives in Los Angeles, California



Scholastic Inc.
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Pub Date: 10/6/2020
Hardcover with dust jacket

128 Pages
Ages 9 to 12, Grades 4 to 7
Juvenile Fiction / Comics &
Graphic Novels
Series: Hello Neighbor
9 in H | 6 in W

The Secret of Bosco Bay (Hello Neighbor: Graphic Novel #1)

Scholastic, Zac Gorman, Chris Fenoglio

Summary

The first graphic novel for *Hello Neighbor*, the hit stealth horror video game, is an exclusive, all-new original story set in the ruins of a theme park in the 1980s!

Ever since her older brother disappeared, Jen has been searching for answers. The ruins of Bosco Bay, the theme park where he was last seen, are due to be demolished any day now, but Jen can't let go of the feeling that a clue to her brother's fate still remains there.

But Jen's investigation gets complicated when her cousin Allie comes to live with her family for the summer. Allie's mom has tasked her with helping Jen come to terms with her brother's disappearance, but soon Allie comes to believe what Jen does: Jen's brother didn't just run away. And the reclusive theme park designer Mr. Peterson might just know what happened to him.

Don't miss this exclusive, original graphic novel based on the hit stealth horror video game, *Hello Neighbor*!

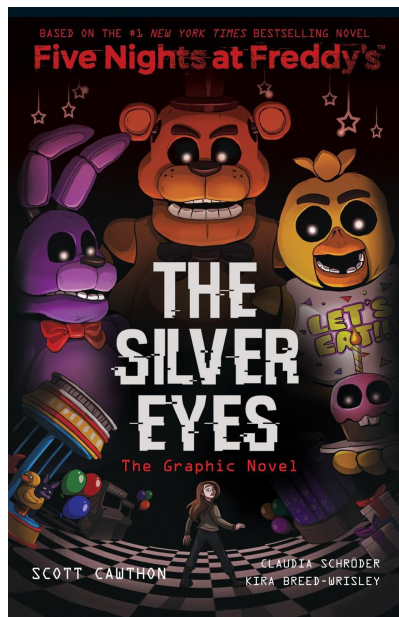
Contributor Bio

Zac Gorman is an author and cartoonist from Michigan. He received an Emmy for his work on *Over the Garden Wall* (Outstanding Animated Series, 2015) and was nominated for an Annie Award for his character design work on *Welcome to the Wayne*. His webcomic *Magical Game Time* was archived by the Library of Congress.

Chris Fenoglio is an artist, colorist, designer, and teacher of all things comic book. He can also muddle around enough on guitar to only be mostly annoying. He has worked on big franchises like *Star Wars*, *Batman: The Animated Series*, *Goosebumps*, *X-Files*, and *Orphan Black* as well as personal projects, such as his webcomic *Chris and Christina*.

Illustrations





Scholastic Inc.
9781338627176
Pub Date: 12/26/2019
Hardcover with dust jacket

192 Pages
Ages 12 And Up, Grades 7 to 9
Young Adult Fiction / Comics &
Graphic Novels
Series: Five Nights At Freddy's
9 in H | 6 in W

The Silver Eyes (Five Nights at Freddy's Graphic Novel)

Scott Cawthon, Kira Breed-Wrisley, Claudia Schröde...

Summary

Don't miss the first-ever graphic novel for *Five Nights at Freddy's*, an adaptation of the #1 *New York Times* bestselling novel *The Silver Eyes* illustrated by fan-favorite game artist Claudia Schröder!

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.

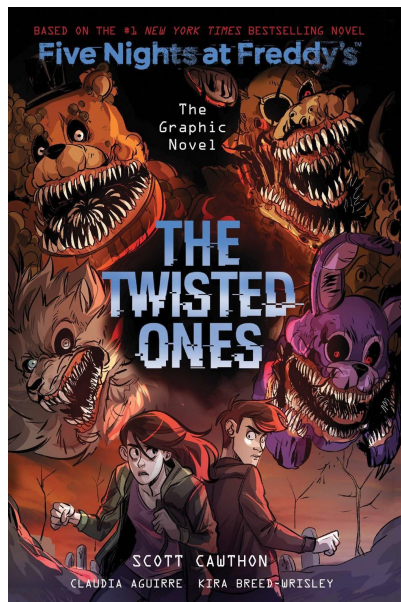
Complete with new information and tense, terrifying illustrations, fans won't want to miss this graphic novel adaptation by Scott Cawthon, Kira Breed-Wrisley, and Claudia Schröder, whose stunning artwork has been featured in the games.

Contributor Bio

Scott Cawthon is the author of the bestselling video game series *Five Nights at Freddy's*, and while he is a game designer by trade, he is first and foremost a storyteller at heart. He is a graduate of The Art Institute of Houston and lives in Texas with his wife and four sons.

Kira Breed-Wrisley has been writing stories since she could first pick up a pen and has no intention of stopping. She is the author of seven plays for Central New York teen theater company The Media Unit, and has developed several books with Kevin Anderson & Associates. She is a graduate of Cornell University, and lives in Brooklyn, New York.

Claudia Schröder has drawn characters and imagined their stories since the early years of her childhood. She studied graphic design and worked later as a 2D game artist at a small game studio. In 2014 Claudia made the big step to become a self-employed artist. These days her alter ego, "Pinky Pills," is known for her work with Scott Cawthon on the *Five Nights at Freddy's* franchise. Claudia lives in Salzgitter, Germany.



AFK
9781338641097
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Hardcover with dust jacket

192 Pages
Ages 12 And Up, Grades 7 And Up
Young Adult Fiction / Comics &
Graphic Novels
Series: Five Nights At Freddy's
9 in H | 6 in W

The Twisted Ones (Five Nights at Freddy's Graphic Novel #2)

Scott Cawthon, Kira Breed-Wrisley, Claudia Aguirre

Summary

Freddy is back--with a twist--in this sinister graphic novel adaptation of the bestselling YA novel *Five Nights at Freddy's: The Twisted Ones*!

It's been a year since the horrific events at Freddy Fazbear's Pizza, and Charlie is just trying to move on. Even with the excitement of a new school and a fresh start, she's still haunted by nightmares of a masked murderer and four gruesome animatronic puppets. Charlie thinks her ordeal is over, but when a series of bodies are discovered near her school bearing wounds that are disturbingly familiar she finds herself drawn back into the world of her father's frightening creations. Something twisted is hunting Charlie, and this time if it finds her, it's not letting her go.

With electrifying art from Eisner Award-nominated artist Claudia Aguirre, and even more horror than ever before, fans won't want to miss this graphic novel adaptation straight from the mind of Five Nights at Freddy's creator Scott Cawthon.