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Ghostopolis: A Graphic Novel Ghostopolis Bad Island Creature Tech Cardboard Power Up Gear Flink Monster Zoo BATTLE FOR AMPHIBOPOLIS THE (N Iron West Tommysaurus Rex: A Graphic Novel Tommysaurus Rex Cardboard: A Graphic Novel Escape from the Lizzarks: A Graphic Novel (Nnews #1) The Battle for Amphibopolis: A Graphic Novel (Nnews #3) Bad Island: A Graphic Novel BATTLE FOR AMPHIBOPOLIS THE (N The Rise of Herk (Nnews #2) Bad Island Black Cherry The Rise of Herk: A Graphic Novel (Nnews #2) Nnews Spectropolis Escape from the Lizzarks Ghostopolis Bone 9 Escape from the Lizzarks Broxo NewsPrints: A Graphic Novel (NewsPrints #1) Anya and the Dragon Swamplandia! Earthboy Jacobus Babymouse #3: Beach Babe Mighty Monday Madness Realm of the Blue Mist: A Graphic Novel (The Rema Chronicles #1) Compass South The Battle for the Dragon's Temple Dream Jumper Paper Things

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In this action-packed fourth installment of the Unofficial Graphic Novel for Minecrafters series, Phoenix must travel to the End and defeat the wicked Defender! With the help of her friends, Phoenix has finally solved the mystery of where she came from! But unraveling the truth about her past only leads to more questions, like why her parents gave their lives to defeat the powerful Ender Dragon. Determined to finish what her parents started, and unaware that an old enemy haunts her tracks, Phoenix sets out on her latest adventure. Clue after clue leads Phoenix, Xander, and T.H. closer to the darkness of the End. What awaits them there is their greatest battle yet—and perhaps the key to Phoenix's true destiny. Fans of Minecraft won't want to miss this riveting addition to the series that began with Quest for the Golden Apple! In particular, this adventure series is created especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga, and games like Minecraft, Terraria, and Pokemon GO. Gross-out humor, a little magic, and some truly bizarre characters--such as a girl who can turn herself into a burrito and a mechanical mystery named Clockboy--abound in Mrs. Frightenright's class, all captured in hilarious cartoon illustrations. Original. When cardboard creatures come magically to life, a boy must save his town from disaster. 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! Down-on-his-luck Mafioso, Eddie Paretti is so desperate for cash he's agreed to steal a dead body from his own mob boss! Things only get worse when he discovers the body isn't human! With few options and fewer people he can trust, Eddie calls on the man who raised him, Father McHugh. The priest tells Eddie that the body was stolen from his monastery by the Mafia. Father McHugh is accompanied by a beautiful woman Eddie swears looks just like a stripper he once fell in love with named Black Cherry. A boy survives a plane crash and is rescued by a Bigfoot named Flink. "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 Nnewt 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." --Amazon.com. In the tradition of OLD YELLER comes the heartwarming friendship between a boy and his Tyrannosaurus Rex. 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. When a family takes a boating trip, the last thing they expect is to be shipwrecked on an island-especially an island with weird, otherworldly plants and animals. Now, what started out as a bad vacation turns into a terrible one as Lyle, Karen, and their two kids, Janie and Reese, must find a way off the island while they dodge its strange and dangerous inhabitants. Is the island alive? Is it from another world? In this rousing, Swiss-Family-Robinson tale with a twist, the answers to these questions could save them... or spell their doom. The final chapter of the epic Nnews adventure! In the final, epic installment of the Nnews trilogy, the fate of all Nnews 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 Nnews need a true hero to step up and save the day before it's too late! This fast-paced graphic novel, set in New York City in 1860, follows twins Alexander and Cleo and their adventures at sea. When forced to choose between staying with her guardian and being with her big brother, Ari chose her big brother. There's just one problem—Gage doesn't actually have a place to live. When Ari's mother died four years ago, she had two final wishes: that Ari and her older brother, Gage, would stay together always, and that Ari would go to Carter, the middle school for gifted students. So when nineteen-year-old Gage decides he can no longer live with their bossy guardian, Janna, Ari knows she has to go with him. But it's been two months, and Gage still hasn't found them an apartment. He and Ari have been "couch surfing," staying with Gage's friend in a tiny apartment, crashing with Gage's girlfriend and two roommates, and if necessary, sneaking into a juvenile shelter to escape the cold Maine nights. But all of this jumping around makes it hard for Ari to keep up with her schoolwork, never mind her friendships, and getting into Carter starts to seem impossible. Will Ari be forced to break one of her promises to Mama? Told in an open, authentic voice, this nuanced story of hiding in plain sight may have readers thinking about homelessness in a whole new way. New York Times Bestseller | Pulitzer Prize Finalist "Ms. Russell is one in a million. . . . A suspensefully, deeply haunted book."--The New York Times Thirteen-year-old Ava Bigtree has lived her entire life at Swamplandia!, her family's island home and gator-wrestling theme park in the Florida Everglades. But when illness fells Ava's mother, the park's indomitable headliner, the family is plunged into chaos; her father withdraws, her sister falls in love with a spooky character known as the Dredgeman, and her brilliant big brother, Kiwi, defects to a rival park called The World of Darkness. As Ava sets out on a mission through the magical swamps to save them all, we are drawn into a lush and bravely imagined debut that takes us to the shimmering edge of reality. When Herk's quaint village is attacked by the reptile Lizzarks, he's forced to flee his home and enter a dangerous world filled with strange creatures and mysterious wonders while an evil overlord is in hot pursuit. In an alternate ninth century, twelve-year-old Anya and a new friend face a Viking and a Tsar to protect the water dragon that saved her life, putting her family's home at risk. When he is accidentally transported to the spirit world by a washed-out ghost wrangler, Garth Hale discovers that the world's evil ruler wants his unique powers, so he teams up with some unlikely allies to find a way home. From the creator of Earthworm Jim, Creature Tech, and Monster Zoo comes the comedic story of Hugh Randolph, a family man down on his luck. He works as a mindless drone at a local printer until he discovers a mysterious video game console that gives him the power to produce endless riches, manipulate his work day, and even cheat death! 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. 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 Nnewt 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. A young man's visit to a zoo turns out to be a very frightening experience. Enter the rich and fantastical world of Rema in the first installment of this middle-grade graphic novel series with sweeping adventure and light romance! Tabby Simon is determined to learn what happened to her father, who was found dead after researching a tree that leaks a mysterious mist in her neighborhood. She is unexpectedly led to Rema, a distant world of magic and beauty that is periodically invaded by a nearby planet desperate for resources. While Tabby searches for the truth surrounding her father's death, she meets a handsome blue-haired boy named Philip. He has his own dangerous secrets, but has promised to help Tabby get home. As she learns more about this strange world, Tabby discovers that she is destined for something far greater than she ever could have imagined. After Cam's father gives him a cardboard box for his birthday, they fashion it into a man that comes to life, but things spin out of control when a bully steals a scrap of the cardboard to create creatures that disobey his orders and multiply into an army. Meet Babymouse--the spunky mouse beloved by young readers for more than a decade! It's summer time and Babymouse is going to the beach to surf and relax. But will sharks ruin her vacation? This groundbreaking young graphic novel series, full of humor and fun, is a bestseller that's sold more than three million copies! "Move over, Superman, here comes Babymouse!"—The Chicago Sun-Times Grab your sunglasses! School's out and Babymouse is headed to the beach for a week of sun, sand, surfing, snorkeling, and sharks! That's right, folks . . . sharks! Looks like Babymouse's summer fun isn't shaping up quite the way she expected! Will Babymouse survive her summer vacation? Will she be the surfing star she dreams of being . . . or is she sharkbait?! Find out in Beach Babe—the 3rd hilarious, action-packed installment of the beloved Babymouse graphic novel series! DON'T MISS The BIG Adventures of Babymouse: Once Upon a Messy Whisker, the newest, brightest, and BIGGER THAN EVER graphic novel from BABYMOUSE! Chief Edwards has just retired from the Modesto Police Department and he sees his future as dull and lonely until he finds a boy from a parallel universe who is running from insect creatures called ectoids who want to kill him because he is resistant to the infection they use to control other species. Presents the adventures of Ely and a forty-foot Tyrannosaurus Rex who he found trapped in a cave behind his grandfather's house. When his friends start falling victim to an evil monster in their dreams, Ben, who can jump into other people's dreams, must harness the power within him to defeat the monster and save his friends. See below for English description. Le jeune Garth est propulsé par accident à Spectropolis, le monde des spectacles, par Franck Gallows, un chasseur de fantômes vieillissant. Il s'y découvre des pouvoirs spéciaux et de nouveaux ennemis. Ses nouvelles capacités font des envieux parmi les puissants. Franck sait que les heures de Garth sont comptées. Il n'a pas le choix, il doit s'infiltrer dans Spectropolis et trouver une issue. 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, but he's stuck in a world run by the evil ruler of Spectropolis, who would use Garth's new found abilities to rule the ghostly kingdom. When Garth meets Cecil, his grandfather's ghost, the pair search for a way to get Garth back home-and nearly lose hope until Frank Gallows shows up to fix his mistake. Original title: Ghostopolis 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. Herk, the lovable Nnewt, is back, and his adventure is just beginning! In this exciting sequel to Escape from the Lizzarks, Herk is happy to have a new family and a new place to call home. But when the 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. 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. 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! 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! Lyle, Karen, Janie, and Reese must find a way off an island while they dodge strange and dangerous things on the island. A western tale that includes things like robots and Bigfoot presented in graphic novel form. A little hero faces big challenges in the first book of this totally unique fantasy-adventure series. The first book in the Nnewts series follows the story of Herk, a lovable Nnewt 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. In this exciting sequel to Escape from the Lizzarks, Herk is happy to have a new family and a new place to call home. But when the 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. Broxo, the only surviving member of a tribe of barbarians, spends his time hunting on a mountain and avoiding the man-eating walking dead until Zora, a foreign princess, arrives on the mountain seeking Broxo's lost tribe and everything changes. Original. The adventure starts when cousins Fone Bone, Phoney Bone, and Smiley Bone are run out of Boneville and later get separated and lost in the wilderness, meeting monsters and making friends as they attempt to return home. Simultaneous. Four incompetent cats hijack a giant killer robot to change the course of a war between cats, dogs, and insects. But while these three species fight for control of the world, a powerful mechanical being named GEAR arrives to risk his own life to save the lives of good cats. This printing has everything: robots, harpoon guns, talking cats, mantis kung fu, and pin-up art by ROB SCHRAB and MIKE MIGNOLA! Writer and artist DOUG TENNAPEL (Earthworm Jim) and colorist KATHERINE GARNER present an updated-but-faithful 20th ANNIVERSARY edition of GEAR, an Image Comics classic for cat, dog, and insect lovers of all ages! Good battles evil, and the world hangs in the balance! Resurrected by the Shroud of Turin, the zombified Dr. Jameson intends to finish what he started 150 years ago -- destroying the earth with a giant space eel. Standing in his way is Dr. Ong, a would-be pastor turned scientist who now works in a government research facility infamously known as "Creature Tech." Aided by an unlikely cast of rednecks, symbiotic aliens, and a CIA-trained mantid, Dr. Ong embarks on a journey of faith, love, and self-discovery. All in a day's work at Creature Tech! ... And, by the way, 20th Century Fox and New Regency are currently developing Doug TenNapel's Creature Tech for the silver screen. We'll keep you posted as things develop.

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