

2024 Frankfurt Book Fair Children's Rights List





We work with the following agents:

China

Big Apple Agency, Inc.
Chris Lin: chris-lin@bigapple1-taipei.com

Czech Republic, Slovak Republic, Estonia, Latvia, Lithuania

Josef Kolar
josef.kolar65@gmail.com

France

Agence Eliane Benisti
Eliane Benisti: eliane@elianebenisti.com
Noémie Rollet: noemie@elianebenisti.com
Aurélie Lefebvre: aurelie@elianebenisti.com

Germany

Agence Hoffman GmbH
Dr. Uwe Neumahr: u.neumahr@agencehoffman.de
Jouli Yono: j.yono@agencehoffman.de

Greece

JLM Literary Agency
John Moukakos: jlj@jlj.gr

Hungary

DS-Budapest KFT
Margit Gruber: margit.gruber@dsrights.com
Szabolcs Török: szabolcs.torok@dsrights.com

Israel

The Israeli Association of Book Publishers Ltd.
Mickey Chesla: mickey@tbpai.co.il

Indonesia

Maxima Creative Agency
Santo Manurung: santo.maxima@gmail.com

Italy

The Italian Literary Agency srl
Elena Benaglia: elena.benaglia@italianliterary.com

Japan

Japan Uni Agency, Inc.
Eriko Takeuchi: eriko.takeuchi@japanuni.co.jp

Korea

Korea Copyright Center, Inc.
Joeun Lee: jelee@kccseoul.com

Romania, Russia, Poland, Serbia, Lithuania, Slovenia, Croatia

Livia Stoia: livia.stoia@liviastoiaagency.ro
Lidia Dumitru: lidia.dumitru@liviastoiaagency.ro

Spain, Latin America, Brazil, Portugal

International Editors' Co. Literary Agency
Sandra Biel Piera: sandra.biel@internationaleditors.com
Maru de Montserrat:
maru.demontserrat@internationaleditors.com

Taiwan, Thailand and Vietnam

Big Apple Agency, Inc.
Erica Zhou: Erica@bigapple-china.com

The Netherlands and Scandinavia

Sebes & Bisseling Literary Agency
Lester Hekking: hekking@sebes.nl
Vere Bank: bank@sebes.nl

Turkey

Nurcihan Kesim Literary Agency
Filiz Karaman: filiz@nurcihankesim.net



Middle Grade and Young Adult Graphic Novels and Comics

Middle Grade: Ages 8-12; Young Adult: Ages 14+

Unicorn Book Club

Big Nate: Attack of the Cheez Funk Breath!

Cat Ninja: Heart of a Hero

Time Buddies: Past, Present, and Hooture

Heidi: A Graphic Novel

Haru Book 2: Summer

Animal Rescue Friends: Finding Home

Unfamiliar 2

The Witch's Throne 3

Good as Goldie: A Breaking Cat News Adventure

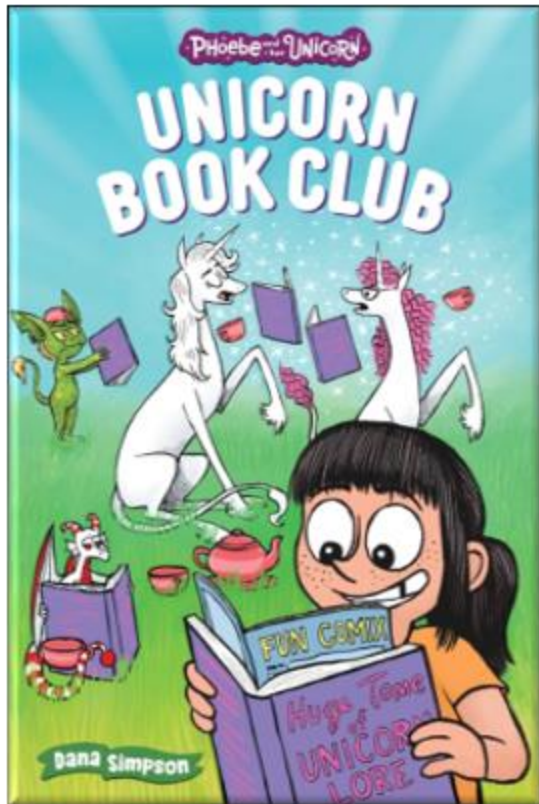
Laser Moose and Rabbit Boy: Spidermania!

Mack Moon and the P.E.T.S.

Neopets: The Omelet Faerie



Unicorn Book Club by Dana Simpson



176 pages
Pub Date: 11 February, 2025

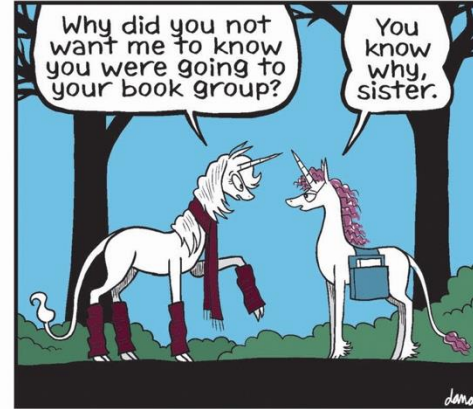
BESTSELLER — OVER 2 MILLION COPIES SOLD of the entire series! *Phoebe and Her Unicorn* books have appeared on the *New York Times* Best Seller List and have been bestsellers for over 10 years!

NEW COVER DESIGN!!

In this shimmering new sequence of storylines from the world of *Phoebe and Her Unicorn*, Marigold and Phoebe delve into the world of reading by forming their own book club, and unlikely new friendships form when Lord Splendid Humility meets Marigold's frenemy, Dakota. But there's plenty of adventure and intrigue, too, and when Marigold goes missing, Phoebe sets out to find her unicorn best friend and makes a shocking discovery.

30 titles and counting in the series!

Territory sold: Czech, Dutch, French, German, Hebrew, Hungarian, Italian, Norwegian, Polish, Portuguese/Portugal, Romanian, Russian, Spanish World, The Netherlands, Ukrainian

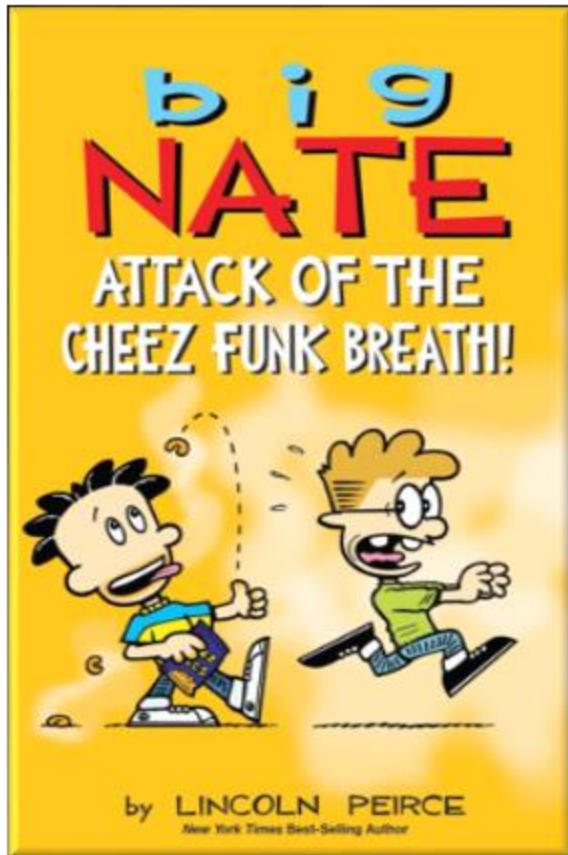


You are not good in groups, because you do not really listen to others.





Big Nate: Attack of the Cheez Funk Breath! by Lincoln Peirce



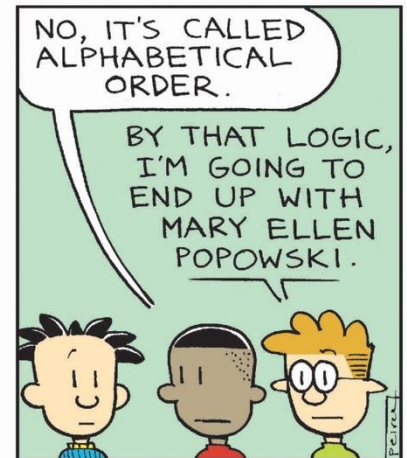
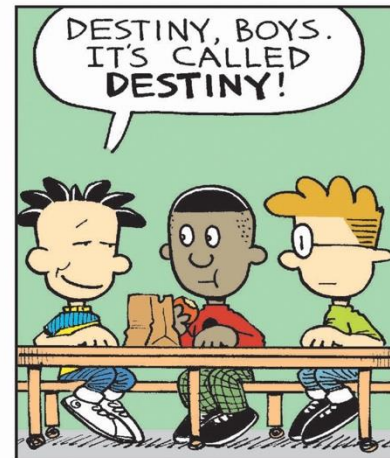
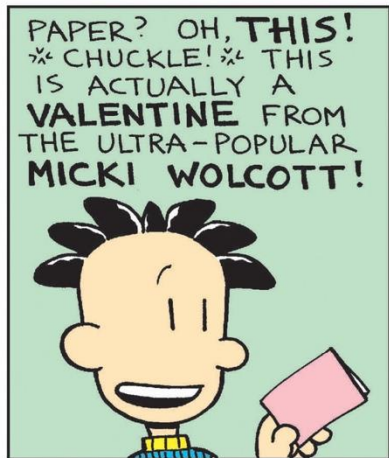
BESTSELLER — *Big Nate* books have been on the *New York Times* bestseller list for more than five years. More than 10 million *Big Nate* books have been sold since 2010, including hardcover chapter books, activity books, boxed sets, and comic compilations.

33 titles to date in the series!

Territory sold: Dutch, Hebrew, Italian, Portuguese/Portugal, Spanish World

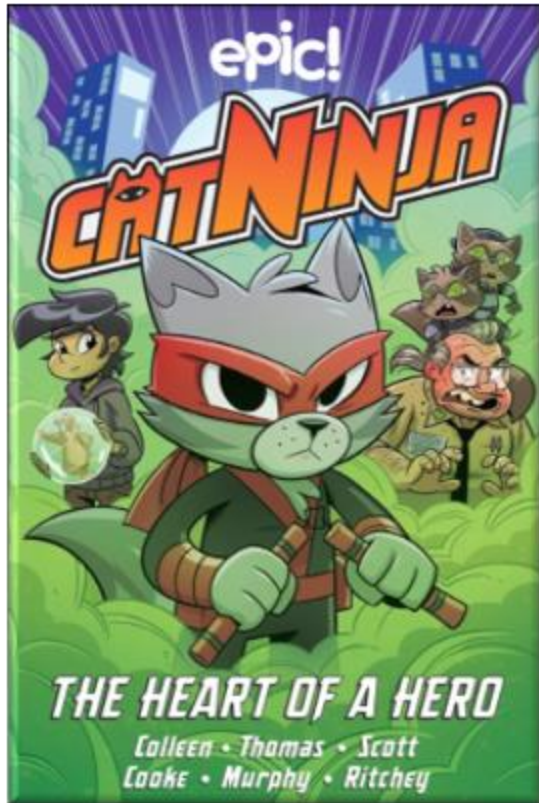
176 pages

Pub Date: 11 March, 2025





***Cat Ninja: Heart of a Hero* by Marcie Colleen, Stephanie Cooke, Steven Scott, Nick Murphy, and Paul Ritchey**



It's nonstop crime time in Metro City, and the hero the city needs is...Octopunch? Even an eight-armed avenger can't keep the streets safe by himself, so Cat Ninja's spending all his time catching crooks—and no time curled up with his family. When he realizes that Leon needs him more than Metro City does, it might be time to hang up the nunchucks. But with a brand-new baddie kidnapping every pest and pet in town, can our hero really afford to cat nap?

This book includes a two-part bonus tale featuring Cat Ninja and friends against a vengeful villain with a fishy agenda.

Book #6 in the series!

Territory Sold: Czech, Spanish World, and Catalan

160 pages

Pub Date: 15 October, 2024



Have you two ever considered *not* doing crime?

KABAM!

Oh, who am I kidding? J'aime la délinquance.

Crime! It is my passion!

Those two were so annoying. They triggered *every* alarm. *Every* night.

Alas, I cannot keep stopping crooks. I have a reputation to maintain.

Yeah, well, tell it to *you-know-who*.



Later...

WHIRRR

Crime. Is. Exhausting.

Especially when you're on this side of it.

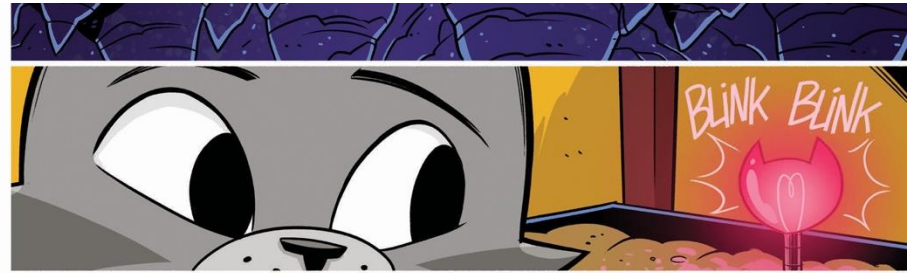
Oh, what now?

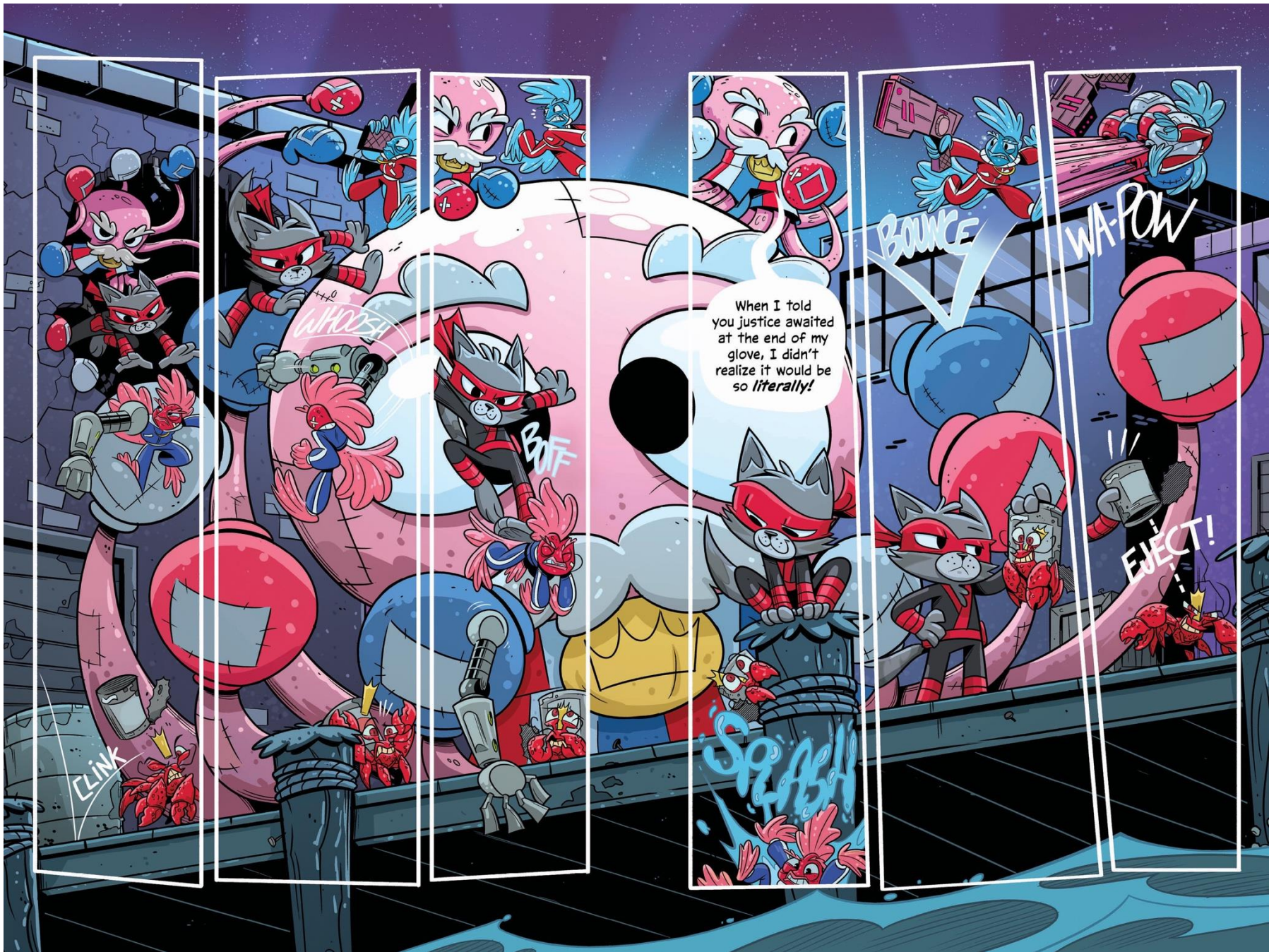
Peeee-ewww!

They're baking *more* cod-liver cat treats?

I spent all night chasing those crooks.

And then I come home...





CLINK

WHOSH

BOIF

SPASH

BOUNCE

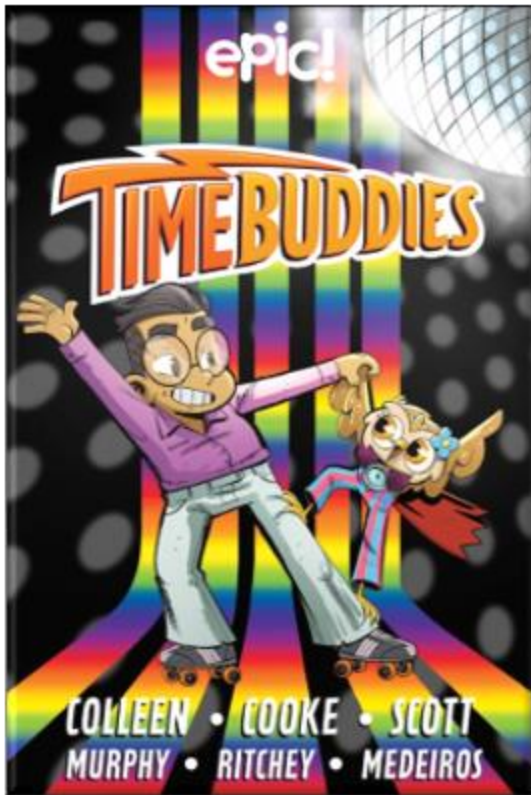
WA-POW

EJECT!

When I told you justice awaited at the end of my glove, I didn't realize it would be so *literally!*



***Time Buddies: Past, Present, and Hooture* by Marcie Colleen, Stephanie Cooke, Steven Scott, Nick Murphy, Paul Ritchey, and Eduardo Medeiros**



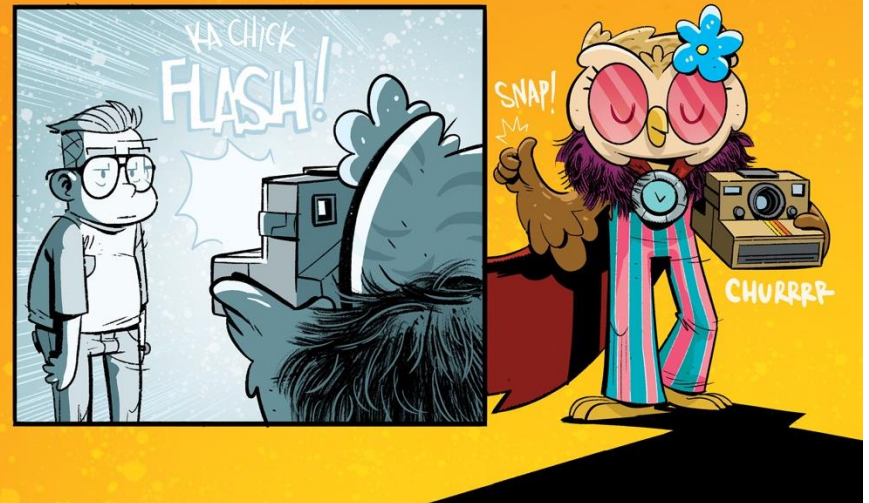
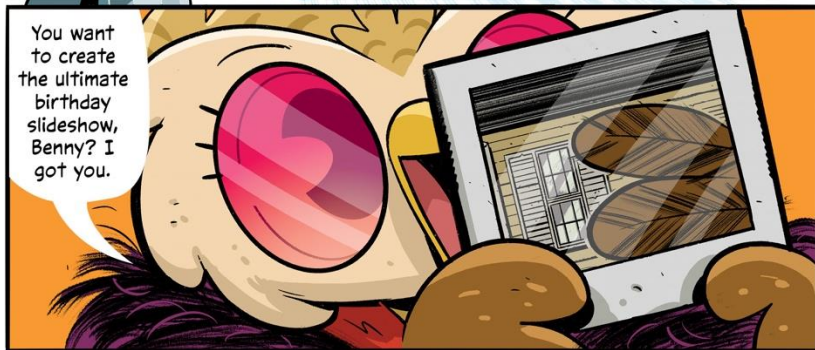
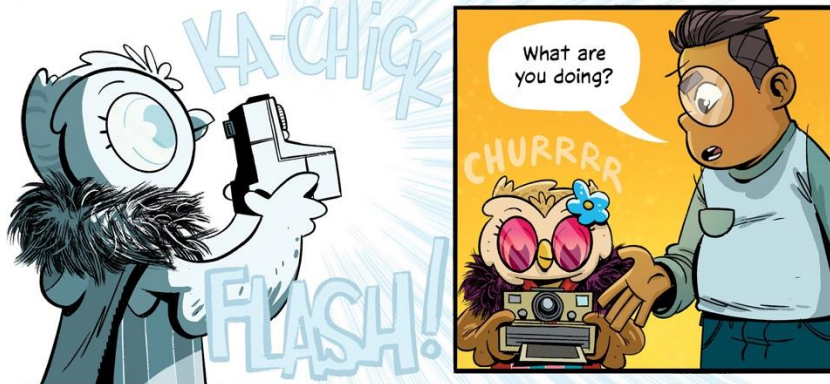
Hoot and Bentley know the most important rule of time travel: Don't mess with history—especially your own history! Still, a quick trip can be hard to resist when you really, really need to ask your future self an important question—or get your grandpa the coolest birthday gift ever. But after a visit to the roaring (or were they mooing?) twenties, a groovy trip to the disco era, and an adventure in the world of Sherlock Holmes, our favorite partners-in-time have to face facts: Mistakes they made millennia ago have followed them home!

Book #2 in the series!

160 pages

Pub Date: 15 April, 2025

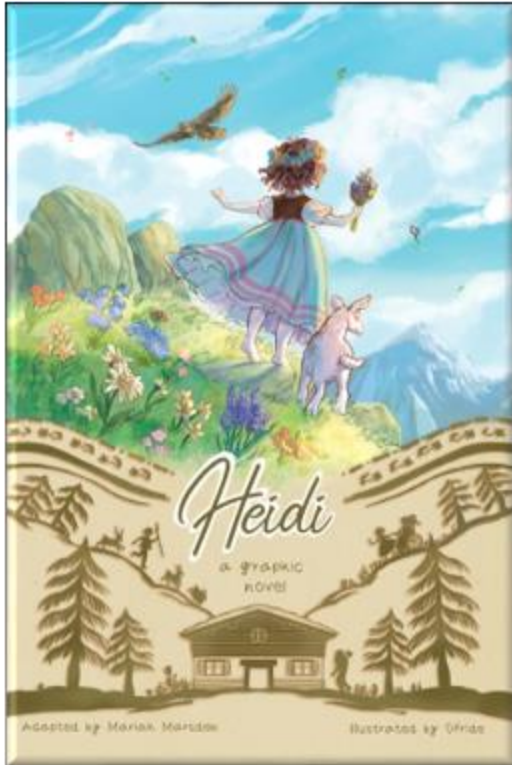








Heidi: A Graphic Novel by Mariah Marsden Illustrated by Ofride

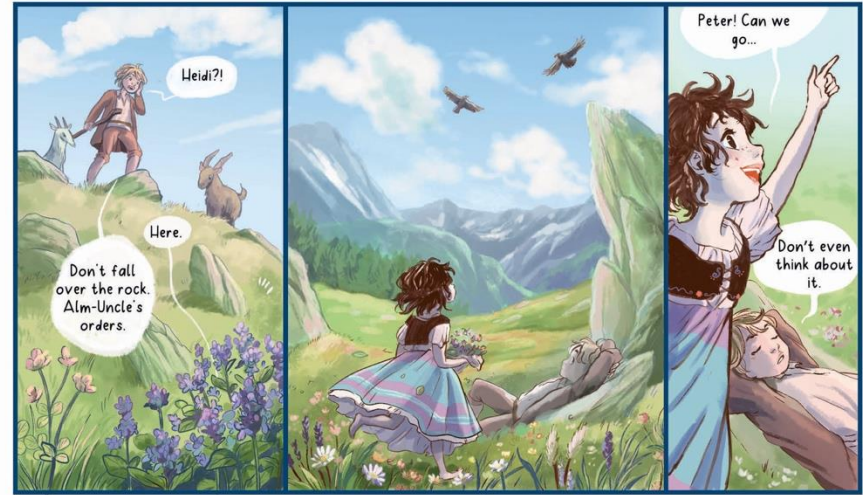


Discover the heartwarming magic of Johanna Spyri's beloved tale in this gorgeous graphic novel adaptation. From the author of the critically acclaimed *Anne of Green Gables: A Graphic Novel* and *The Secret Garden* comes another thoughtfully retold children's classic.

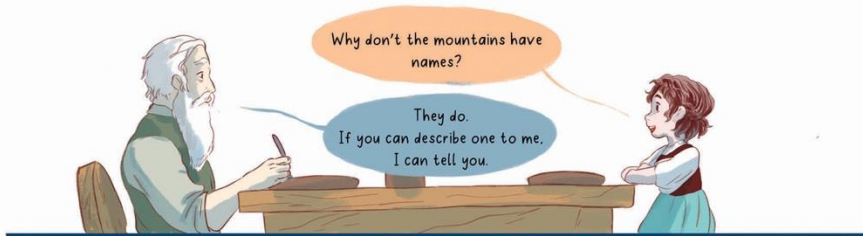
Ofride is the alias of Italian illustrator and comic artist Elena Bia. Born in a small town near the Alps, Elena draws inspiration from nature and folktales.

160 pages

Pub Date: 11 March, 2025

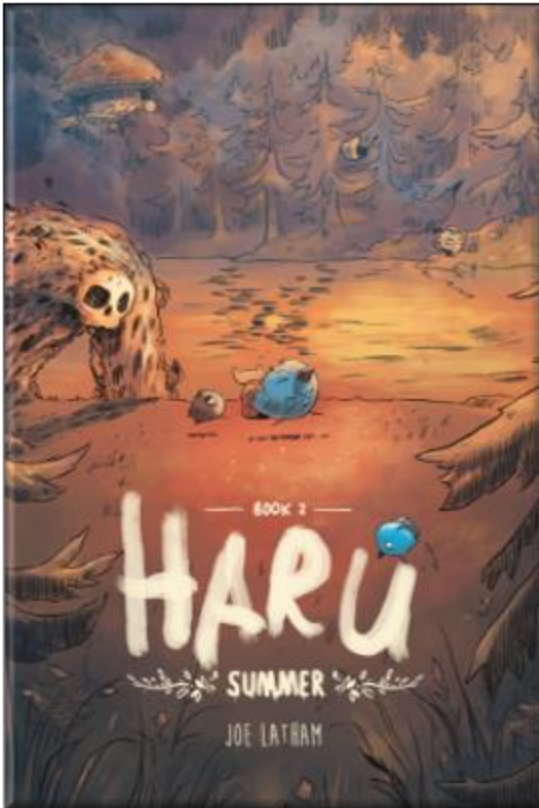








Haru Book 2: Summer by Joe Latham

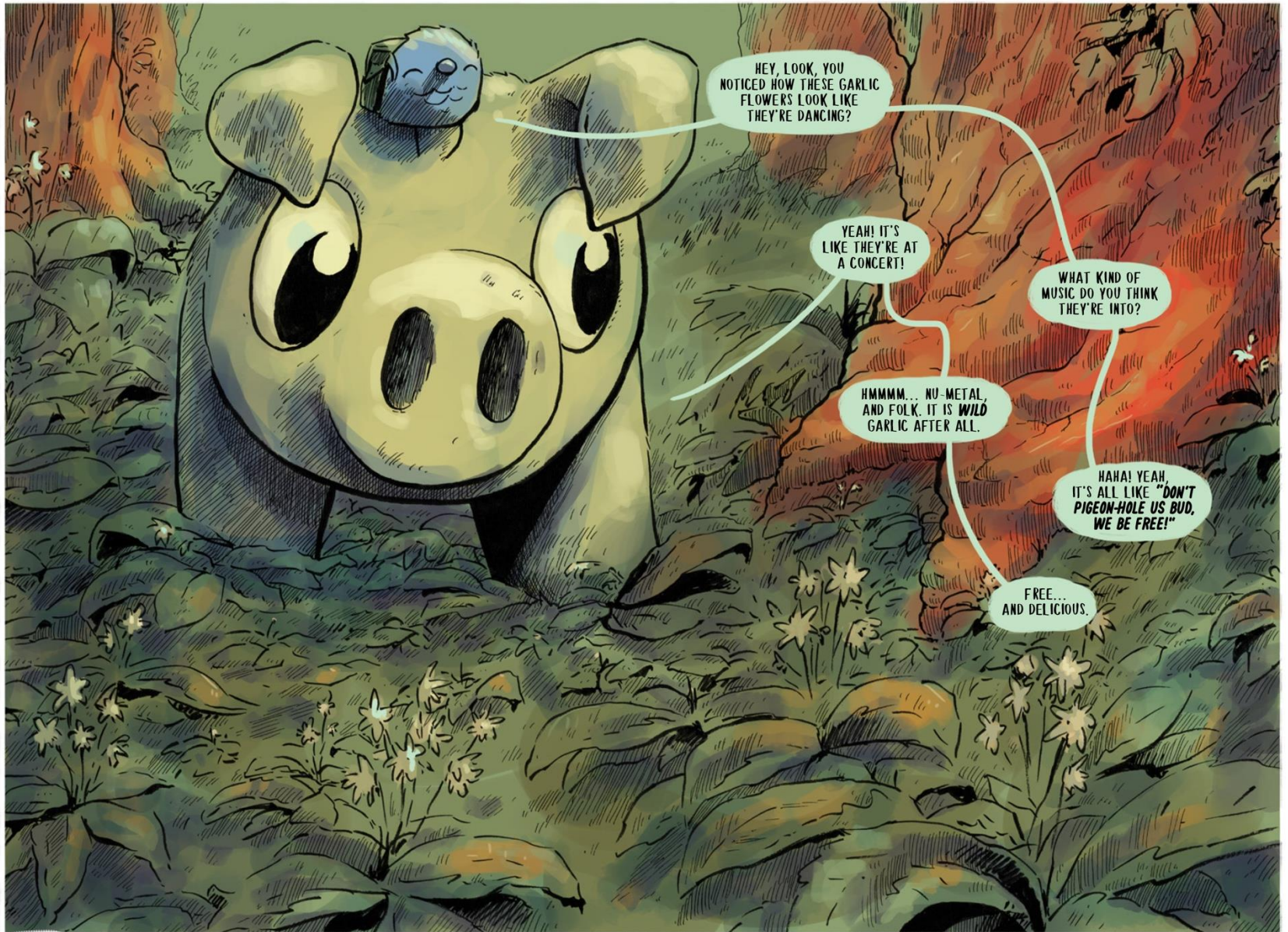


Haru, Yama, and the rest of the gang return for the next chapter in their epic adventure. Continuing their quest to reach The Beacon, Haru and Yama discover more challenges (and find more answers) along their way. Meet new figures such as Blight's new relentless hunter and the bothersome Void Fly, while we discover what happened to Goose and Herb. With more beautiful illustrations by author and artist Joe Latham, *Haru Book 2: Summer* is full of adventure, friendship, and magic for readers to enjoy.

Haru Book 1: Spring was published in March 2024. The third and final title in the series, *Haru Book 3: Fall* will be published in August 2025.

272 pages

Pub Date: 22 October 2024



HEY, LOOK, YOU NOTICED HOW THESE GARLIC FLOWERS LOOK LIKE THEY'RE DANCING?

YEAH! IT'S LIKE THEY'RE AT A CONCERT!

WHAT KIND OF MUSIC DO YOU THINK THEY'RE INTO?

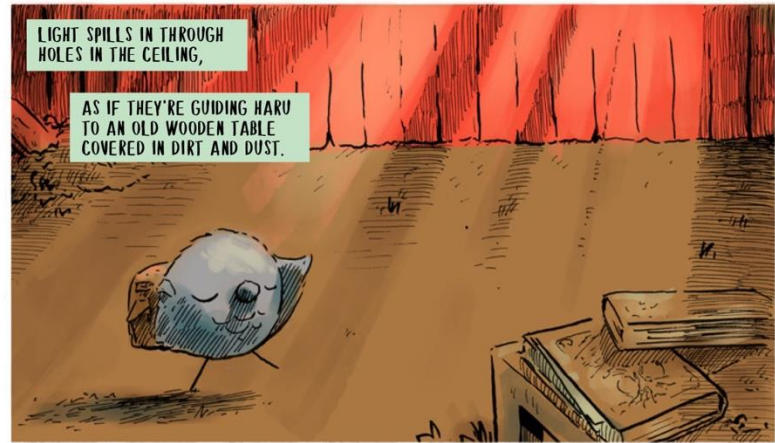
HMMMM... NU-METAL, AND FOLK. IT IS *WILD* GARLIC AFTER ALL.

HAHA! YEAH, IT'S ALL LIKE "DON'T PIGEON-HOLE US BUD, WE BE FREE!"

FREE... AND DELICIOUS.



INSIDE THE BARN, THERE ARE PILES OF HAY STREWN AROUND,



LIGHT SPILLS IN THROUGH HOLES IN THE CEILING,

AS IF THEY'RE GUIDING HARU TO AN OLD WOODEN TABLE COVERED IN DIRT AND DUST.



HEAPS OF OLD BROKEN FARM EQUIPMENT LAY DORMANT,



AND ROTTEN BOARDS AND FALLEN ROOF TILES ARE ALL AROUND THE ROOM.



WHAT'S THIS?

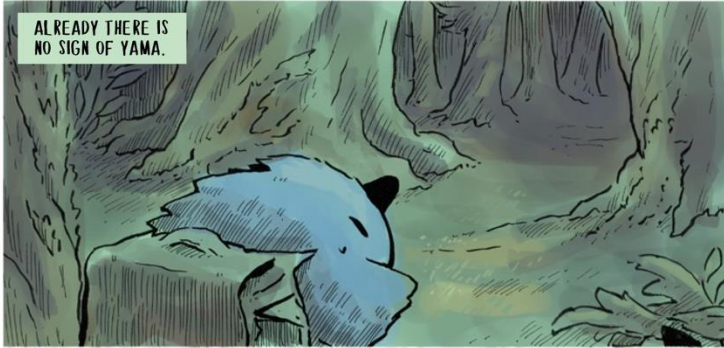


"FOLKLORE OF THE FOREST PEOPLE"



THAT'S A FUNNY TITLE.

ALREADY THERE IS
NO SIGN OF YAMA.



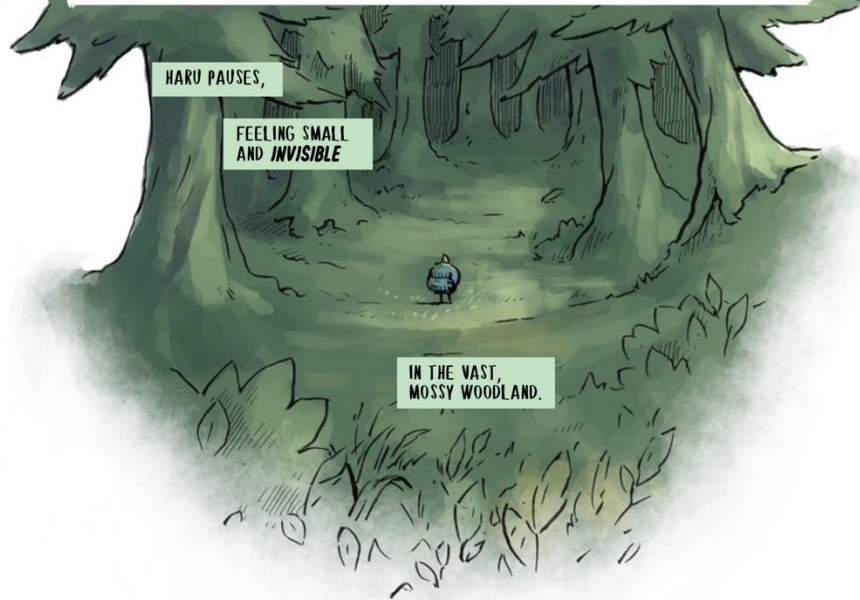
SHE'S GONE.



HARU PAUSES,

FEELING SMALL
AND *INVISIBLE*

IN THE VAST,
MOSSY WOODLAND.



BANKS LINED WITH FERNS
CRAWL DOWN TO THEIR FEET.



ROTTING UNDERGROWTH AND
YOUNG SHRUBS LINGER,



BETWEEN THE IVY-CHOKED
ANCIENT TREES.



A SOUND TEASES FROM
THE UNDERGROWTH.



ANOTHER BREATH
APPROACHES.



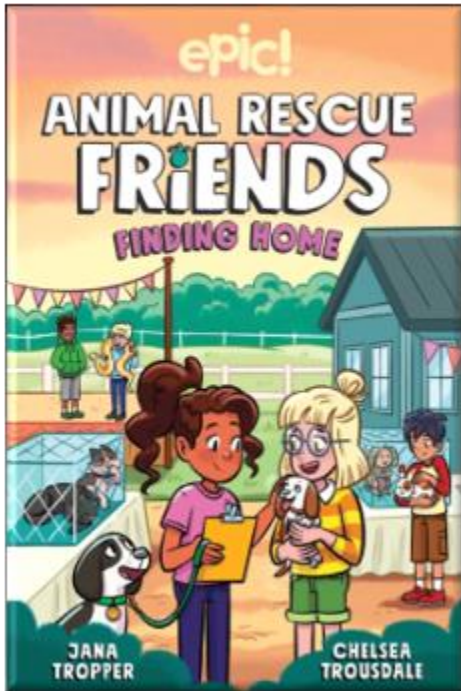
YAMA?

IS THAT
YOU?



Animal Rescue Friends: Finding Home

by Janna Tropper, Illustrated by Chelsea Trousdale



When ARF is flooded with requests for pet-care advice, the kids come up with a great idea to reach lots of people at once: They'll start an animal-care podcast! But when the hard work of creating a podcast leads to lots of new and exciting opportunities outside the rescue, the gang finds itself pulled in different directions. The kids tackle big changes—to their friendships, to themselves, and even to ARF itself—in these stories about friendship, responsibility, and cooperation.

75,000 copies sold of the first title in the series!

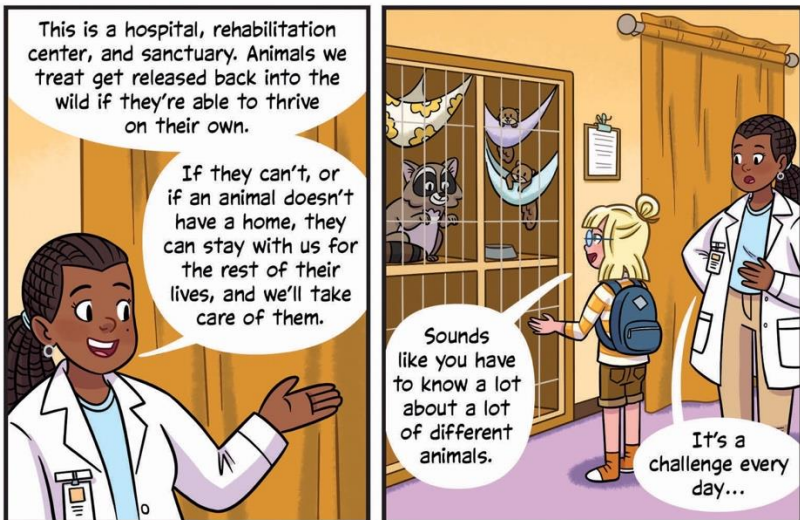
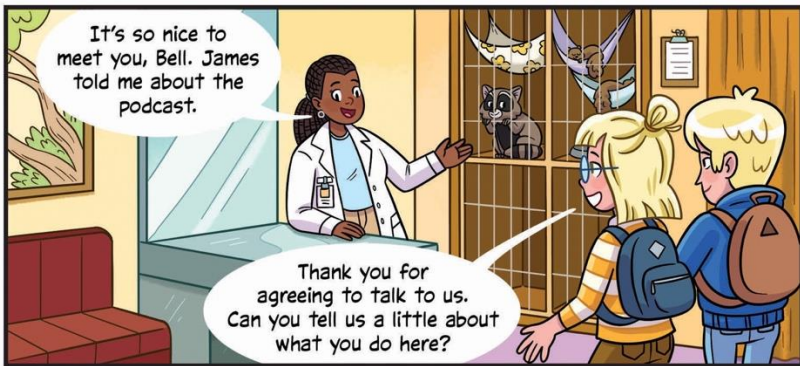
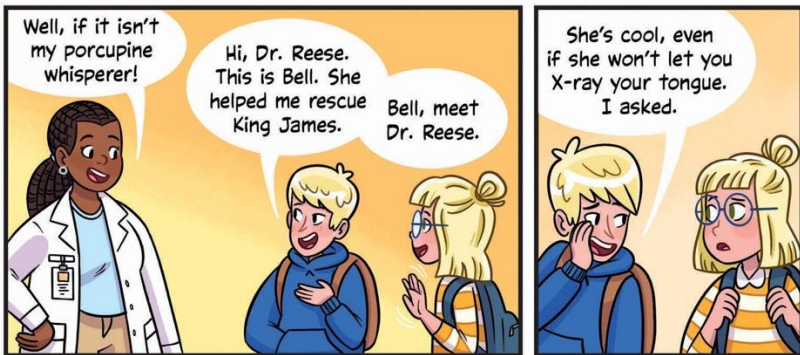
- Book 1, *Animal Rescue Friends*, published June 2021.
- Book 2, *Animal Rescue Friends: Friends Fur-ever* published November 2022.
- Book 3, *Animal Rescue Friends: Learning New Tricks* published November 2023.

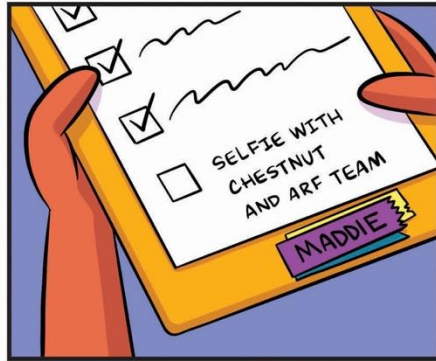
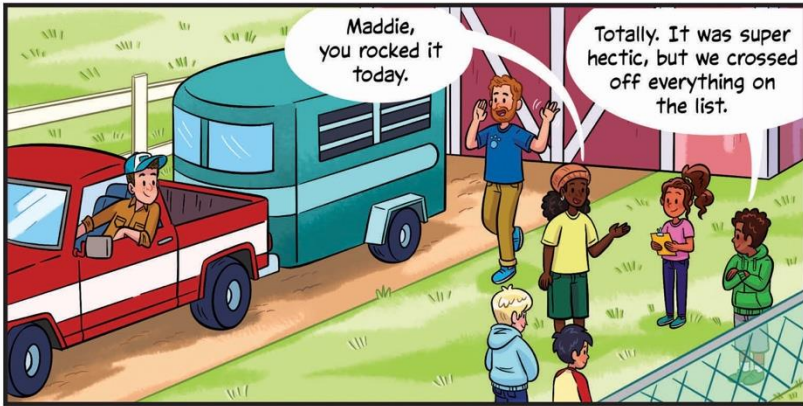
160 pages

Pub Date: 10 September 2024

Middle Grade Graphic Novel









Unfamiliar 2 by Haley Newsome



More magical mayhem ensues as Planchette and her new witch friends try to help a ghost bride rest in peace. Join them as they work together to handle a blackmailing Faerie King, a possible new romance, and an overnight camping trip in a profoundly evil forest.

Unfamiliar is bursting with offbeat charm, a vibrant cast of teen witches, and hilarious familiar sidekicks. Set in an intriguing magical world, this series is a hit with fantasy readers of all ages.

Unfamiliar 1 was published in December 2022.

French rights sold for a bind-up of *Unfamiliar 1* and 2.

We now have rights for all languages!

144 pages

Pub Date: 17 October 2023

Ages 14+



DANG...

YOU'RE REALLY GOOD AT THIS MODELING CRAP



READY TO GO?

aw, no way, my sisters are the real models. Thank you though~

I'm gonna go change back.

OKAY COOL, I'LL WAIT OUT HERE.

EW

HEE HEE!

I STOLE YOUR COAT!

hey, you okay?

YEAH.

SO UH... NOW THAT WE HAVE ALL THESE PICTURES, WHAT NOW?

Well, my sisters usually take their photos to the Faerie Council. They use beautiful things as a currency.



The Witch's Throne 3 by Cedric Caballes



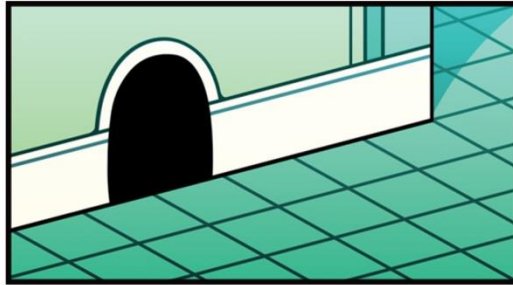
368 pages
Pub Date: 20 August 2024
Ages: 14-17

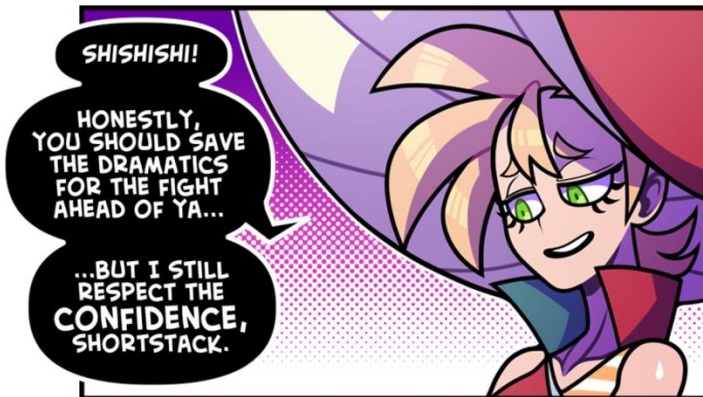
The sacred tournaments continue but the path to greatness isn't easy.

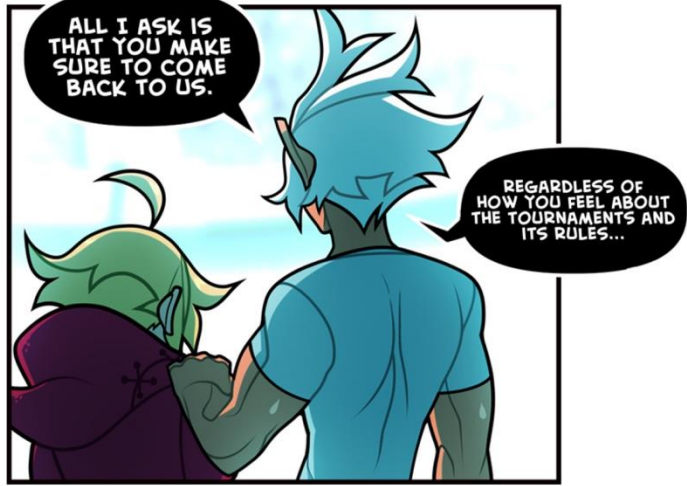
Spectators remain at the edge of their seats as Reksha, Grom, and Agni are finally up, ready to go toe-to-toe with their opponents. Get ready for stunning contests between warriors, rogues, and mages. But is ending your enemies the only way to become a hero?

The Witch's Throne Volume 3 continues the action-packed graphic novel epic that has been called "delightfully quirky" and "richly detailed." This series blends fantasy adventure, shonen manga, and the grand imagination of Dungeons & Dragons. Based on the hit Tapas webcomic.

We now have rights for all languages and rights are available for all three titles in the series!

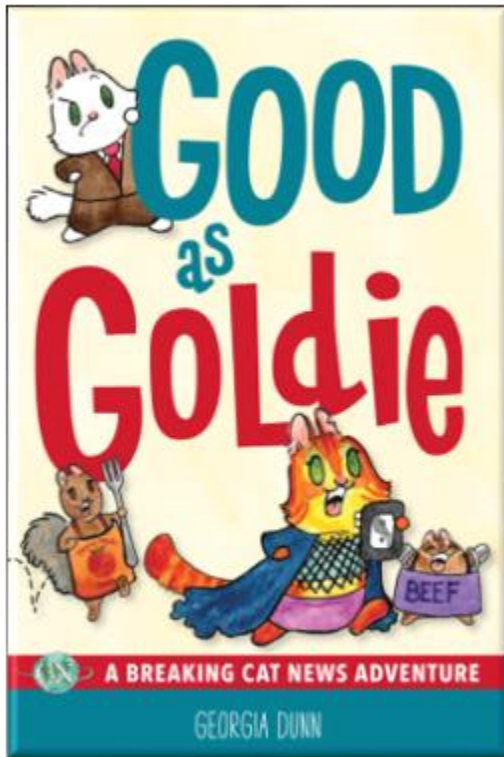








Good as Goldie: A Breaking Cat News Adventure by Georgia Dunn



The Breaking Cat News crew has never met a cat quite like Goldie before. Street smart, wildlife savvy, and determined to solve the mystery of how her People vanished, Goldie is here to turn life in and out of the studio upside down! Along the way they'll meet trash collecting raccoons, a fork wielding squirrel, and one brave little chipmunk!

Go undercover with Tommy and Beatrix as Goldie gets to the bottom of this case with the help of Lupin's (stolen) tape recorder. It's an exciting adventure for the BCN team with friends old and new, and you're invited!

The fun doesn't stop there! The "More to Explore" section includes all new paper dolls of Goldie and the wild lands creatures, as well as fun disguises for Beatrix and Tommy.

There are 7 titles in the series.

240 pages

Pub Date: 17 September 2025





How does a tripod... climber... black cat... go on to be a hero, potato-salad stealer?



I'm just like my country; young, fluffy, and hungry!



I am not throwing away my shot— (at potato salad!)



If we manage to get this right, there'll be potato salad tonight!



Let's go!

Everyone give it up for the living room's favorite fighting feline!



LUPIN-ETTE!



I knock over more chips and dips—



And so the buffet shifts!

There's someone else we need...

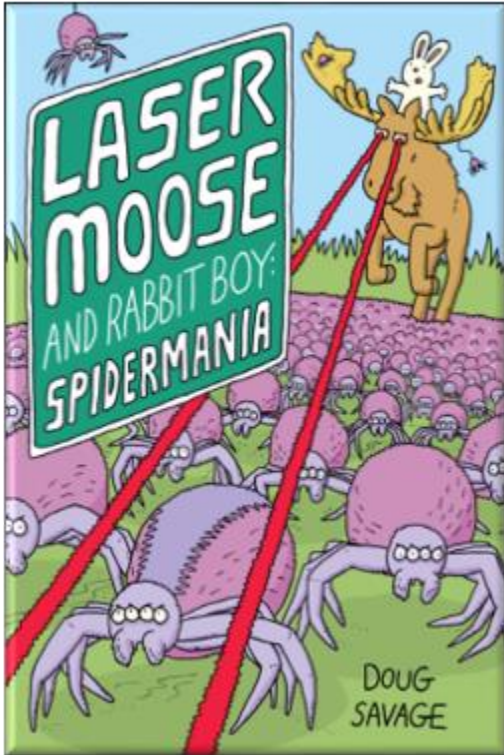


I know.

THIS GUY!



Laser Moose and Rabbit Boy: Spidermania! by Doug Savage



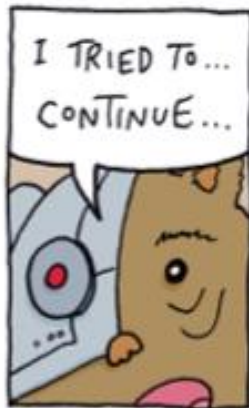
Laser Moose and Rabbit Boy are back for a cliff-hanger adventure when a spider begins taking control of all of the forest animals in the **fifth book** from the outrageous, hilarious, beloved series.

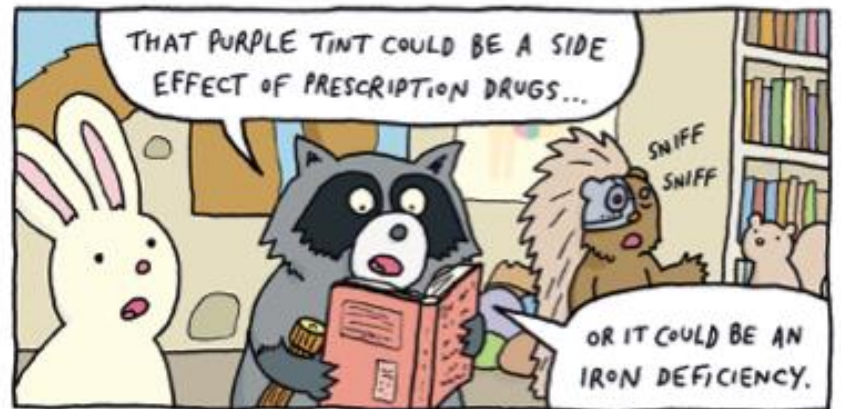
It's a new day in the forest, and the creatures there are beginning to act strange. They're getting glowing purple eyes, sneezing out web, and seem set on biting other animals and spreading it to everyone in the woods! When their nemesis Cyborgupine is bit, Laser Moose and Rabbit Boy set out to solve the mystery and find a way to save the forest once again—before their own brainwashed friends can stop them! This is the next adventure in the Laser Moose and Rabbit Boy graphic novel series, and it's perfect for children ages 8-12.

- *Laser Moose and Rabbit Boy* published September 2016.
- *Laser Moose and Rabbit Boy: Disco Fever* published October 2017.
- *Laser Moose and Rabbit Boy: Time Trout* published September 2019.
- *Laser Moose and Rabbit Boy: As the Deer Flies* published November 2021.

144 pages
Pub Date: 15 April 2025
Ages 7-11



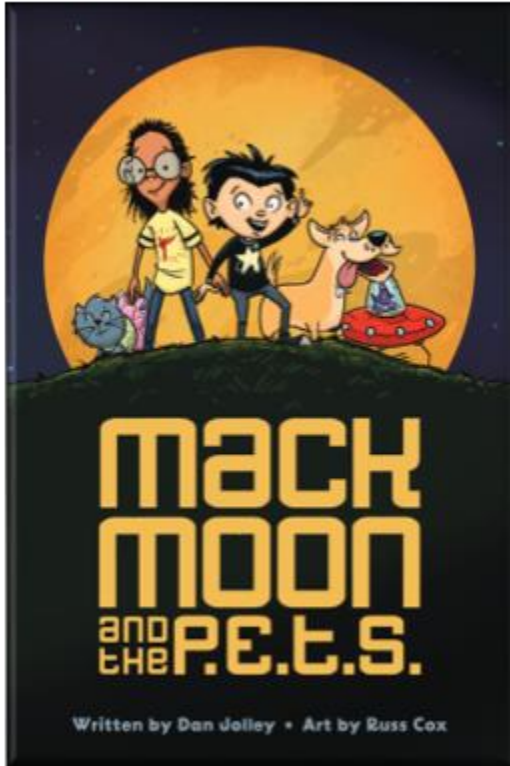






Mack Moon and the P.E.T.S. by Dan Jolley

Illustrations by Russ Cox

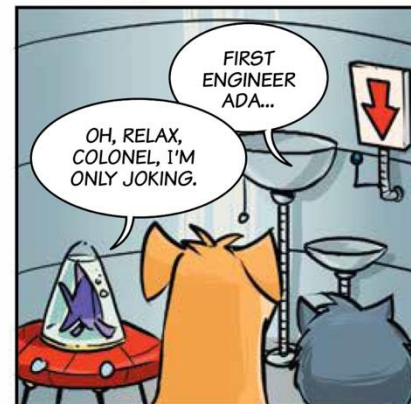
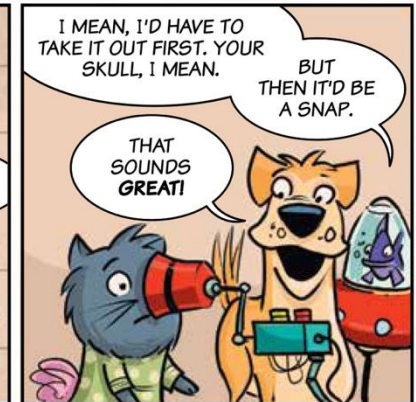
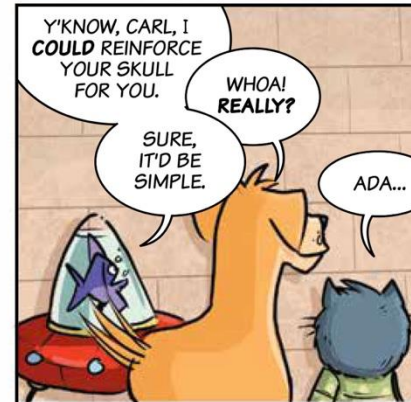
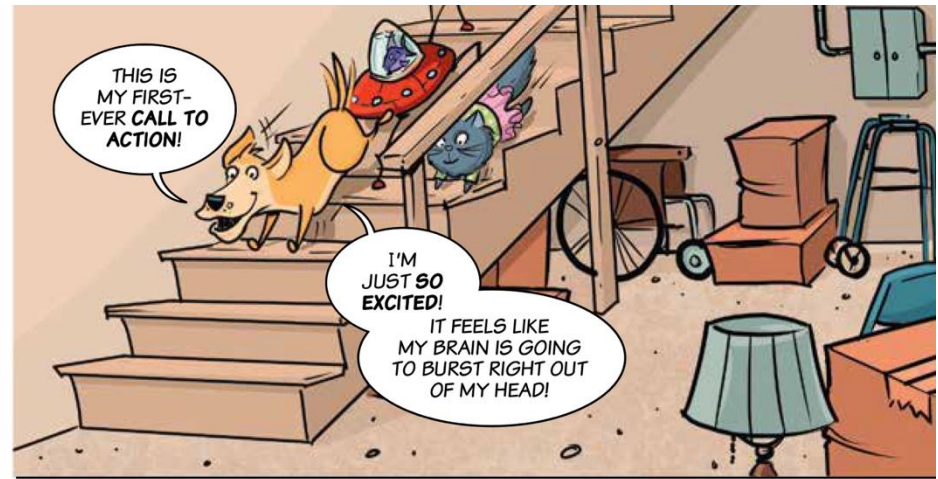
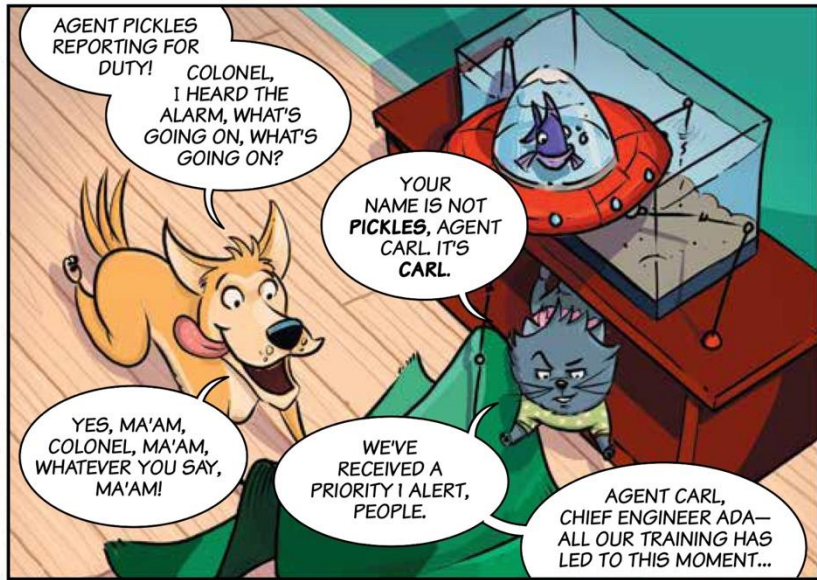


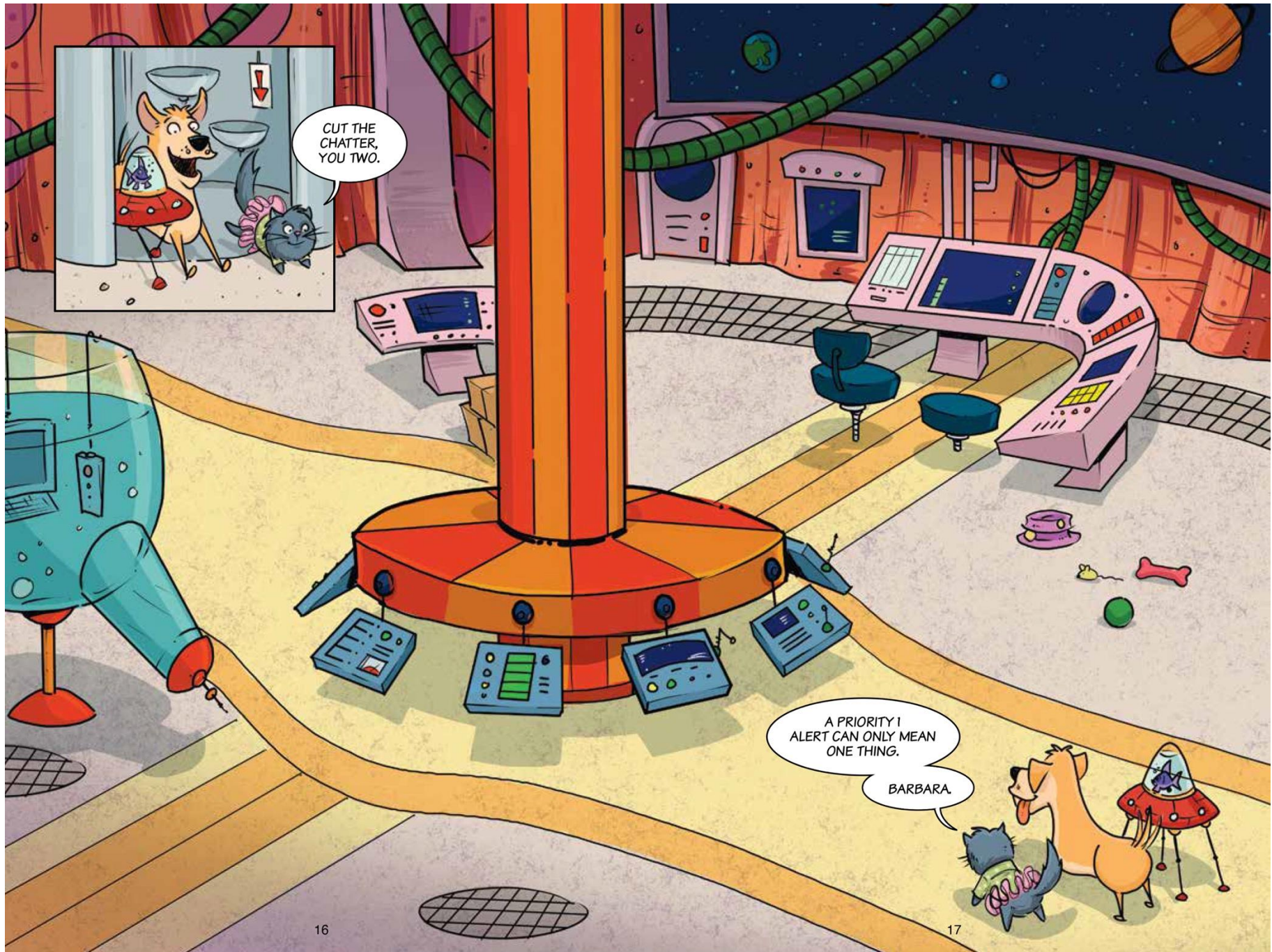
Mack Moon dreams of being the first kid in space. So imagine his surprise when he discovers that his three regular pets—a goofy Labrador named Pickles, a tough gray cat called Lady, and a goldfish dubbed The Fish—are actually undercover agents. They belong to a secret agency called the Planetary, Enforcement, Tactics, and Stealth, AKA the P.E.T.S.

When the True Form of Evil, aka a ferret named Barbara (and yes, she gave herself that nickname), crash lands into Mack's hometown, the P.E.T.S. must spring, jump, and swish into action to stop her.

Add in a battalion of poop-slinging space monkeys, a TV news station that's *gone to the dogs*, and an epic pillow fight—and you're holding in your hands the perfect recipe for an action-packed and hilarious graphic novel that's perhaps even more delicious than Mack's dad's super-awesome ravioli.

160 pages
Pub Date: 7 January 2025
Ages 7-11





CUT THE CHATTER, YOU TWO.

A PRIORITY 1 ALERT CAN ONLY MEAN ONE THING.

BARBARA.



H-HELLO?

IS ANYBODY THERE...?



AAAGH!

YES, PUNY EARTHLING... COWER.

COWER AS YOU WITNESS THE TRUE FORM OF EVIL—ME...

BARBARA!



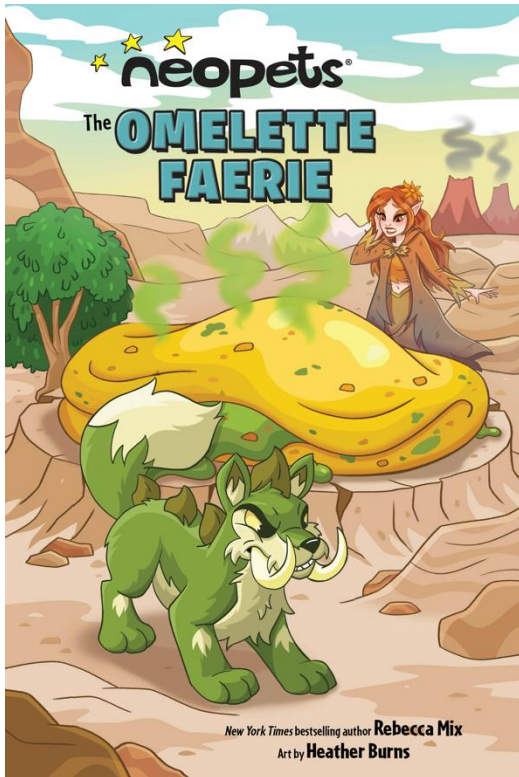
WITH YOU AS MY PUPPET, THE CREATURES OF THIS PATHETIC PLANET SHALL ALL COWER BEFORE ME!
BUT FIRST...

THE TRUE FORM OF EVIL REQUIRES PANCAKES.



Neopets: The Omelet Faerie

by Rebecca Mix, Heather Burns and Luiz Fernando da Silva



Legend has it that hundreds of years ago, a dinosaur of GIGANTIC proportions laid a massive egg. That egg split open and started to bake in the sun. Ever since then, a giant omelette has been cooking on the Tyrannian Plateau. It may seem silly, but it is true.

The Giant Omelette is a staple in *Neopets*. Each day, hungry Neopets approach the massive, egggy monolith and manage to take a slice.

But this isn't a story about how the Giant Omelette came to be. It is the story of how we almost lost it—forever.

In this beautifully illustrated original graphic novel, readers will follow Sabre-X, a disgraced Fire Faerie named Seraphina, and their Petpets, a Reptillior and a Faellie, on an epic fantastical journey through Neopia to restore one of the most popular parts of the site.

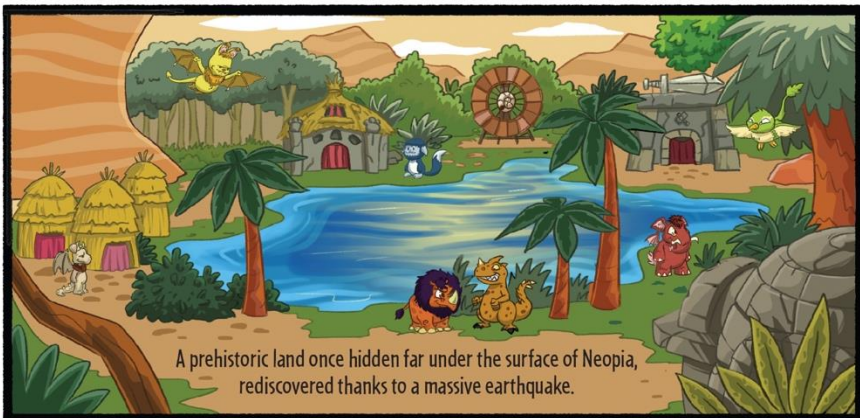
This is officially licensed merchandise from Neopets © 1999-2024. All Rights Reserved.

112 pages

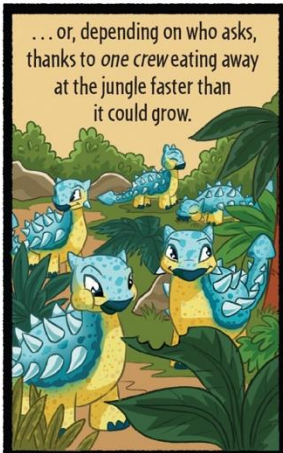
Pub Date: 22 October 2024

Ages 14-17





A prehistoric land once hidden far under the surface of Neopia, rediscovered thanks to a massive earthquake.



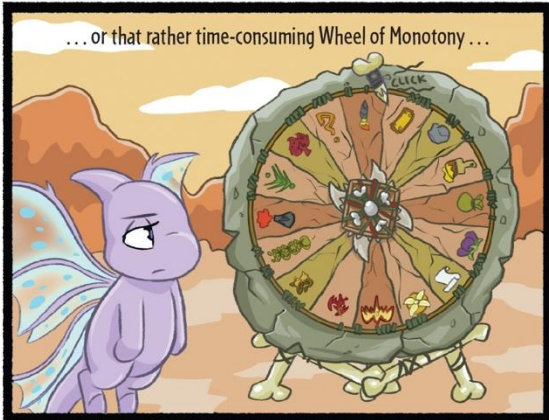
... or, depending on who asks, thanks to *one crew* eating away at the jungle faster than it could grow.



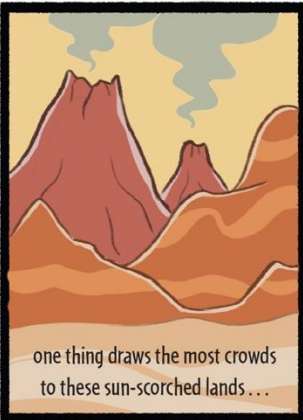
Whether you've visited Tyrannia for the concert hall ...



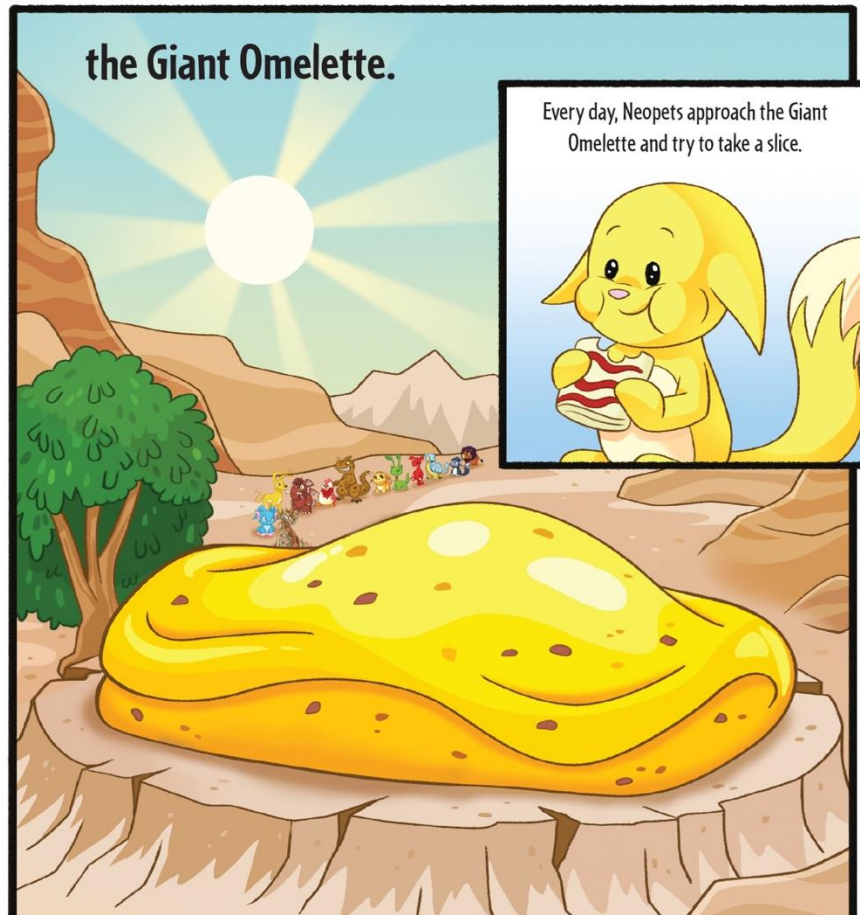
a game of Destruct-O-Match III ...



... or that rather time-consuming Wheel of Monotony ...



one thing draws the most crowds to these sun-scorched lands ...



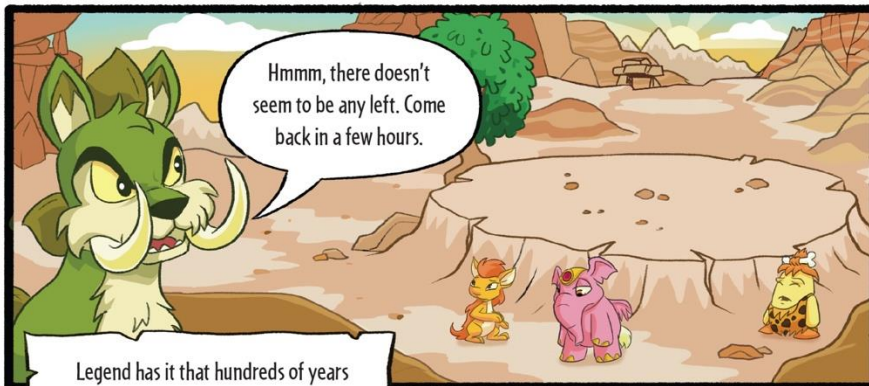
the Giant Omelette.

Every day, Neopets approach the Giant Omelette and try to take a slice.



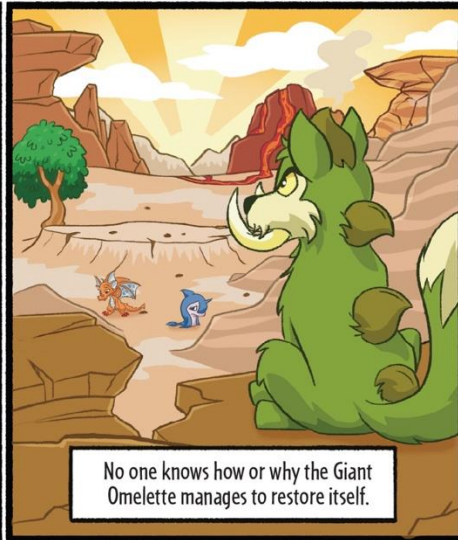
That is, if they can get here in time.





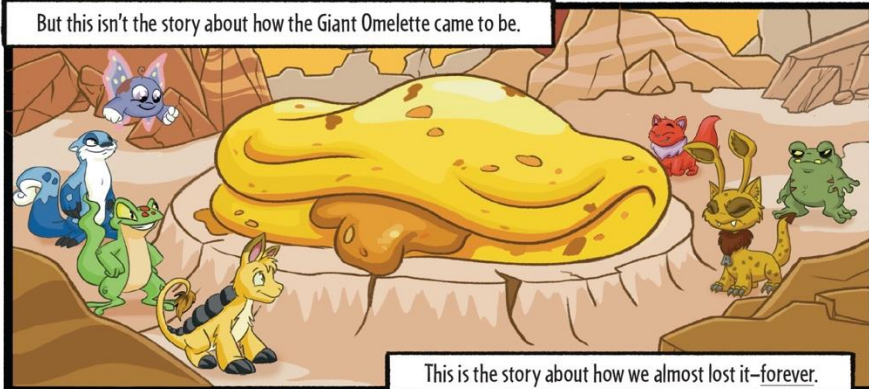
Hmmm, there doesn't seem to be any left. Come back in a few hours.

Legend has it that hundreds of years ago, a dinosaur of GIGANTIC proportions laid a massive egg. That egg split open and started to bake in the sun. Ever since then, a Giant Omelette has been cooking on the Tyrannian Plateau. It may seem silly, but it is true.



No one knows how or why the Giant Omelette manages to restore itself.

But this isn't the story about how the Giant Omelette came to be.



This is the story about how we almost lost it—forever.



CHAPTER ONE

No... you cannot take one more... slice... per day...

That's... not... a Cheese... Omelette...

WHACK!



Middle Grade Illustrated Novel

Ages: 8-12

My Friend from the Future: Adventures in a Video Game

Don't Climb this Mountain: Adventures in a Video Game

Matt Sprouts and the Day Nora Ate the Sun

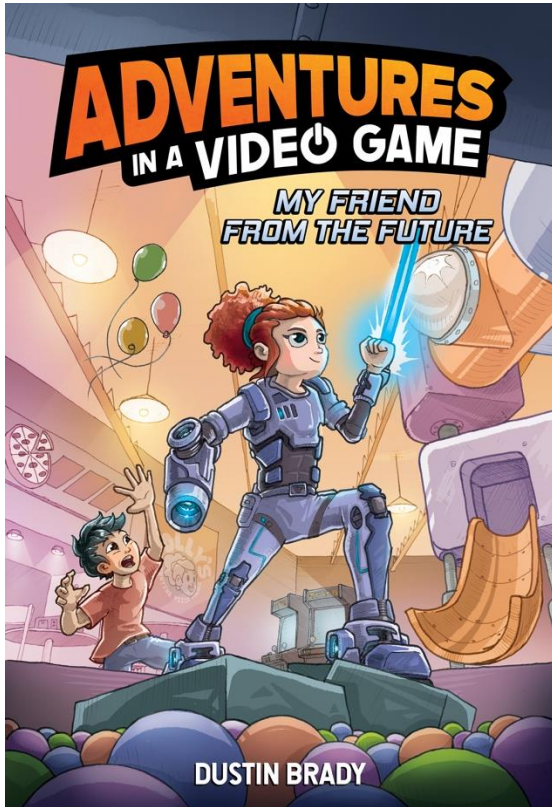
Hopscotch Girls Presents: The Pop-Up Shop Predicament

Gamer Girls: Retro Rhythms

Otto Normal's Monsterton: The Disappearance of White Pine Beach



My Friend from the Future: Adventures in a Video Game by Dustin Brady, Illustrated by Jesse Brady



BEST-SELLING AUTHOR: *Adventures in a Video Game* comes on the heels of the bestselling *Trapped in a Video Game* and *Escape from a Video Game* series which have combined to sell over 2 million copies.

This is the first book in the *Adventures in a Video Game* series, where each book contains its own adventure in a different type of thrilling video game.

Bentley Carmone's twelfth birthday party has been—without question—his worst. For one thing, no one wanted to come and secondly, the entire party has just been captured by video game aliens.

Now, Bentley must team up with Polly, a gas station girl mascot turned video game hero, to hunt down the aliens. Armed with a blaster and laser sword, Polly would be the perfect partner for this job if she could ever stop invading mini-golf courses and blowing up semi-trucks. Over time, Bentley learns that Polly may not only hold the key to saving his friends, but also solving a mystery that has haunted the Carmone family for years. Can Bentley get through to her before it's too late?

192 pages

Pub Date: 10 September 2024

CHAPTER ONE

BEST DAY EVER

Sometimes, the worst day of your life dresses up as the best day.

“THIS IS THE BEST DAY EVER!” Bentley Carmone screamed.

Young Bentley did indeed appear to be having the best day of his life. You see, Bentley’s parents had just gathered sixty kindergartners to celebrate his sixth birthday at Polly’s Funtime Pizza Palace. For two hours, those kindergartners skinned their knees inside crawling tubes, sweated all over trampolines, set low scores in the arcade, and screamed blindly through the laser tag arena. No one could possibly imagine a better time.

“THIS ONE’S MY FAVORITE!” Bentley led his best pal Zo to an arcade game called *The Legend of Polly*.

“CAN I PLAY?!” Zo asked.

“YES!” Bentley replied, bouncing on his toes.

This conversation might have taken place at normal volume earlier in the evening, but now with the Disney music blaring and sugar flowing, every word was being spoken at a near scream.

Zo swiped his arcade card and grabbed the joystick. Bentley pointed to the girl on-screen with poofy hair and a futuristic jumpsuit who bore a striking resemblance to the logo of Polly's Funtime Pizza Palace. "THAT'S POLLY!"

"I KNOW!" Zo replied.

"YOU GOTTA GET THOSE GUYS OVER THERE WITH YOUR . . ."



"I KNOW!" Zo interrupted before immediately dying.

"I WAS TRYING TO TELL YOU . . ."

"I KNOW!" Zo swiped his arcade card again.

"You must be the birthday boy," a warm voice interrupted.

Bentley spun around to see someone way too old to be a guest at his party. A man with white hair and bushy eyebrows held out his hand to greet Bentley. Bentley was too shocked to shake the hand. When the man noticed Bentley's shock, he patted the birthday boy on the back instead. "I'm Dale. Dale Parker."

Bentley knew who Dale Parker was. Everyone knew who Dale Parker was. As the owner of a five-billion-dollar chain of gas stations as well as one awesome pizza palace, Mr. Parker was the most famous person the small town of Adamsford, Indiana, had ever produced.

"I see you're playing my favorite game," Mr. Parker said.

Bentley tried to squeak out "mine too," before nodding instead.

"Have you won the Polly Pop yet?" Mr. Parker asked.

Bentley shook his head no. Then, Zo died. "COME ON!" Zo kicked the machine.

Bentley's eyes got wide. "NO!"



Don't Climb this Mountain: Adventures in a Video Game by Dustin Brady, Illustrated by Jesse Brady



BEST-SELLING AUTHOR: *Adventures in a Video Game* comes on the heels of the bestselling *Trapped in a Video Game* and *Escape from a Video Game* series which have combined to sell over 2 million copies.

This is the second book in the *Adventures in a Video Game* series, a new series by bestselling author, Dustin Brady, where each book contains its own adventure in a different type of thrilling video game.

YouTube sensation Sir Hype is using groundbreaking technology to take his annual mountain challenge inside of a video game. One hundred contestants will battle digital monsters, glitching terrain, and backstabbing allies for a chance at fame and fortune atop the peak—or, at least, a chance to make it out alive.

Thanks to some quick thinking and a willingness to bend the truth, Archie Maloney does make to the mountain. He also brings dozens of other contestants along for the ride, including his little cousin Mae, an ambitious girl named Naila, and the infamous Devil Doug. If the gang can survive a wild race to the mountain, fierce snowball fight against a robot yeti, and showdown with an avalanche, they'll discover that the real danger has just begun. On this mountain, you can't trust anyone.

192 pages

Pub Date: 10 September 2024

CHAPTER ONE

HYYYYPE!

“Three. Two. One. Go.”

Archie smiled at the camera, took a deep breath, then started his video the same way his hero started every video: by screaming the word “hype” as long as his lungs would allow.

“Hyyyyyyyyyyyyyyyyyyype! What up, hypeheads, this is Archie Maroney, a.k.a. the Archmaster General, a.k.a. the Golden Arch, a.k.a. . . .”

“Stop, stop, stop,” Archie’s camerawoman said. “It’s not recording.”

Archie closed his eyes. “Is it because you forgot to hit record again?”

“Nope! Wait. OK, maybe. But I got it now!”

Archie kept his eyes closed for a few seconds longer and reminded himself that Mae was seven years old. When he became a famous YouTuber, he could afford to hire a professional, but until then, he’d have to be thankful for the free labor his little cousin provided as well as the complicated camera her dad let her borrow. “The light turns red when it’s recording.”

Maybe there weren't 499 other racers. Maybe he'd entered the game alone after all! He leaned forward in his driver's seat and allowed himself a little smirk.

Whoosh!

Just then, a Lamborghini driven by a little girl wearing a unicorn headband passed Archie.

WHOOSH!

A tank that might belong to Batman zoomed by on the left. Then, the road merged into a superhighway, and Archie's heart sank. It felt like the entire world was headed to the mountain.

HONK-HONK, HOOOOOOONK!

Archie glanced right to see a little kid wearing one of those inflatable T. rex costumes driving a garbage truck. The kid honked again, then yanked the steering wheel to run Archie off the road. Archie tapped his brakes, causing the kid to crash through the guardrail and fly off the road.

Up ahead, the road narrowed into a tunnel. To make it into the tunnel, Archie would have to merge into one of the center lanes. He waved at the driver to his right—a girl with a flower in her hair steering a float from the Rose Parade. "Can I get in?"



not real. Do you know how often Ike comes to me with this stuff? If I stopped filming every time Ike got scared, I wouldn't have a single video. I built this mountain. I know it better than anyone else. Stick with me, and I'll keep you safe."

Archie nodded.

Sir Hype smiled. "HyYYYYYYY . . ."

". . . YYYYYYYPE!" Archie joined in.

"This is gonna be sick!" Sir Hype attempted a cool-guy handshake that Archie absolutely botched. Then, he threw away the rest of his Bomb Pop and bounded out the door. Archie followed his lead.

Ike caught Archie outside the ice cream truck. "You did the right thing by coming forward." He pressed a piece of paper into Archie's hand. "This is Victor Esmail's phone number. In just a minute, you're going to press the button on your wristband. Don't worry—your button works. It's the only one that does. As soon as you get out, call Victor and tell him I said to start the emergency extraction. Victor's going to . . ."

"Attention, please!" Sir Hype yelled. He'd climbed on top of the ice cream truck so everyone could get a better view. "I have a question for everyone. Who wants to make the greatest video of all time?!"

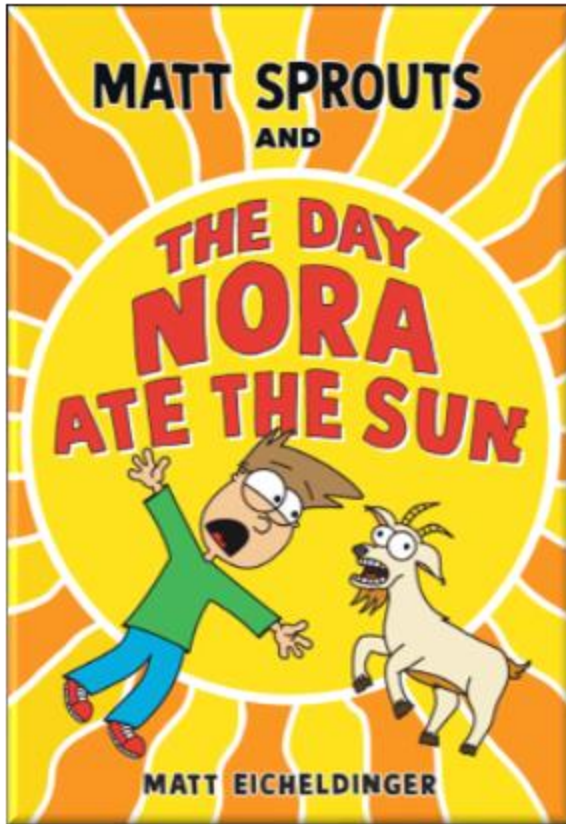
Every hand in the crowd went up.

"Hold on, what's he doing?" Ike asked Archie. Archie responded with a grin.





Matt Sprouts and the Day Nora Ate the Sun by Matt Eicheldinger



After defeating “the Curse,” twelve-year-old Matt just wants to relax. But Dad has another idea—Matt needs to “build some character,” whatever THAT means. So Matt ends up a pet sitting for his neighbor, Farmer Jed. Easy enough, right?

Wrong.

While trying to keep track of Nora and all her mysterious actions, Matt is *also* helping his girlfriend Grace with her Science Fair project, attending both soccer *and* Cross-Country practice, and, oh yeah, trying to avoid some scary guy named Jason who seemingly wants to enact perilous revenge on young Matt. More on *that* guy later.

So much for “time to relax”!

Book 1, *Matt Sprouts and the Curse of the Ten-Broken Toes* was published in March 2024 is a *New York Times* bestseller!

Book 3, *Matt Sprouts and the Search for the Chompy Wompers!* comes out June 2025 and Book 4 in 2026!

304 pages

Pub Date: 03 September 2024

But it was also Nora who helped me finally understand Mom’s advice. Because in this story, all that really matters is the day Nora ate the sun. That day changed *everything* I thought I knew about *anything*.

So it’s probably best for you to try what my mom says. I’ll tell the story, and you pay attention and see if you can think about what some people might have in their backpack.

Because I certainly wasn’t, and I wish I would have from the start.



CHAPTER 1

UNDERWEAR

It was the end of sixth grade, and summer had finally arrived. Usually, I would have a list of the things I planned to do to make the summer better than the last one. However, after last year, *anything* could be better.

You see, last year I spent all my time worrying about “the Curse.” After breaking my neighbor Jenna’s collarbone (it was an accident—I promise!), the Curse—a hometown legend that haunts a kid who does something bad—followed me around all year, making life absolutely miserable. I got trampled by a llama, I crashed my snowboard, and I even fainted in a waterslide! And each time it was the same result:

A broken toe.

But I solved it with the help of my friends, and we were able to break the Curse before it caused any more damage. Now I am really just happy to walk around without the fear of being chased down by grumpy, poop-stained cows.

So, as you can imagine, what I wanted most this summer was to just sit and relax. No broken toes. No Curse. No responsibilities.

But of course, life throws curveballs.

It all started on a Friday at lunchtime, where I was lying in the same spot I was four hours ago: on the sofa with my foot hanging off the side (the only way to lie on a couch, in my opinion).



But before I could get in another few hours of dedicated video game time, Dad walked in.

“Hey, buddy! Happy first day of summer vacation!” he said. “You gearing up for a summer of broken toes?!”

“Ha, ha, ha,” I said sarcastically. “Let’s not even joke about that.” I gave him a few kicks as he tried to sit down, but he grabbed my feet and lightly smooched them together like golf clubs in a bag. Why are dads always so strong? I can’t wait till I get my dad strength someday.

“You know I’m kidding,” he said as he pushed my feet to the side and sat down. “Plus, you’ll be too busy to worry about your toes anyways.”

“Why? What do you mean?” I asked. It was obvious Dad had a plan for me. He was doing the thing he always does when he knows something my brother and I don’t. He starts with a bad joke and a smirk and then says something that will most likely disappoint me.

“Well . . .” Dad hesitated as the predicted smirk came across his face. “Remember a couple weeks ago? We talked about you getting a job earlier in the summer?”

I squished my face together into a tight ball to try to remember. “Was I playing video games when you said that?”

“Yeah, I think you were,” Dad thought.

I relaxed my face. “Then I definitely don’t remember,” I said. All parents should know by now that having a conversation with their kid while they play video games is pretty

worthless. I can barely remember to change my underwear each day, and that's with no distractions.

"Matt, you must've known this was coming," Dad lectured. "You get a summer job every year. Remember doing yard work for Mr. Parcy?"

"I always get a summer job at the *end of June*," I corrected Dad. "And it's *early June* now. What's the rush?"

"You're going into seventh grade, Matt. You're older now. It's time to add some more hard, honest work."

Dad always talks about how Elliott and I need to learn the value of hard work. He tells stories all the time about when he was our age, working long hours in the sun bailing hay or tending to his never-ending newspaper route. Still, I wanted to push back to see how much I could get away with.

"What does 'honest work' mean anyways?" I asked.

"It means a job you are proud of *and* one that contributes to society," he said. "Think of it as an entry point into the larger picture of life. A life skill. Building some—"

"Don't say it, Dad. Please?!" I interrupted. I knew where this lecture was going. It was going to end with the same word that every lecture always ended on.

"Character," Dad laughed. "Building character!"

"Nooooo," I moaned and put my head under the pillow on the couch. How come my friends, like Henry and John, got to spend all summer at cool outdoor camp doing

things like swimming, archery, and roasting marshmallows while I had to work on "building character"? Where was the fun in *that*?

Dad squatted down next to me and pushed his face into my new fort. "You knew this was coming, buddy. C'mon, now. I actually have some ideas if you'd like to hear 'em."

"Wait!" I blurted. "One of them isn't the Klinkles, is it?!"

Mrs. Klinkle, or, as my friends and I like to call her, "The Old Grape Lady," was part of the Curse last summer. I had to work for her and her husband by picking up rocks in their yard, even when I had a broken toe! Not only that, but she was my substitute teacher and always seemed to know exactly what was going on in my life. And I don't know how or why she did it, but she ended up giving me a clue to solve the Curse.

We still hadn't talked after that, and even though I owed her a thank-you, the thought of working for her again gave me the creeps.

"Not the Klinkles' house," I shouted. "Please, *anything* but that!"

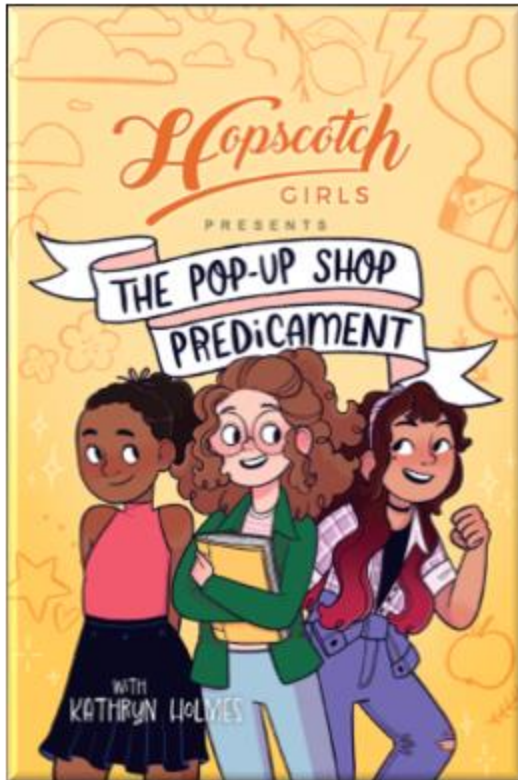
"Actually, I have something different in mind," Dad said. "You've got some options." He pulled out a list from his pocket and handed it to me.

"Dad, there is only one thing on the list," I laughed. "Why did you even write it down?"

"For dramatic effect!" he joined. "Well, what do you think?"



Hopscotch Girls Presents: The Pop-Up Shop Predicament by Hopscotch Girls and Kathryn Holmes



Mia has successfully helped three classmates get their businesses up and running using her tried and true business strategies. In book two, Mia extends her consulting expertise to Aubrey, a fellow student, as they collaborate on opening a pop-up shop to showcase Aubrey's upcycled treasures. At the same time, she's nervously preparing to join Zari in auditions for the school musical, *Annie*. As Mia's world gets busier, she faces an important task: She needs to hire an assistant to keep her consulting business running smoothly.

Join Mia as she navigates the challenging but rewarding path of balancing her business, hiring an assistant, and ensuring there's still time for fun and friendship. Mia's story is a delightful blend of entrepreneurship, friendship, and the pursuit of one's passions.

This is the second book in the Hopscotch Girls series and features 40 fun illustrations and doodles throughout!

Book 1, *Hopscotch Girls Presents: Mia Madison, CEO* was published 30 April 2024. Book 3 comes out July 2025!

216 pages

Pub Date: 15 October 2024

I'm a glass-half-full kind of girl.

When I know I've worked hard toward a goal—when I'm certain I've done everything I possibly could to make it happen—my glass fills up even more.

Today, my glass was at least two-thirds full. Maybe even three-quarters.

Which was a good thing, because Lillian's glass was almost empty.

"What if no one shows up?" she fretted, wringing her hands.



She nodded, her lips pressed together into a tight line. I noticed that she was crumpling the hem of her shirt in one tight fist. When she saw me looking, she released the fabric and hastily tried to smooth out the wrinkles. “What if no one wants to pay money for my art?” she asked in a small voice.

A few drops of water evaporated from my mostly full cup. I was fairly sure our peers would be willing to pay for *Strange in Sun Valley*, but we wouldn’t be able to breathe easy until someone actually *did*.

“What if they’re disappointed it’s me?” Lillian went on. “What if I’m not who they thought the artist would be, like I’m not cool enough, or—”

“No way.” I took her hand before she could start balling up her shirt again. “Lillian Kwan, you are the coolest, and don’t you forget it!”

“Who’s the coolest, and why is it me?”

Lillian and I turned to see our other two BFFs entering the library. Bex Cohen-Green was the one who’d spoken. She preened, fluffing her frizzy reddish-brown hair like she was a supermodel in front of a camera.

“I was talking about Lillian,” I said, stifling a smile at Bex’s antics.

“I’m really nervous,” Lillian admitted.

“Of course you’re nervous,” the last member of our foursome, Zari Tyler, said. “It’s a big deal to put yourself and

your art out there.” Of all of us, Zari knows best how it feels to be in the spotlight: she’s an amazing dancer who wants to be a principal ballerina one day. “Come here.” She held her arms open. Lillian fell into her comforting hug. Then Bex tackled both of them. I joined the group hug, squeezing my friends tight.



I’m really lucky to have three amazing BFFs. We’re all into different things: Zari’s a dancer, Lillian’s an artist, Bex is a total smarty-pants (she even skipped fourth grade), and I’m a businesswoman. What we have in common is our passion for our dreams—and our unwavering support for each other.

“Better?” Zari asked, breaking the group hug.

“Yeah. Thanks.” Lillian’s smile looked genuine for the first time all morning. “I’m glad you three are here.”

cider requires its own separate carafe. The cider also has to be made ahead of time—and kept chilled before I can heat it up on-site.

I make all my drinks myself (with Mom or Dad’s help). I would never serve my customers something completely store-bought! When you choose Pack Some Punch, you get a personal touch.

I made sure everything was in order for Saturday, cross-referencing between my business email and my day planner. I love planners. I keep my old notebooks on a shelf above my desk, and I always have one or two new ones waiting in the wings. Each installment has a handwritten calendar, a bunch of different to-do lists, comments on my business operations, and random thoughts on what’s going on in my life.

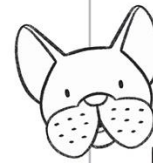
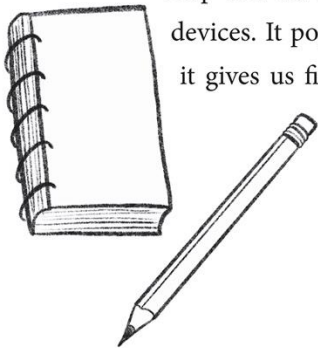
I don’t go *anywhere* without my planner.

When I was satisfied that I was 100 percent ready for the fall festival, I checked the screen-time app Dad designed to

keep tabs on me and Rosie when we use our devices. It pops up when we first log on, and it gives us five minutes to finish what we’re

doing when our time is up. I still had a few minutes left for today.

I quickly whipped up an advertisement for an assistant:



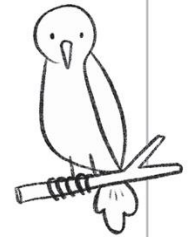
WORK WITH SUN VALLEY'S PREMIER KID-TREPRENEUR!

MIA MADISON, CEO of **PACK SOME PUNCH** beverage stands, **HAVE-A-NICE-VACATION PET SITTING**, and **KIDBIZTIPS WITH MIA MADISON**, seeks a hardworking, detail-oriented, and problem-solving kid to assist with business operations.

This is a paid opportunity!

No previous experience required.

EMAIL TO APPLY.



With my screen-time clock approaching zero, I printed off a couple copies and shut down my computer. But the flyer wasn't ready. It wasn't eye-catching enough. It needed . . .

Doodles.

Did I mention that I'm a doodler? My notebooks are full of doodles. My drawings are nothing like Lillian's; she's a true artist. But I enjoy doodling. It helps me think. Some of my best ideas have come while sketching in the margins of my planner.



Gamer Girls: Retro Rhythms by Andrea Towers, Briana Lawrence, Illustrated by Alexis Jauregui



192 pages

Pub Date: 19 November 2024

Jess never thought she'd be a gamer. The posters in her bedroom are dedicated to Naomi Osaka and Misty Copeland, not video game streamers. But ever since joining the Gamer Girls squad, Jess has learned a TON about video games.

One evening, Jess discovers something wonderful . . . sitting in her parents' guest room is a brand-new, sealed *Dance Dance Rhythms* game from the '90s! What's more, if she trades it in at the local game store, she can get a NEW game. But trading it might not have been the best idea . . . and Jess might have to risk it all in order to get it back.

In this fourth book of the popular *Gamer Girls* series, four friends navigate the video game world and the middle school world . . . if only they could solve drama as easily as they defeat monsters!

Retro Rhythms includes 30 black-and-white illustrations throughout.

- *Gamer Girls: Gnat vs. Spyder* published in January 2023.
- *Gamer Girls: Monster Village* published in May 2023.
- *Gamer Girls: Out of Control* published in January 2024.



CHAPTER ONE

"Nooooo!"

The words are out of my mouth before my feet step out of the bathroom, but I already know what I'm going to see when I shift my gaze to the floor.

Marshmallow with a hairbrush in his mouth.

And not just any hairbrush. *My* hairbrush. The hairbrush that I was planning on using in five seconds to get my thick hair into a ponytail.

"Marshmallow, *why?!?*" I whine.

I'm not sure why Marshmallow views my hairbrush as a toy. Maybe he thinks of it as a sort of stick, like the ones he likes to grab when I take him out for walks. I try and reach for the brush, but he growls playfully and backs two feet away.

"I'm not playing with you, Marshmallow!" I try again, but he takes another step back. His four feet tap against the floor in a light rhythm—

“No,” I squeak out. “Don’t. You. Dare.”

(He does.)

He **bolts**.

“*Marshmallow!*”

Unfortunately, as mad as I am about chasing after a dog before school, I can’t really be *that* mad. He’s **too cute** for me to be angry. I guess that’s why people love dogs so much, because all you do is take one look at their little faces and you completely forgive them. As if to make matters worse, Marshmallow is a bichon frise, so his face is probably even *more* adorable than most dogs’ faces.



Marshmallow’s paws pitter-patter away. I have to stop myself from smiling. He’s probably having so much fun running down the hallway, but now I’ve got to run too. I take after him like lightning, sprinting around the house in my mismatched pastel socks. Usually my long legs can outrun his stubby puppy ones (after all, I’m not Golden Trails Middle School’s track star for no reason), but all speed is lost when I’m trying to avoid slipping in socks—and **crash landing** onto one of Mom’s many expensive vases around the house.

Why Mom likes those hideous things, I’ll never know.

I don’t know how long we run around for, but eventually, Marshmallow ducks into my room and jumps onto the bed.

“*Gotcha!*” I squeal and lunge onto the bed too, but this pup’s fast—he **zips** out of bed before I can finish plopping on. Then he’s out the door and running down the hallway again.

I look at my posters on the wall—Misty Copeland, Serena Williams, and Naomi Osaka stare back at me. Misty, Serena, and Naomi are my favorite athletes of

all time. They made *history*. I wish I could make history like them too.

Then I glance back down at my watch. It's almost time for school—and I can't be late.

"Marshmallow, *please!*" I beg, loud enough that the puppy-shaped shadow outside of my room can hear. I approach the shadow in the hallway. "I need to get ready *now!*"

"Jess? What's going on out there?!"

BOOM. Silence. If you don't think silence makes a noise, you've never had my mom yell at you.

Mom's voice gets us both to stop running. I've had Marshmallow only a few weeks, but we both know better than to make *this* much noise in the morning. That's because Mom is usually working out around this time, one of those "early to bed, early to rise" types. She starts almost every day with spin class, yoga, weight training, or the occasional treadmill jaunt.

I like to think I got my interest in sports from Mom. She's always been "the athletic one" ever since she was a kid; she was even voted "**Most Valuable Player**" on her high school softball team.

I'm into sports too—my BFF Celia likes to

affectionally say that if we're the Spice Girls, I'm Sporty Spice. I dunno about that, but I think being sporty is a great thing. I love sports—the competition, the emotion, the ever-present struggle to come out on top or persevere. There's a beautiful rush of emotion when you're out there on the field, moving your body. Like the world is yours, and you are the world.

Like you can **do anything** and **be anything**.

Except argue with Mom.

"Jess?" Mom's voice cuts in again. "Everything okay?"

As if knowing he'll be in even *bigger* trouble if he makes another sound, Marshmallow drops the hairbrush and sits down gracefully, like he's modeling for the cover of a canine magazine.

"Oh no," I whisper to Marshmallow as I grab the hairbrush. It has a few teeth marks on it, but nothing too bad. "I'm not going down for this alone. *You* took the brush, mister."

Right on cue, Mom steps out of our home gym and into the hallway with us. Her headphones are draped around her neck, and she's dressed in her favorite activewear, bright purple leggings with black stripes



***Otto Normal's Monsterton; The Disappearance of White Pine Beach* by Danielle McKechnie, Illustrated by Simón Estrada**



Otto Normal and his mom have moved to Monsterton, but there's one problem—they're not monsters. In this first book of the hauntingly beautiful and highly illustrated *Monsterton* series with graphic novel pages interspersed throughout, Otto and his friends embark on a journey to find the legendary White Pine Beach. But the friends find much more than they bargained for when one of their own goes missing . . . possibly forever.

Both illustrated novel AND graphic novel!

Book 2 is scheduled for publication September 2025 and Book 3 for July 2026!

432 pages

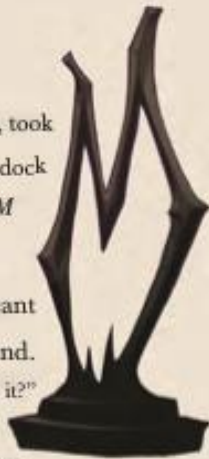
Pub Date: 27 August 2024

MONSTERTON

Three nights later, Otto and his mom packed up, took a bus from California to Oregon, and reached a dock that had a cog ship with a single mast. The initial *M* was adorned at its tip, and it had a simple square black sail. The stranger from the diner, who was meant to captain their boat, was nowhere to be found.

"This can't be it. Where's the captain? Are you sure this is it?"

Otto asked. He searched through the murky evening haze that hovered above the dock.



His mom heaved her brown floral carpet luggage onto the ship.

THIS IS IT. I THINK.

She nodded toward the ship's floorboards, which bore a carved map of an island labeled *Monsterton*.



Otto studied the map.

There were curious details of trees both dead and alive and a lighthouse on a craggy cliff that mysteriously took the shape of an angry serpent screaming into the abyss.







SNAP!

She darted her head to the side, mid-leap, to see where the loud crack came from. It wasn't branches. It was the trunk of a tree that was now snapped in half and flying toward her. The Belcarra keeper had found her. The sound of his thumping, thunderous footsteps thudded against the damp forest floor as he knocked down trees to clear his path.

She needed to move faster, and she knew exactly where to go. The trees that surrounded her were covered in a secret code of her own making. Cory had taught her how to mark trees without catching the keeper's attention when she was very young so she could map the forest. She reached a cluster of hanging branches formed

into the shape of dangling snowflakes. The snowflakes meant that she had entered a safe zone, an area where no other strix had been found.

She finally reached the edge of a rolling field of dandelions. Her tree house pine was bent at the base and sat along the edge of the forest. It was marked with an *X*. She was almost home, but every leap, every step, had to be careful and calculated.

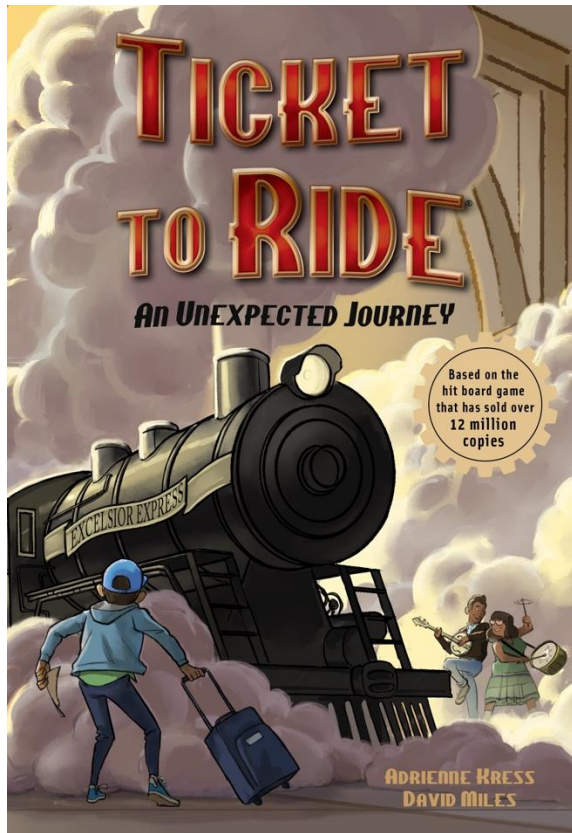
Two steps beyond her pine tree, where dandelions sprawled toward a walled city with twinkling lights, there was an invisible barrier that she couldn't break through.

She spent every night looking out at the city in the distance and wondering what life was like beyond the trees. She watched the morning-fellows fly across the border and stomached the pain of knowing she couldn't go with them. Even if she wanted to touch the feathery dandelions, she couldn't. Lost strix were exiled from the outside world. She needed to be safest from other strix, which was closest to exile. The young strix wasn't just lost or stuck. She was *trapped*.

It took many moons for her to accept her fate as a lost strix of Belcarra. The reality of her position struck the last time she saw Cory. It was a year ago, almost to the day, that he let out a bloodcurdling,



Ticket to Ride: An Unexpected Journey by Adrienne Kress and David Mills



All aboard the journey of a lifetime! *Ticket to Ride* is an immensely popular board game where players test their skills in teamwork, strategy, and luck. This first ever children's book adaptation, 100% official, and high stakes *Ticket to Ride* book will whisk readers all throughout the North America, is perfect for fans of all ages, with black-and-white illustrations by artist David Miles and chilling, pulse-pounding prose by bestselling author Adrienne Kress.

Based on the hit board game, *Ticket to Ride*, author Adrienne Kress weaves fascinating story with adventure in this book that's full of mystery, adventure, and friendship, in a style reminiscent of Lemony Snicket and Roald Dahl. Illustrator David Miles's spot art leaps off the page . . . and onto a train track. Fans of Lemony Snicket's *A Series of Unfortunate Events* and Adrienne's own *Bendy and the Ink Machine* novels will love this series.

208 pages

Pub Date: 11 March 2025

You like trains.

So that's why I started the book with one word.

"Trains."

I thought of maybe starting it with an opening line like, "Oh man, I just love trains!" because I think books that start with dialogue are a lot of fun.

I also debated a more descriptive introduction where I explain why so many people love trains. Maybe some kind of historical deep dive, with just the right amount of whimsy to make it a real treat.

But then I was all . . . *What if I just got to the point?*

And that's why I wrote:

Trains.

Not everyone uses trains anymore, true, but they are still a pretty popular mode of transportation. City folk use them to get around every day. Ask any New Yorker, and they'll confirm that. But it's not just cities. You can ride a train in the countryside.

Trains can get you from point A to point B.

Or point C if that's your preference.

Or even points D, E, or F.

Or G, for that matter.

H sometimes too.

And I.

J is an interesting option, and I won't judge you for choosing it.

Interestingly they can't get you to K, but we don't really talk about that.

L, M, N, O, P, though?

Totally doable.

Q, R, S, T, U?

Rare, but it happens.

V and W.

I've heard stranger.

X, of course, marks the spot, so that is definitely a thing.

Y and Z depends on your mood and your eye color. But we all know that already.

The point is . . . never mind, we just discussed twenty-six points. The next points are the Greek alphabet (Alpha, Delta, Gamma), but that's a story for another day.

My meaning is: trains are great for getting places.

But you know what they are even greater for? The bit in between.

The journey.

And let me tell you, there was no one in the world who enjoyed a good bit in between more than Theodore "Teddy" Hart.

Yes, we finally get to meet Teddy! (Oh, you thought I was Teddy? The Teddy you no doubt read about from the back cover? Or heard about, in case you're listening to the audiobook version of this story.

Kudos to the audiobook team. Dear reader, no. I am but a narrator. Teddy is the hero of this tale.)



Teddy was not just a kid who *liked* trains. He ***lived*** trains. He breathed trains. He dreamed trains. Sometimes he dreamt of other things, too, like the neighbor's naughty terrier or math homework. But mostly it was trains.

Teddy loved every single kind of train.

Well . . .

Except one.

The *one* kind of train Teddy wasn't always wild about was his **train of thought**.

It was pretty clear he wasn't a fan of it because he kept losing it all the time. He didn't do it on purpose. People don't really lose things on purpose; sometimes they're taken by the naughty West Highland

White Terrier next door—for whatever reason West Highland White Terriers are predisposed to steal math homework. But I digress.



No, Teddy had ***tried*** to keep his train of thought. But there were so many things to think about at any given moment. One thought made him think of a different thought which prompted him to think of a different thought and so on.

So many thoughts made some things a bit tough at times for Teddy, like at school. He was a pretty smart kid, but he had no idea how he wasn't supposed to think so many different thoughts when there were so many different things to think about at school. The math lesson on the whiteboard. The football game the gym class was playing outside the window. The sound of Eloise tapping her pencil on the desk. Or what was Izzy whispering to Raheem over there in the front?

"Well, Teddy?"

Teddy would look up at one of his teachers, let's say Ms. Smythe, who was always very nice and often tried to hide how frustrated she got with him, but he could still feel her frustration even if she didn't say it.

"Uh, what was the question again?" Teddy had asked.

Ms. Smythe would hide the sigh she wanted to make somewhere behind her eyes. Teddy could see it floating there, desperate to get out. But she was a good teacher and wouldn't let it. And so, she had repeated her question . . . which Teddy had forgotten immediately.

Teddy's parents had tried *everything* to help get him to keep hold of his *train of thought* for years. Meetings with therapists. Psychiatrists. Organization charts. But nothing seemed to work—not for his train of thought, anyway. (Dr. Torres was exceptionally helpful for Teddy's anxiety, though.)

In fact, recently, Teddy's parents had kind of started to think maybe there was nothing to be done about it.

And then, for Teddy's birthday—his twelfth, to be precise—his uncle had bought him a small train set.

"Do kids still like trains?" Teddy's mom had asked her brother, wondering out loud as if it was a deep philosophical question, but Teddy had only heard her voice in the background, soft and out of focus. All of his attention had been meshed together and then zeroed in on the unopened box in front of him. Something about this

train set compelled him—compelled him so much that he tore open the box, totally destroying it for future storage purposes. But the box didn't matter. It was the train set on the inside that mattered most, and that was in excellent condition.

He held the little caboose of the train in his hands. It was red and looked like something from the 1800s. Perfect in all of its little details: the railing at the back for passengers to stand and look at the retreating landscape, the rods on the wheels, the clear windows. He felt a strange sense of calm that he didn't quite understand. And he realized that for the last few minutes, no other thoughts had come into his brain to distract him.

For the first time in what felt like a lifetime, Teddy held on to his train of thought.



Early Reader Graphic Novel

Ages: 6-9

- *Pocket Peaches: At the Fair*
- *Slice of Mallow Vol. 2: Second Slice*
- *Kitten Ninja: Braver Than Ever*
- *Zips and Eeloo Make a Friend*
- *Afro Unicorn: Afronia Academy, Vol. 2*
- *Kitty and Dragon*



Pocket Peaches: At the Fair

by Dora Wang



80 pages

Pub Date: 15 October 2024

In this second Pocket Peaches adventure, Mango can't wait to compete in the baking contest at the Moonberry Jubilee Fair. But when the recipe goes wrong, Mango has to learn how to "go with the flow" — something that's VERY difficult for Mango to do.

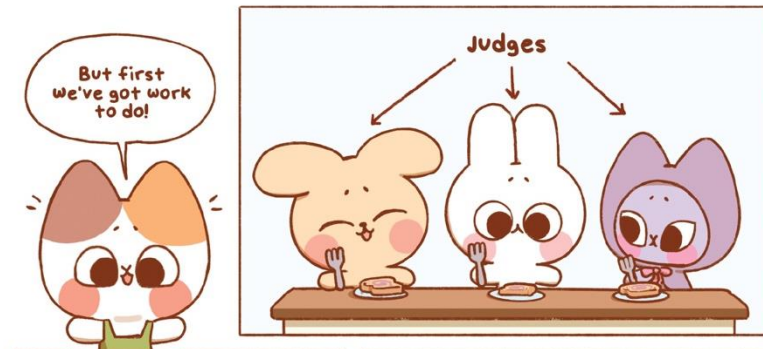
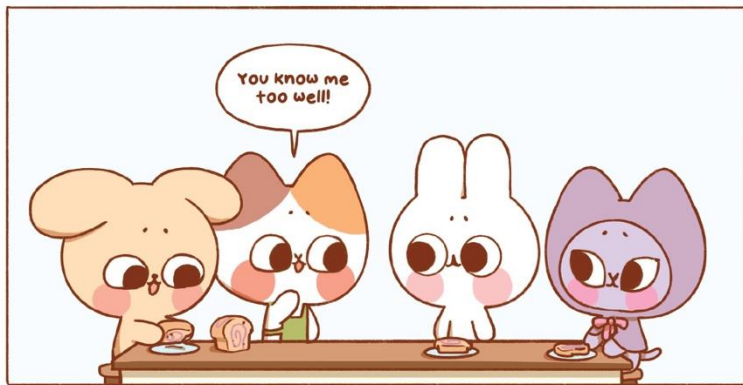
Thankfully, Mango's friends – Peaches, Taro, and Pogi – are there to help! Join Mango and all the adorable characters in Pocketon as they take a *spon-tay-nee-us* adventure that has as many ups and downs as Taro's favorite roller coaster.

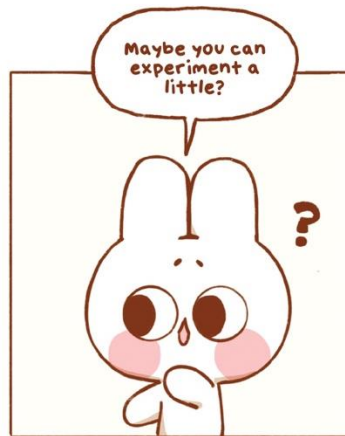
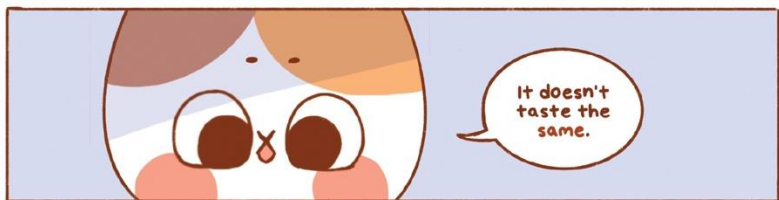
This full-color graphic novel is great for young readers beginning their graphic novel journey and graphic novel enthusiasts alike. It also features a Dyslexia-friendly font. It is perfect for fans of Hello Kitty, *Animal Crossing*, *Pokemon*, and of course, all things cute!

Book 1, *Pocket Peaches*, published in September 2023 and to date Dutch and Romanian rights have sold.

Book 2: *Pocket Peaches: At the Fair*: Dutch rights sold

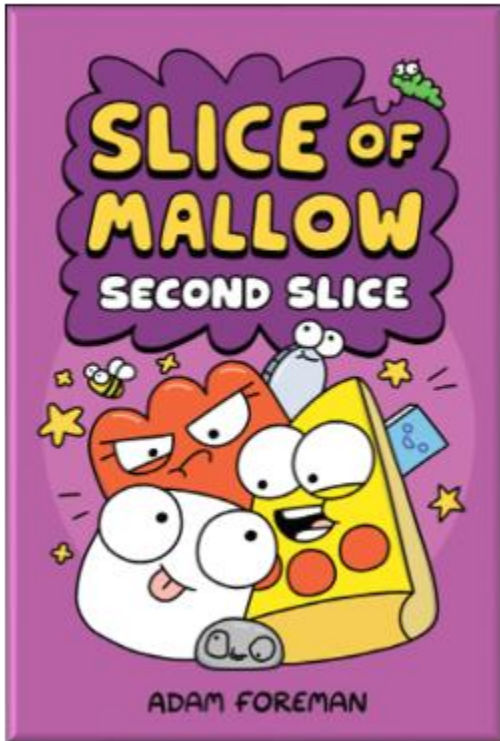
Book 3, *Pocket Peaches: Game Pals* will be published in October 2025!







Slice of Mallow Vol. 2: Second Slice by Adam Foreman



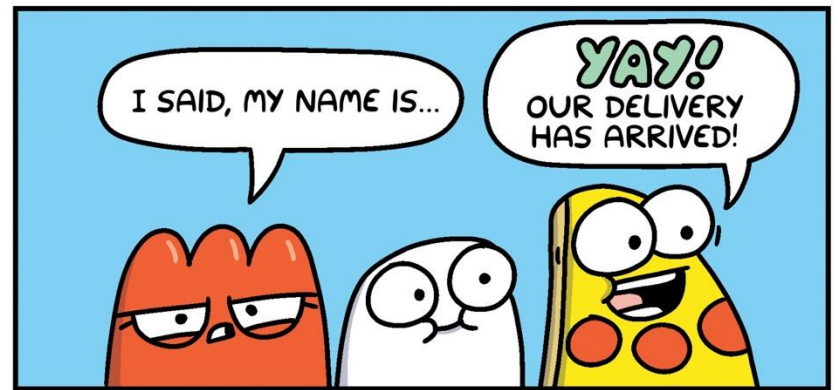
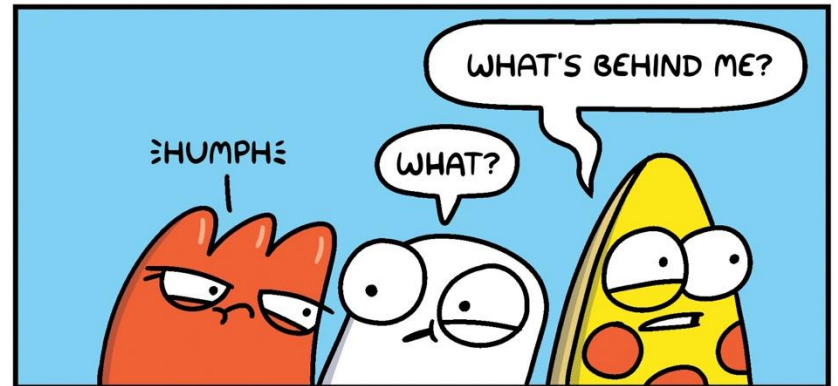
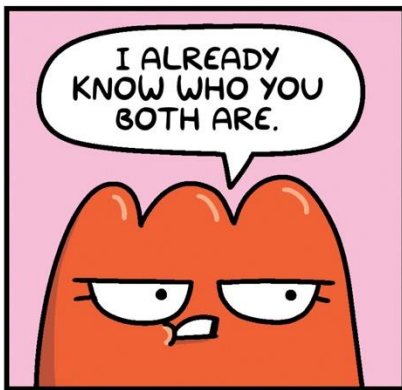
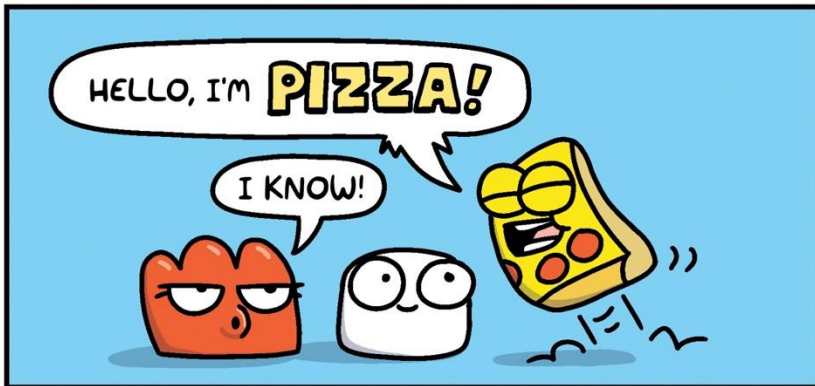
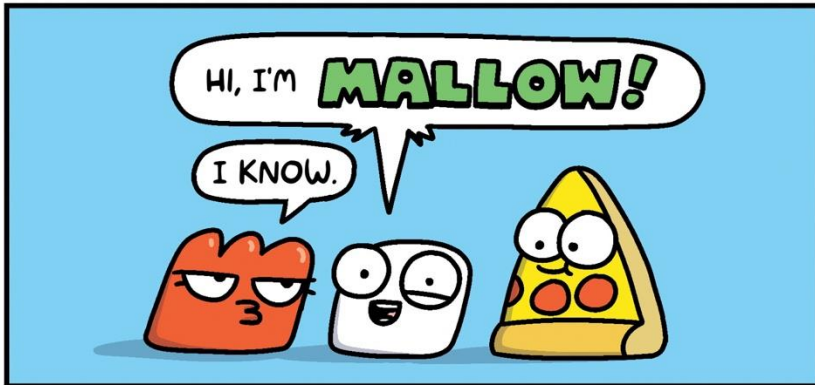
Everyone loves Mallow. He's cute, he's funny, he's been to SPACE . . . and Jelly is sick of hearing about it. So, Jelly has hatched a plan. She's going to be the star of this comic book. Only why is it still called *Slice of Mallow* . . . ?

In this laugh-out-loud funny graphic novel, Jelly and Mallow will go head-to-head as they compete to be the star of the book. This graphic novel has three bite-sized chapters that are easily digestible. Their adventure takes them all over the world, and even bounces them into different comics. Based on a popular webcomic, creator Adam Foreman has created a cast full of lovable, humorous characters.

Slice of Mallow Vol. 1 published in June 2024 and to date Romanian rights have sold.

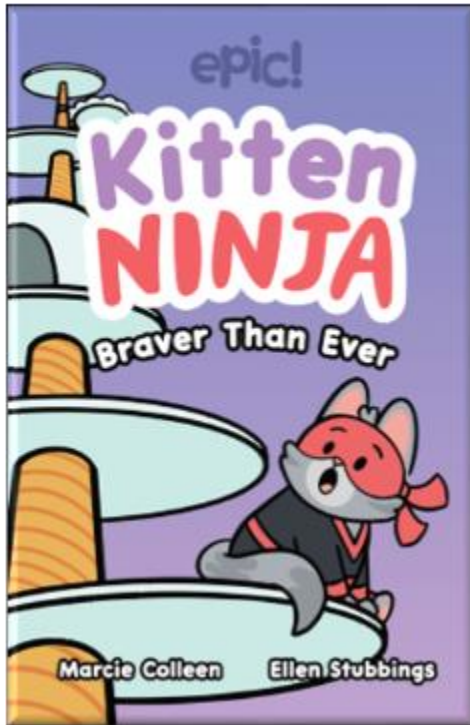
80 pages

Pub Date: 08 April 2025





***Kitten Ninja: Braver Than Ever* by Colleen AF Venable, Marcie Colleen, Illustrated by Ellen Stubbings**



Kitten Ninja is back in three adorable new stories for comics-loving kids of all ages!

Before he became Metro City's greatest defender, Cat Ninja was a cute and cuddly kitten facing tiny foes!

In book 2 of this popular series, Kitten Ninja faces down a tall tower, takes on a swarm of leaves (while fighting a rumbling tummy!), and battles to find a new favorite spot when he outgrows his favorite box. Plus, with lots of love and support from his old ninja master, he learns kindness—and that even ninjas need a little help, now and then.

Book 1, *Kitten Ninja* published in February 2024.

80 pages

Pub Date: 11 February 2025

...a snuggly-wuggly kitten
in his favorite box.



His *very* worn...



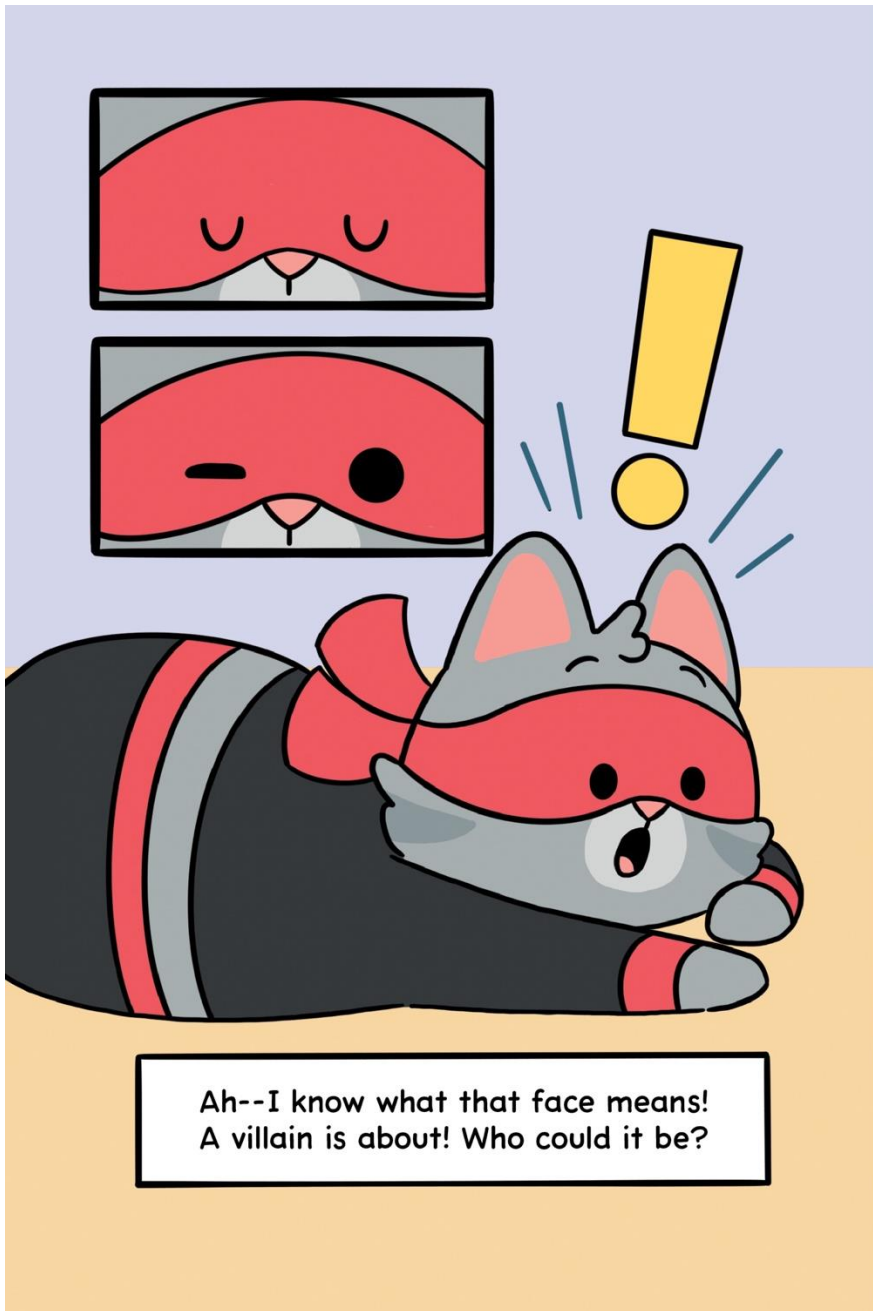
...*incredibly*
loved...



...*had-it-since-he-was-tiny* box.



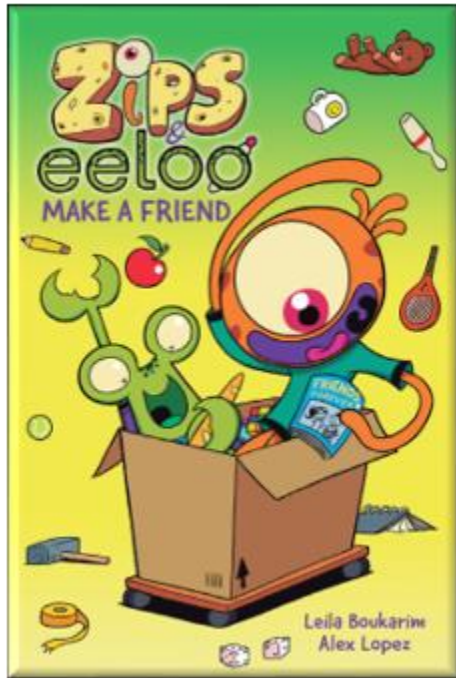






Zips and Eeloo Make a Friend

by Leila Boukarim, Illustrated by Alex Lopez

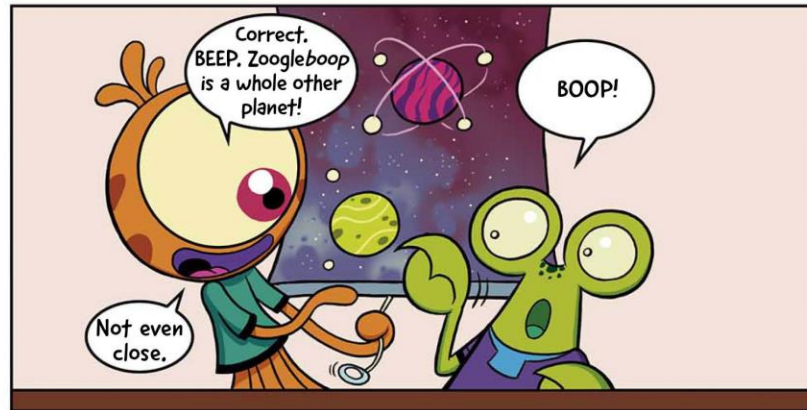


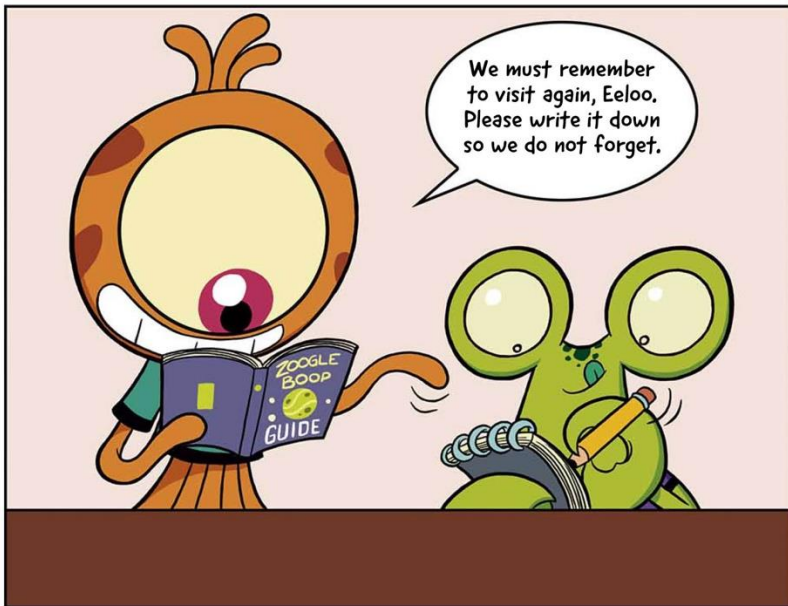
80 pages
Pub Date: 01 October 2024

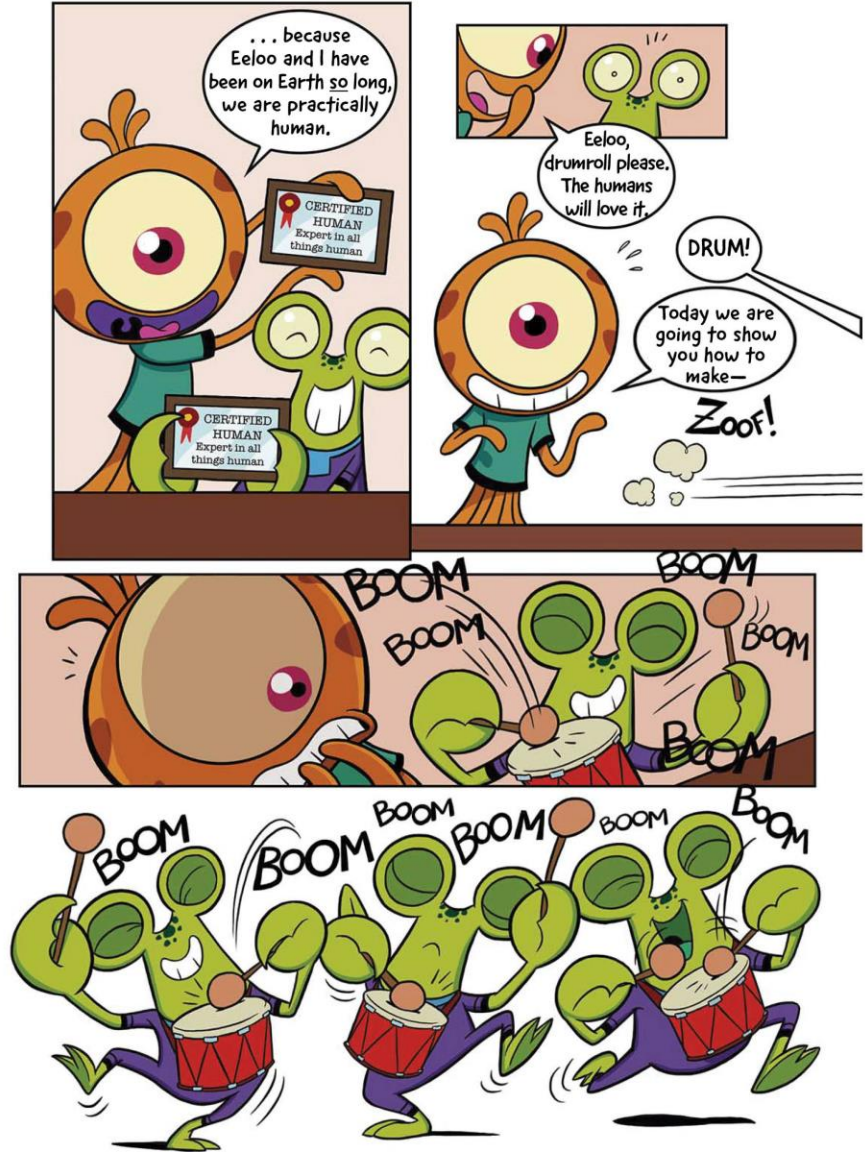
Zips and Eeloo are two aliens who have read a bunch of books about humans and watched a **LOT** of human TV. You could DEFINITELY say they are experts at all things human. They even have EXPERTS IN ALL THINGS HUMAN CERTIFICATES! And in all of the stories, Zips and Eeloo have learned that humans **love** friends, so now they are going to make a friend, too. But "making friends" is harder than it seems ... nowhere in any of the books have Zips and Eeloo learned how to make one, so they're going to try with milk jugs, tennis balls, and anything else they can find.

This full-color graphic novel with a Dyslexia-friendly font is aimed at the earliest readers just beginning on their graphic novel journeys.

Book 1, *Zips and Eeloo Make Hummus*, published in February 2024.

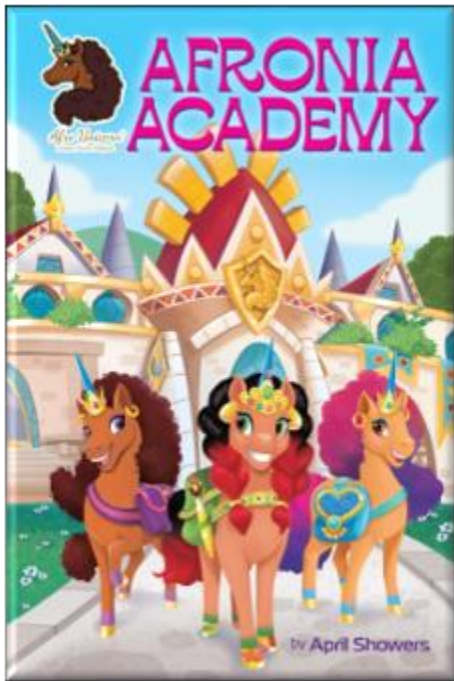








Afro Unicorn: Afronia Academy, Vol. 2 **by April Showers and Terrance Crawford, Illustrated by Anthony Conley and Ronaldo Barata**



Divine and Unique are attending a new magical school called Afronia Academy. It's a very hard school to get into, and Superior Majestic reminds them that they were chosen to attend because they are kind, fair, smart, and believe in themselves. There, the Afro Unicorns meet a student named Dreama. Dreama seems like she's always distracted, but why? Unique and Divine have got to find out!

This full-color graphic novel is great for young readers beginning their graphic novel journey and graphic novel enthusiasts alike. It also features a Dyslexia-friendly font. Dreama uses a few words in Spanish, with a pronunciation guide and Spanish language glossary in the back to help kids navigate new text. Dreama is bilingual, and readers will enjoy learning phrases with her.

When Afro Unicorn creator April Showers realized that her favorite emoji—the unicorn!—was only available in white, she was inspired to create a more inclusive brand for children of color to celebrate how magical, unique, and divine they truly are.

80 pages
Pub Date: 07 January 2025

Afro Unicorn: The Land of Afronia, Vol. 1, published July 2024.



Yessssssss!
We did it!

This is the
best day ever!
We are going to
Afronia Academy!



So many great
Afro Unicorns
have attended
Afronia Academy,
like:



Scientists.



Engineers.



CEOs.



Singers.



And
now . . .
us!





Before the Afro Unicorns were the Dark Times.



Then three crowns appeared.



The Superiors made the crowns glow with their magic and brought color to Afronia.



In return, the Afro Unicorns vowed to always be kind, to keep magic in their hearts, to be true to themselves—



—and to always believe.



Kitty and Dragon

by Meika Hashimoto, Illustrated by Gillian Reid



Book 1 of this early reader series features three adorable stories about Kitty and Dragon—best friends, even when one of them is snoring, being messy, or having a sad day. Even though they are quite different from one another, Kitty and Dragon have learned that there's nothing better than being together, just the way they are.

Territory sold: Romanian

Book 2, *Scaredy Monster*, published March 2020.

Book 3, *Creepy Cafetorium*, published September 2021.

Book 4, *Creepy Cafetorium: Six More Spooky, Slimy, Silly Short Stories* published September 2023.

104 pages

Pub Date: 20 October 2020

Kitty lives in a barn.
It is a very noisy barn.



WHINNY

MOO

BAA

The horses whinny.

The cows moo.

The sheep baa.

The pigs oink.

The chickens SQUAWK!

OINK

SQUAWK

Kitty does not like noise.

WHINNY
MOO BAA
OINK
SQUAWK



Kitty leaves the very noisy barn.

She will look for a new home.

A quiet home.



Kitty goes into town.
She passes
the spell and potion shop.
She passes the milk shop
and the tea shop.

The shops are too noisy.
Kitty keeps walking.





Chapter Books

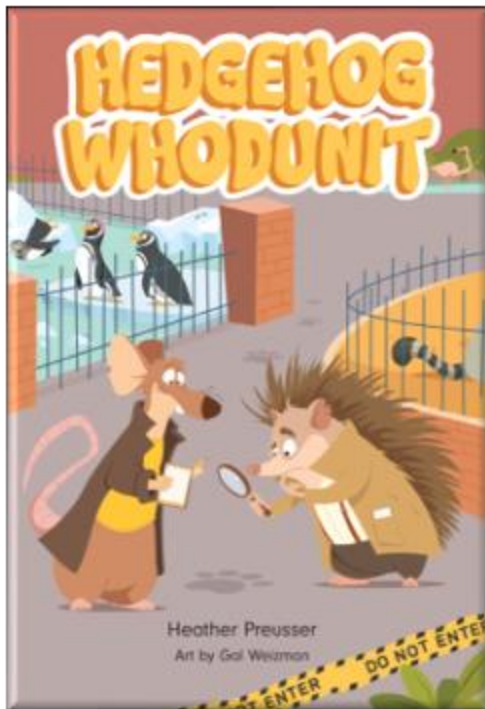
Ages: 6-9

- Hedgehog Whodunit
- Leila & Nugget: Bark at the Park Vol. 3
- Bark Park



Hedgehog Whodunit

by Heather Preusser, Illustrated by Gal Weizman



All Hitch the Hedgehog wants to do is nap, but there's a mystery to solve. Someone changed the sign at the panda exhibit of the City Zoo. Instead of “**please feed the panda,**” it says, “**please free the panda,**” and well . . . it's *pandemonium* for Hitch! Along with his cohort, partner, and informant Vinnie the Rat, Hitch embarks on an adventure to catch the cagey culprit and return the panda to its *bear-y* perfect spot.

With hardboiled humor, fun animal facts, and a plethora of puns, Hitch and Vinnie's detective shenanigans are full of hilarity and heart. This joyful series opener also has over 50 charming black-and-white illustrations, maps, and hidden clues!

- Book 2, *Hegehog Whodunit: The Carousel Caper* publishes July 2025.
- Book 3, *Hedgehog Whodunit: The Protective Order of Peanuts (P.O.O.P)* publishes May 2026.

96 pages
Pub Date: 08 October 2024

I was curled up in the *Hedgehog Hut* when my sidekick, a scraggly, wire-haired rodent named Vinnie, barged in. Since he has free run of the zoo, he gives me the skinny on all the animals' comings and goings. In exchange, I keep him out of trouble.



"Feeling prickly today, boss?" Vinnie asked.

"Well, yes," I replied. I have six thousand spines covering my back; I am always prickly. "I was just about to take my mid-evening nap."

"No time for naps," Vinnie said, chewing his own greasy, pink tail. (He claimed it helped him

concentrate.) "We're in a pickle, which sounds delicious right about now, especially on top of a big, juicy cheeseburger with a side of hand-cut fries and some brown sugar BBQ ketchup. Lots and lots of ketchup."

Vinnie dropped his tail and scampered back and forth like one of those exhausting windup toys going nowhere that kids always leave behind.

I closed my eyes. Although a cheeseburger and fries sounded tempting, I was more into insects.

"But that's not why I'm here," Vinnie continued, snapping out of his food-induced daydream. "I'm here because *there's a mystery afoot!* Someone changed the sign in the panda exhibit. It used to say, **"PLEASE DON'T FEED THE PANDA."** Now it says, **"PLEASE free THE PANDA,"** and that giant bear is nowhere to be seen!"

Vinnie took a deep breath. "All I found was this list of ingredients someone left behind."

I opened one eyelid. "What list?" I asked.

Vinnie rubbed his belly and **belched**. “The one I ate,” he replied.

“Gross,” I said. “Well, pandas aren’t in my jurisdiction.”

I deal with domestic cases, and by “domestic,” I mean cases I can solve from the comfort of my homey hedge. I am the perfect P.I., but more of a P.P.I., a *Private Private Investigator*. I only ever left my leafy nest to forage for more food. Plus, I solved my most recent case last year when we pinned down a parrot sending mean notes (he wanted more crackers). “I’ve already met my quota for solving cases.”

“The perpetrators are still on the loose,” said Vinnie. “It could be hours, days, or weeks before we’re able to track them down. The longer it takes to pinpoint those pranksters, the more signs they’ll likely vandalize, which could mean **more** missing mammals, **more** disorder, **more** disarray, **more** disturbances! IT’LL TURN INTO A ZOO AROUND HERE!”

“Well, yes,” I replied. “The City Zoo, to be exact.”

“Plus, a panda on the prowl will surely cause a *panda*-monium! Which means no more long spontaneous grooming sessions and no shut-eye for you.”





Leila & Nugget Mystery: Bark at the Park Vol. 3 by Dustin Brady and Deserae Brady, Illustrated by April Brady



112 pages
Pub Date: 17 October 2023

BESTSELLING SERIES AUTHOR: Dustin Brady's series *Trapped in a Video Game* and *Escape from a Video Game* have sold almost one million copies. This is a new chapter book series keeping with the successful author's signature style and themes that appeal to reluctant readers.

This year's Bark at the Park event at the Middleburg Red Dogs baseball stadium could not have gotten off to a worse start. The first pitch hasn't even been thrown yet, and there's already been a furry intruder, a dog stampede, and a kidnapped mascot. Now it's up to Leila and Kait, along with their dogs Nugget and Baxter, to rescue Red Dogs' mascot and save Bark at the Park. It's a race to solve the mystery before the final out!

- Book 1, *Leila & Nugget Mystery: Who Stole Mr. T?* published in October 2022.
- Book 2, *Leila & Nugget Mystery: The Case with No Clues* published in March 2023.

and Nugget had joined over two hundred people and their dogs, all decked out in Middleburg Red Dogs gear, inside their town's minor league baseball stadium. Today was the Red Dogs' eighth annual "Bark at the Park" game, where fans could bring their dogs to the ballpark. Although the special day had started as a fun little promotion, it'd grown to become one of the town's biggest traditions.

This was Leila's first-ever Bark at the Park, and she couldn't have been more excited about it. To celebrate, she'd even made Nugget his own Red Dogs hat with a little strap. Of course, he wasn't wearing it now because he'd freaked out once she'd put it on his head, but Leila still brought it to the game just in case.

Bark at the Park always started with the Pup Parade around the bases before the game. Then there would be special treats and activities for the dogs throughout the afternoon. Finally, after the baseball game was over, the Middleburg Dog of the Year would be crowned.





Leila had gotten so excited for Bark at the Park that she'd even convinced Kait to bring her grandparents' old Scottish Terrier, Baxter. Baxter was not amused.

"It's OK, Bax," Kait said to the grumbling little dog. "We're gonna do the parade soon, and then we can eat snacks for the rest of the afternoon!"

As if on cue, a woman in a suit walked out on top of the dugout. "Thank you for coming, everyone!" she yelled over the barking. She tried waiting for the dogs to quiet before continuing, but when they continued barking, she shouted over the noise. "This might be our biggest Bark at the Park yet! I'm going to ask you all to follow me underneath the stadium. We'll be a little cramped for a second, but don't

worry—Big Dog will be right there to lead us onto the field for the Pup Parade. OK, let's go!" The woman climbed back down and unlocked a door next to the dugout.

Everyone squeezed through the door. They walked down a few stairs and entered an old hallway that smelled like moldy laundry. The woman was right—it was super cramped. This hallway was made for players to get to the clubhouse, not one hundred dogs to squish into.

Baxter started whining. Kait picked him up. "I know, little buddy. I don't like crowds either." She turned to Leila. "What are we waiting for? Some big dog?"

"No, not a big dog. Big Dog. The mascot."

Kait wrinkled her nose. "A big, red dog? You mean Clifford?"

“No. It’s just ‘Big Dog.’ Also, they don’t like people calling him ‘Clifford.’”

Kait still looked confused.

“They don’t want to get sued,” Mr. Beal explained.

“Haven’t you ever been to a Red Dogs game before?” Leila asked. “Big Dog is a cartoon mascot who gives high fives and throws T-shirts. Also, he judges the hot dog race.”

“OK, there’s no such thing.”

“No, it’s this thing they do at Red Dogs games where three hot dog mascots race around the bases. It’s the best part of the game. The last time I was here, Big Dog took the onion hot dog’s hand and got down on one knee like he was asking her to marry him.”



“You’ll like him,” Mr. Beal said. “He’s funny.”

“Well, he’d better get here quick because Baxter is about to lose it,” Kait said.

Leila nodded. Now that she thought about it, it was kind of amazing that all these dogs were behaving so well despite



Bark Park

by Brandi Dougherty, Illustrated by Paige Pooler



With a little sleuthing and a lot of blueberries, Scout follows her nose to help her friends Maggie, Rocky, and Gus solve the mysteries of the popped ball, the cone of shame, and the missing bone!

Territory Sold: Czech

Book 2, *Scouting for Clues*, published April 2021.

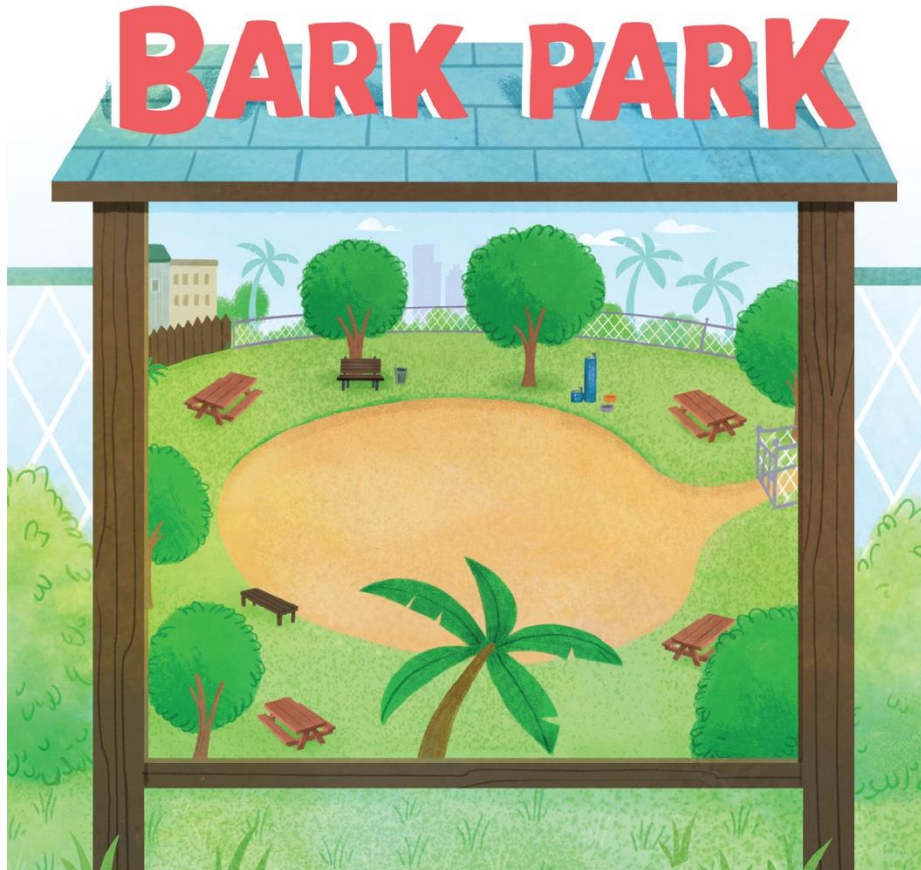
96 pages

Pub Date: 12 May 2020



It was a beautiful day at Bark Park. The sun shone brightly, but it wasn't too hot. A nice breeze blew through, making Scout's large, fawn-colored ears twitch. It was the perfect day to sit in the shade and munch on

blueberries, Scout's absolute favorite snack. *And maybe, just maybe, she thought, a mystery might pop up.*



Scout came to the dog park every day, and all the dogs knew her. She was the smallest dog in the park, but what Scout lacked in size, she made up for in smarts. Scout was something of a dog detective. And, as luck would have it, Bark Park always seemed to have a mystery that needed solving.

Scout stood on a bench, eating blueberries from a little tin bowl and surveying the dogs who had already gathered in a large, dusty



play spot. Maggie, the Goldendoodle, was lying on her back with her



favorite ball in her mouth. Her legs kicked in the air like she was dancing upside down.

“Thish ish the besth,” Maggie said around the ball. Maggie was rarely without a ball of some kind, but the red squishy plastic one was her favorite.



Maggie bicycled her legs one more time and then jumped up and ran in wide circles at top speed. Even on the hottest summer day, when every other dog was panting in the shade or slurping from the water fountain, Maggie had endless energy. How she managed that was one mystery Scout couldn’t solve.

A few feet from Maggie, in the shade of the biggest tree in Bark Park, lay Gus. Gus’s large jowls were spread in the dirt as he

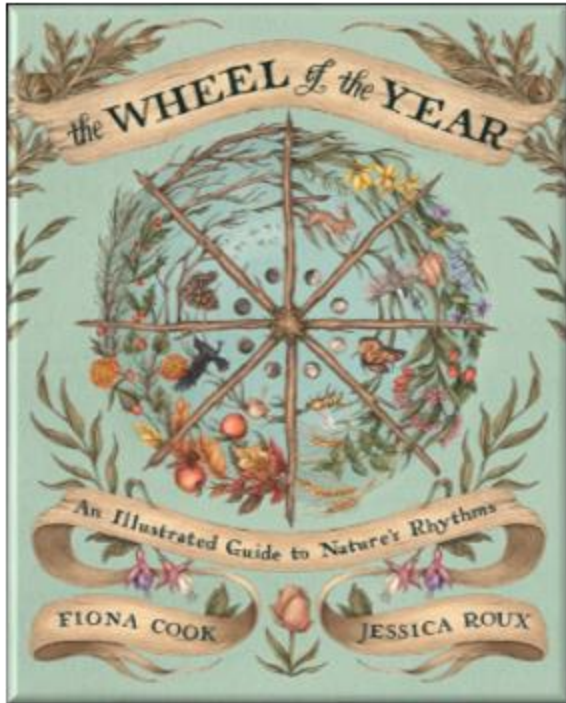


Bestselling Backlist

- *The Wheel of the Year: An Illustrated Guide to Nature's Rhythms*
- *Trapped in a Video Game*
- *Escape from a Video Game*
- *Matt Sprouts and the Curse of the Ten Broken Toes*
- *Animal Rescue Friends*
- *Anne of Green Gables: A Graphic Novel*
- *The Secret Garden: A Graphic Novel*



***The Wheel of the Year: An Illustrated Guide to Nature's Rhythms* by Fiona Cook, Illustrated by Jessica Roux**



Each "spoke" in *The Wheel of the Year* marks an important turning point: the winter and summer solstices, the spring and fall equinoxes, and the festivals of seeding, growing, and harvesting that arrive in between. Within each section, enjoy:

- An overview of the holiday and its significance in cultures around the world
- A sensory scavenger hunt for sights, sounds, and smells the season
- Ideas for a seasonal altar using objects from nature
- Themed crafts, rituals, games, and recipes

The Wheel of the Year conveys the magic and beauty of ancient traditions and encourages young readers to notice, care for, and celebrate the natural world around them.

Territory sold: Brazil/Portuguese, Bulgarian, Romanian

(Jessica Roux's adult trade title *Floriography: An Illustrated Guide to the Victorian Language of Flowers* has sold over 50,000 copies.)

256 pages

Pub Date: 24 October 2023

Non-Fiction: All Ages



IT'S ALL AROUND you; it's inside of you.

This book is not so much about learning how to *do* magic, although it contains plenty of exercises to help you build your skills. It is, first and foremost, about learning how to *find* and *recognize* magic.

Good news! Kids tend to be better at seeing it than grown-ups. Just because something can be explained by science doesn't mean it's not also magical.

Magic connects one living thing, such as yourself, to every other living thing. The universe is alive, and you are a part of it. As you build a relationship with your environment, you tap into the magic and power inside and beyond yourself.

The Earth and the Sun do a dance that turns the Wheel of Time, orchestrating a symphony of change through its seasons. In this book, we follow the cycle of one year—the time it takes the Earth to make a single journey around the Sun.

Magic is Real

The Wheel of the Year is divided into eight spokes: two Solstices, two Equinoxes, and four cross-quarter days that fall between those significant alignments between the Sun and the Earth. The Wheel of the Year is a Pagan tool, used by people who follow a nature-based spiritual path. While these eight holidays fall on specific days of the year, the Wheel itself, like our planet, is always turning. You can participate in the activities inside this book at your own pace.

That said, each holiday is based on a significant and fleeting celestial alignment, so if you can, find some way to acknowledge each event on its actual day. You don't have to throw a big, planned-in-advance party [though you certainly can!]. The best way to celebrate is by doing something that has personal meaning and significance to *you*. This could consist of standing before your altar [more on page x]; giving thanks for specific things you're grateful for in your life, no matter how big or small; and setting intentions [wishes, hopes, and prayers] for the coming six weeks between spokes. Go outside and spend time with your neighborhood, revisiting the same plants and trees around your home. Notice how they, and you, change throughout the course of a year.

TAKE TIME TO NOTICE
THE SPECIFIC THINGS THAT
MAKE EACH SEASON—
each day!—SPECIAL.



Wherever you may live, there's a rhythm to the seasons, and forming a relationship with your home and its inhabitants is true magic.





Trapped in a Video Game Series by Dustin Brady, Illustrated by Jesse Brady



Middle Grade Illustrated Novel

Territory sold: Albanian, Chinese Simplified, Czech, German, Italian, Korean, Polish, Portuguese/Brazil, Romanian, Russian, Slovakian, Spanish World, Turkish

Over 2 million copies have sold of the *Trapped in a Video Game* and *Escape from a Video Game* series combined!

Book One: *Trapped in a Video Game*

Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game *Full Blast* with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good!

Book Two: *The Invisible Invasion*

Jesse's rescue mission has led him into the world of *Go Wild*, a *Pokemon Go*-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding?

Book Three: *Robots Revolt*

The robot villains from *Super Bot World 3* have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives.

Book Four: *Return to Doom Island*

In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet.

Book Five: *The Final Boss*

Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.!

and sometimes gives Charlie's friends early copies of games to test.

For the past two weeks, Eric's mouth has been going full blast about *Full Blast*.

"Jesse, I'm telling you. It is the greatest video game ever made!"

"I don't care."

"All these aliens are trying to take over the world, and you're the only person alive who can save everyone, because..."

"I don't care."

"Because you found one of their blasters, and once you charge it to FULL BLAST, you can..."

"I DON'T CARE!"

"You can start shooting..."

Eric never stopped trying to get me to watch him play his new game. I never went because I would rather get sprayed in the face with a fire hose full blast than watch someone else play video games. I don't hate video games—I'm sure they're fine. I've just never really had time to sit down and play them.

I walked toward the TV. I'd never heard Eric rant about a game like he ranted about this one. Maybe I should give it a chance. At the very least, it would probably beat math homework. I picked up the controller and looked at the screen.

ARE YOU SURE?

-YES

-NO

I paused for a second. Should I? What if I erased Eric's saved game? Nah, he wouldn't mind. He'd just be happy I was trying a video game. I clicked **YES**.

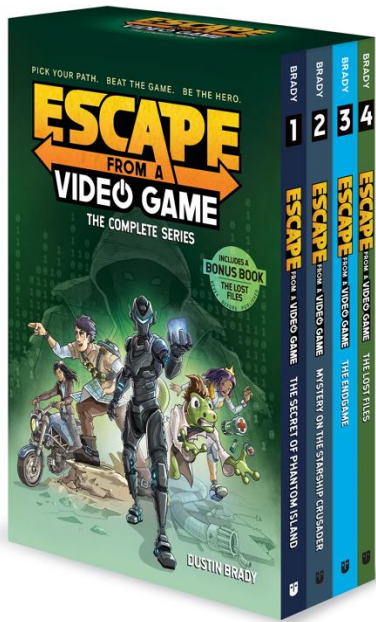
The instant I did, everything went black. Not everything on the screen. Everything in *the room*.





Escape from a Video Game Series by Dustin Brady, Illustrated by Jesse Brady

Choose where to explore, when to attack, and who to trust as you uncover the secrets buried deep within each game.



Middle Grade Illustrated Novel
Territory sold: Czech, Dutch,
Spanish World

Book One: The Secret of Phantom Island

Trek to a mysterious island as Cooper Hawke, the greatest treasure hunter the world has ever known. As you battle strange creatures, solve ancient puzzles, and unlock hidden areas, you'll discover that Phantom Island is keeping secrets far more sinister than anyone could have imagined.

Book Two: Mystery on the Starship Crusader

Join eight strangers inside of a video game for a chance to win a million dollars. Survive to the end, and you're rich. There's just one problem: a traitor is hiding among your group. This whodunnit space adventure is perfect for fans of Among Us.

Book Three: The Endgame

One hundred villains will enter Grim Island, but only one will be crowned the Greatest Supervillain of All Time. Will it be you? Fortnite fans will fall in love with this battle royale adventure's frenetic pace and quirky humor.

Bonus Book: The Lost Files

The Lost Files unlocks each book's secret adventure to take you on a wild ride that leads to the ultimate villain of the series. This newly illustrated collection of stories, previously only available online, provides a satisfying conclusion to the *Escape from a Video Game* saga.



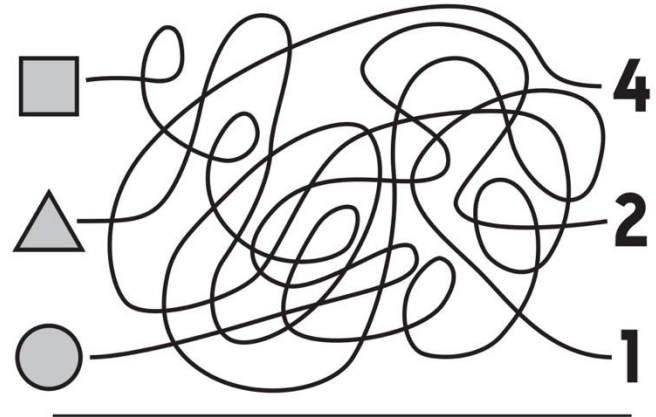
A giant vine reaches into the sky, snatches the plane like it's a toy, then pulls it down to the island. Great. If a bomb weren't bad enough, now Declan's here too. You turn your attention back to the wires. You've never defused a bomb before, but you've seen plenty of movies where people do. You've just got to untangle the wires to figure out which to cut first, second, and third. You look at the edenberries at your feet. Is this worth one more berry?

SELECT

118 Eat edenberry.

135 Defuse bomb.

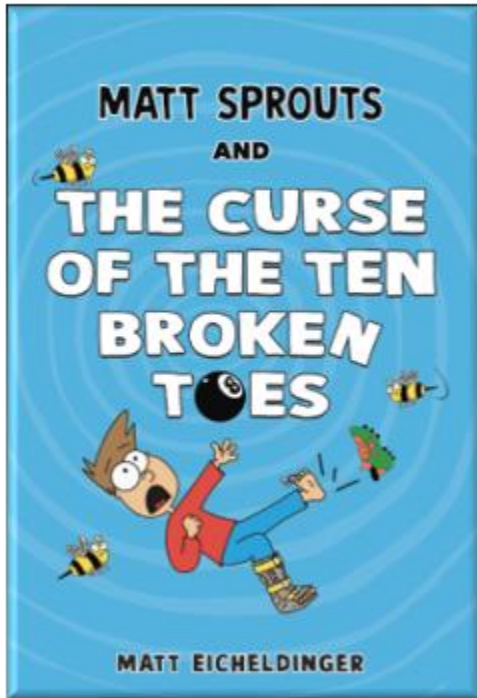
If you choose to defuse the bomb, follow the wires from each number to the correct shape. Get all three correct, and you'll discover the page number you need to turn to next. There's only one correct solution, so if you end up on a page that doesn't make sense, come back and try again.



TURN TO P.



Matt Sprouts and the Curse of the Ten Broken Toes by Matt Eicheldinger



304 pages

Pub Date: 19 March 2024

Middle Grade Illustrated Novel

NEW YORK TIMES BESTSELLER!

USA TODAY BESTSELLER!

PUBLISHER'S WEEKLY BESTSELLER!

Eleven-year-old Matt Sprouts is in big trouble. He didn't mean to hurt his neighbor Jenna with that awesome martial arts move—it just happened! Blame it on morning cartoons or Jenna's lack of coordination. Anyways, getting grounded is the worst thing that could happen, right?

Wrong.

After the incident spirals into a series of downright unfortunate events, it's decided that Matt has contracted "the Curse," a hometown myth that has ruined the lives of middle schoolers before him. And as if the Curse weren't enough, entering sixth grade proves to be just as mysterious—there's a strange girlfriend, wacky teachers, and . . . c'mon, can Matt's toes stop breaking **PLEASE?!**

Matt decides to take matters into his own hands. Now he just has to break the Curse . . . before all his bones break.

fortune I suffered last year. Seriously. Take out a notepad, sharpen a pencil. Get ready to learn.

I suppose, though, before I go any further, I should introduce myself.

My name is Matt Sprouts, and I'm the Cursed Kid.



CHAPTER 1

KARATE MOVES

Montrose, Colorado—that's where I'm from. If you are driving past it and blink, you might miss it. It sits in a valley surrounded by the San Juan Mountains, so everywhere you look you see a snowcapped ridge or peak. My house has the best view too. It's in a neighborhood just outside of town that sits on a hill above the Uncompahgre River. Tall aspen trees grow faster than the grass out there, and sometimes I forget I live next to anyone. It's a perfect place to grow up, and I wouldn't trade it for anything. Well, maybe ten fewer broken toes.

This is where the story begins, during the summer before sixth grade. June 1, to be exact, the day after my eleventh birthday. I set my alarm for 7:45 a.m. It gave me just enough time to pour a bowl of peanut butter cluster cereal and snuggle into our flower-covered green couch. This was my alone time. My time to watch and study ninjas during morning cartoons and brush up on my martial arts skills.

I love ninjas. Wait, is there a better word than love? Whatever it is, that's how I feel about ninjas. I can tell you all the facts, too, like how they were amazing warfare experts in ancient Japan or how many weapons they knew how to use. I begged my parents to let me train to become a ninja, but the closest we could get was karate classes, which didn't last long. The instructor left town, which meant I could only watch TV and practice what I saw from cartoons.

Of course, I never practiced my moves on anyone. Once, I tried to karate chop Elliott, my soon-to-be third-grade brother, when he reached for some of my chips during a picnic, but Dad caught me.

"Take **THAT!** And **THAT!**" I yelled and flung my hand straight toward Elliott's face.

Before I could even get one hit, Dad grabbed the back of my shirt and yanked me to the ground.

"If you even think about doing that again, Saturday morning cartoons are done. Are we clear?" His finger was so close to my nose that I could smell the oil and dirt from his shop.

Dad seemed mad that day, but I knew exactly what he was trying to say. My karate moves were clearly too powerful to use on a person. So I decided to just keep them to myself—most of the time.

Anyways, back to morning cartoons. I turned to channel 9 and sat at the edge of the cushions, shoving spoonful after spoonful of peanut-buttery goodness in my mouth. For

the next thirty minutes, the television owned me. I watched ninjas fly across the screen, kicking and punching their way through all sorts of dangerous foes. I made sure to follow in their footsteps. I mimicked every move they made in the center of the living room floor. A flying kick? No problem. I climbed to the top of the couch arm and let loose a giant "**KAPOW!**" as I sliced my leg through the air. A crouching spin kick? Easy. **KAPOW!**



I really hope I don't start talking to my lawn mower when I'm that age.

It was his precious toy, and he loved it, but he couldn't push it anymore because of his lower-back problems. So he taught me how to do it. The first few times I mowed his lawn, he walked right behind me the whole time, barking orders like a drill sergeant, making sure I didn't screw up.

"Turn now, Matt!" he'd order. "Pivot 45 degrees. Turn now! Pay attention!"



After a while, he trusted me to do it on my own. But he'd later regret that decision.

The lawn mower was fancy, all right, but best of all it was superfast. Sometimes I would have to lean sideways as I curved and cut my way through the lawn to make sure I didn't tip over. It was awesome having that much power. I was a professional Indy lawn mower racer.

The day after Elliott killed the garden, I went too fast. I lost control quickly and hit the sidewalk. The crash bent the lawnmower blade and took a chunk out of the sidewalk. Thankfully, I wasn't hurt, but Mr. Parcy fired me the next day—without pay. Now he would have to find someone else to do his stupid yard work.

This summer, Dad found us this part-time job with Mr. and Mrs. Kinkle, an old couple who had just moved in on the other side of the block, so at least we didn't have to search for a new job by hanging up embarrassing flyers. The Kinkles had told Dad they needed some help in the backyard, and he quickly volunteered us.

"Hurry up, boys, or you're going to be late. Don't make me look bad!" Dad yelled from his office.

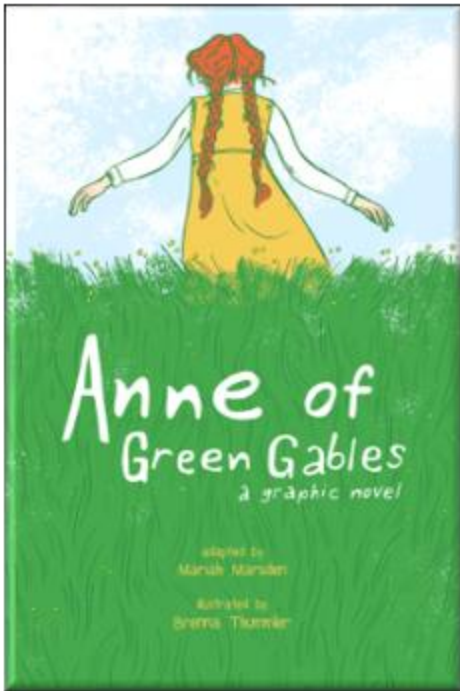
"I know, I know, Dad! Back off already," I moaned. I was already bummed about working, and it hadn't even started yet.

"Matt, be nice," Mom interjected. "They are very special people who need kind people like you to help around the house."



Anne of Green Gables: A Graphic Novel

by Mariah Marsden, Illustrated by Brenna Thummler



232 pages
Pub Date: 24 October 2017
Middle Grade Graphic Novel

“The spirit of Anne is alive and well in Mariah Marsden's crisp adaptation, and it's a thrill to watch as the beloved orphan rushes headlong through Brenna Thummler's heavenly landscapes. Together Marsden and Thummler conjure all the magic and beauty of Green Gables. Like Anne herself, you won't want to leave.”

— Brian Selznick, author/illustrator of “The Invention of Hugo Cabret” and “The Marvels”

The magic of L.M. Montgomery's treasured classic is reimaged in a whimsically-illustrated graphic novel adaptation perfect for newcomers and kindred spirits alike.

When Matthew and Marilla Cuthbert decide to adopt an orphan who can help manage their family farm, they have no idea what delightful trouble awaits them. With flame-red hair and an unstoppable imagination, 11-year-old Anne Shirley takes Green Gables by storm.

Anne's misadventures bring a little romance to the lives of everyone she meets: her bosom friend, Diana Barry; the town gossip, Mrs. Lynde; and that infuriating tease, Gilbert Blythe. From triumphs and thrills to the depths of despair, Anne turns each everyday moment into something extraordinary.

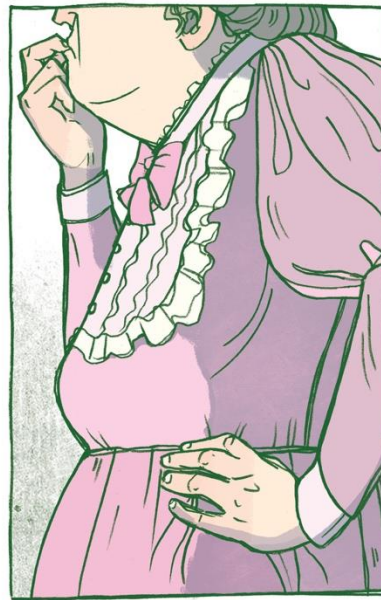
Territory sold: Chinese Simplified, Danish, Hebrew, Italian, Korean, Portuguese/Brazil and Portugal, Russian, Spanish World



A talented few can juggle both at the same time. Rachel Lynde was skilled in this art and always kept a watchful eye on her own neighbors: Marilla and Matthew Cuthbert, a brother and sister who lived just down the road at a place called Green Gables.









The Secret Garden: A Graphic Novel by Mariah Marsden, Illustrated by Hannah Luechtefeld



“Ten-year-old Mary Lennox arrives at a secluded estate on the Yorkshire moors with a scowl and a chip on her shoulder. First, there’s Martha Sowerby: the too-cheery maid with bothersome questions who seems out of place in the dreary manor. Then there’s the elusive Uncle Craven, Mary’s only remaining family—whom she’s not permitted to see. And finally, there are the mysteries that seem to haunt the run-down place: rumors of a lost garden with a tragic past, and a midnight wail that echoes across the moors at night.

As Mary begins to explore this new world alongside her ragtag companions—a cocky robin redbreast, a sour-faced gardener, and a boy who can talk to animals—she learns that even the loneliest of hearts can grow roots in rocky soil.

Given new life as a graphic novel in illustrator Hanna Luechtefeld’s whimsical style, *The Secret Garden* is more enchanting and relevant than ever before. At the back of the book, readers can learn about the life of Frances Hodgson Burnett and the history of British colonialism that contextualizes the original novel.

192 pages
Pub Date: 15 June 2021
Middle Grade Graphic Novel

Territory sold: Portuguese/Portugal, Spanish World



It's not the sea,
is it?



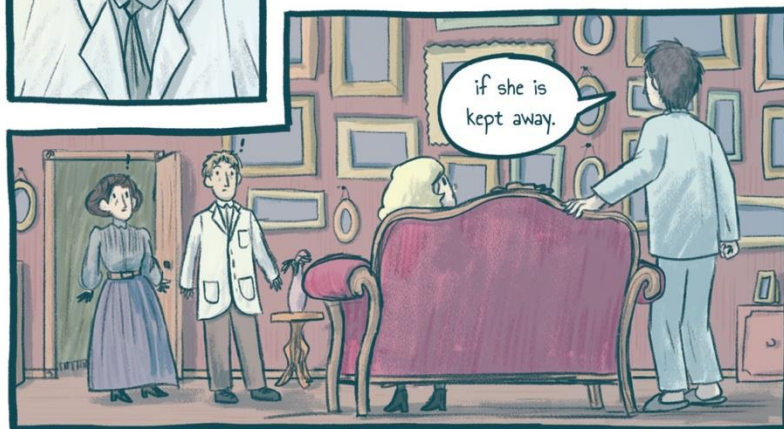
No.
It's the moor.

Nothing out there
but wild land.





It's like a strange dream ...





For more information please contact:

Suzanne Garrett
Director of International Rights
sgarrett@amuniversal.com