

Cardboard Doug Tennapel

Lyle, Karen, Janie, and Reese must find a way off an island while they dodge strange and dangerous things on the island.

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

Ratfist, a superhero torn between his rat sidekick, Milt, and his fiancée, Gina, who is terrified of rats, is investigating a mysterious corporation when his soul is accidentally joined to that of a rodent.

Good battles evil, and the world hangs in the balance! Resurrected by the Shroud of Turin, the zombified Dr. Jameson intends to finish what he started 150 years ago -- destroying the earth with a giant space eel. Standing in his way is Dr. Ong, a would-be pastor turned scientist who now works in a government research facility infamously known as "Creature Tech." Aided by an unlikely cast of rednecks, symbiotic aliens, and a CIA-trained mantid, Dr. Ong embarks on a journey of faith, love, and self-discovery. All in a day's work at Creature Tech! ... And, by the way, 20th Century Fox and New

Regency are currently developing Doug TenNapel's Creature Tech for the sliver screen. We'll keep you posted as things develop.

Mrs. Frightenright's classroom is turned upside down on a Tuesday in which giant ants, Clockboy, and a boy who is constantly picking his nose play key roles in the fun.

Look up in the sky! It's a graphic novel about SUPERHERO PETS from CALDECOTT MEDALIST DAN SANTAT! Captain Amazing, superhero and savior of Metro City, is getting old. He's out all hours battling arch-villains, catching thieves, and helping little old ladies cross the street. He doesn't even have time for his house full of pets. He needs - a SIDEKICK! Captain Amazing's four pets agree. But each one of them thinks HE should get the sidekick spot - and a chance for one-on-one time with the Captain. Get ready for sibling rivalry royale as pets with superpowers duke it out for the one thing they all want - a super family. A BOLD and BRILLIANT graphic novel romp by Caldecott Medalist Dan Santat.

RICK GRIMES 2000 concludes! Plus, new THE SIX SIDEKICKS OF TRIGGER KEATON and GASOLINA stories! ALSO, something COMPLETELY NEW from ROBERT KIRKMAN and JASON HOWARD! SECRETS!

The final chapter of the epic Nnewts adventure! In the final, epic installment of the Nnewts trilogy, the

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

Down-on-his-luck Mafioso, Eddie Paretti is so desperate for cash he's agreed to steal a dead body from his own mob boss! Things only get worse when he discovers the body isn't human! With few options and fewer people he can trust, Eddie calls on the man who raised him, Father McHugh. The priest tells Eddie that the body was stolen from his monastery by the Mafia. Father McHugh is accompanied by a beautiful woman Eddie swears looks just like a stripper he once fell in love with named Black Cherry.

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

against his enemies.

A young man's visit to a zoo turns out to be a very frightening experience.

In a companion volume to his award-winning adaptation of *The Odyssey*, the incomparable graphic novelist Gareth Hinds masterfully adapts Homer's classic wartime epic. More than three thousand years ago, two armies faced each other in an epic battle that rewrote history and came to be known as the Trojan War. The *Iliad*, Homer's legendary account of this nine-year ordeal, is considered the greatest war story of all time and one of the most important works of Western literature. In this stunning graphic novel adaptation -- a thoroughly researched and artfully rendered masterwork -- renowned illustrator Gareth Hinds captures all the grim glory of Homer's epic. Dynamic illustrations take readers directly to the plains of Troy, into the battle itself, and lay bare the complex emotions of the men, women, and gods whose struggles fueled the war and determined its outcome. This companion volume to Hinds's award-winning adaptation of *The Odyssey* features notes, maps, a cast of characters, and other tools to help readers understand all the action and drama of Homer's epic.

Imagine Garth Hale's surprise when he's accidentally zapped to the spirit world by Frank Gallows, a washed-out ghost wrangler. Suddenly Garth finds he has powers the ghosts don't have, and he's stuck in a world run by the evil ruler of Ghostopolis, who would use Garth's newfound abilities to rule the ghostly kingdom. When Garth meets Cecil, his grandfather's ghost, the two

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search for a way to get Garth back home, and nearly lose hope until Frank Gallows shows up to fix his mistake.

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

In 1969 twelve-year-old Mimi and her family move to an all-white town in Vermont, where Mimi's mixed-race background and interest in "boyish" topics like astronomy make her feel like an outsider.

Collects Captain Marvel (2019) #12-17. Captain Marvel takes on the Avengers — to the death! Carol Danvers has fought alien hordes. Rescued the X-Men. Punched Thanos in the face. Literally saved the world! But now she faces her greatest challenge: kill her fellow Avengers! And she has 24 hours to do it! But why?! As the nightmare becomes reality and Earth's Mightiest Heroes begin to fall one by one, what does this mean for Carol — and for the world? When the mastermind behind Carol's deadly transformation is revealed, she must finally reconcile her human and alien sides — or lose them both. But as a plan begins to form, will the power of the Avengers be enough to save the world? It's a shocking new direction for Captain Marvel — and life on Earth will never be the same!

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When cardboard creatures come magically to life, a boy must save his town from disaster.

When Preston Struck discovers an army of metal men bent on destroying central California, he, a magical old shaman, and his sidekick Sasquatch work together to stop the mechanical men.

Follows the adventures of the little dead girl Lenore as she copes with events such as a normal birthday party, a cyborg undertaker, and dealing with her stalker, Mr. Gosh.

A group of orphans on the run search for a new home among the stars. When a group of orphans are thrown together under mysterious circumstances, Phoebe and her pal Oliver lead them in a daring escape from their orphanage to an uninhabited moon. But their idyllic paradise is shattered when the powerful corporate boss who ordered the deaths of their parents sends a relentless henchman to track them down. Now, with nowhere left to turn and time running out, Phoebe and her friends decide there's only one thing left to do: Fight back!

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

From the creator of Earthworm Jim, Creature Tech, and Monster Zoo comes the comedic story of Hugh Randolph, a family man down on his luck. He works as a mindless drone at a local printer until he discovers a mysterious video game console that gives him the power to produce endless riches,

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manipulate his work day, and even cheat death!

After Nate moves into his new house, he discovers an old tape recorder in his bedroom and is suddenly thrust into a dark mystery about a boy who went missing many years ago. Now, as strange creatures begin to stalk Nate, he must partner with Tabitha, a local sleuth, to find out what they want with him. But time is running out, because a powerful force is gathering strength in the woods at the edge of town, and before long Nate and Tabitha will have to confront a terrifying foe and uncover the truth about the Lost Boy.

Gross-out humor, a little magic, and some truly bizarre characters--such as a girl who can turn herself into a burrito and a mechanical mystery named Clockboy--abound in Mrs. Frightenright's class, all captured in hilarious cartoon illustrations. Original.

When Herk's quaint village is attacked by the reptile Lizzarks, he's forced to flee his home and enter a dangerous world filled with strange creatures and mysterious wonders while an evil overlord is in hot pursuit.

Minamoto Yoshitsune should not have been a samurai. But his story is legend in this real-life saga. This epic warrior tale reads like a novel, but this is the true story of the greatest samurai in Japanese history. When Yoshitsune was just a baby, his father went to war with a rival samurai family—and lost. His father was killed, his mother captured, and his surviving half-brother banished. Yoshitsune was sent away to live in a monastery. Skinny, small, and unskilled in the warrior arts, he nevertheless escaped and learned the ways of the samurai. When

the time came for the Minamoto clan to rise up against their enemies, Yoshitsune answered the call. His daring feats and impossible bravery earned him immortality.

There are two ways of getting home; and one of them is to stay there. The other is to walk round the whole world till we come back to the same place; and I tried to trace such a journey in a story I once wrote. It is, however, a relief to turn from that topic to another story that I never wrote.

Recess is ready to rumble in this exciting graphic novel, where heroes and villains face off in epic battles on the playground!

An unbelievably hilarious middle-grade true story from bestselling author Jordan Sonnenblick. In a typical school year, every kid has one or two things go wrong. But for Jordan, there's A LOT going wrong ALL THE TIME. Take this year. Here are some of the thing going wrong:-- His teacher hates him. Like, really hates him. Like, is totally out to get him even when he's trying to be good, and is willing to fail him on the simplest things, like show and tell.-- He has a slight breathing problem because of his asthma. And breathing is never really an optional activity.-- His pet snake has given birth to way, way, way too many baby snakes, all who need a home.-- He is finding that becoming The World's Best Drummer in no time whatsoever is maybe not the easiest goal.-- There are bullies ready to stomp him when all he has to

defend himself with is a lunchbox. And all this doesn't even include the freak swing set accident, the fears inside his head, or the funniest class presentation ever. By keeping his cool (some of the time), banging on the drums (a lot), and keeping his sense of humor (all the time), Jordan's going to try to make it through the year . . . and grow up to write a book about it!

Chief Edwards has just retired from the Modesto Police Department and he sees his future as dull and lonely until he finds a boy from a parallel universe who is running from insect creatures called ectoids who want to kill him because he is resistant to the infection they use to control other species.

The author presents his own perspectives and techniques for making play part of his classroom's learning experience; includes QR code links to resources and templates.

Perfect for fans of Raina Telgemeier, *Awkward*, and *All's Faire in Middle School*, this graphic novel follows a neighborhood of kids who transform ordinary cardboard into fantastical homemade costumes as they explore conflicts with friends, family, and their own identity. "A breath of fresh air, this tender and dynamic collection is a must-have."
--Kirkus, *Starred* Welcome to a neighborhood of kids who transform ordinary boxes into colorful costumes, and their ordinary block into cardboard kingdom. This is the summer when sixteen kids encounter

knights and rogues, robots and monsters--and their own inner demons--on one last quest before school starts again. In the Cardboard Kingdom, you can be anything you want to be--imagine that! The Cardboard Kingdom was created, organized, and drawn by Chad Sell with writing from ten other authors: Jay Fuller, David DeMeo, Katie Schenkel, Kris Moore, Molly Muldoon, Vid Alliger, Manuel Betancourt, Michael Cole, Cloud Jacobs, and Barbara Perez Marquez. The Cardboard Kingdom affirms the power of imagination and play during the most important years of adolescent identity-searching and emotional growth. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY KIRKUS REVIEWS * THE NEW YORK PUBLIC LIBRARY * SCHOOL LIBRARY JOURNAL * A TEXAS BLUEBONNET 2019-20 MASTER LIST SELECTION "There's room for everyone inside The Cardboard Kingdom, where friendship and imagination reign supreme." --Ingrid Law, New York Times bestselling author of Savvy "A timely and colorful graphic novel debut that, like its many offbeat but on-point characters, marches to the beat of its own cardboard drum." --Tim Federle, award-winning author of Better Nate Than Ever "The words and images in this snapshot story pulse with resourceful ingenuity, joyful exuberance, and layered meanings." —Publishers Weekly (starred review) When you live in a village at the edge of the

no-go desert, you need to make your own fun. That's when you and your brothers get inventive and build a bike from scratch, using everyday items like an old milk pot (maybe Mum is still using it, maybe not) and a used flour sack. You can even make a license plate from bark if you want. The end result is a spectacular bike, perfect for whooping and laughing as you bumpetty bump over sand hills, past your fed-up mum and right through your mud-for-walls home. A Boston Globe–Horn Book Award winner, this joyous story from Maxine Beneba Clarke, beautifully illustrated by street artist Van Thanh Rudd, is now available as an ebook.

Retells, in graphic novel format, Homer's epic tale of Odysseus, the ancient Greek hero who encounters witches and other obstacles on his journey home after fighting in the Trojan War.

Presents the adventures of Ely and a forty-foot Tyrannosaurus Rex who he found trapped in a cave behind his grandfather's house.

Four incompetent cats hijack a giant killer robot to change the course of a war between cats, dogs, and insects. But while these three species fight for control of the world, a powerful mechanical being named GEAR arrives to risk his own life to save the lives of good cats. This printing has everything: robots, harpoon guns, talking cats, mantis kung fu, and pin-up art by ROB SCHRAB and MIKE MIGNOLA! Writer and artist DOUG TENNAPEL

(Earthworm Jim) and colorist KATHERINE GARNER present an updated-but-faithful 20th ANNIVERSARY edition of GEAR, an Image Comics classic for cat, dog, and insect lovers of all ages!

When young Zita discovers a device that opens a portal to another place, and her best friend is abducted, she is compelled to set out on a strange journey from star to star in order to get back home. Cardboard: A Graphic Novel Scholastic Inc.

"A young graphic novel chapter book about the escape escapades of class pets at Daisy P. Flugelhorn Elementary School"--

"Sure, you know the story of those wretched Dalmatians. But don't I deserve a chance to tell my own side of the story? It is fabulous, after all. "You may think you know the tale: a happy young couple, one hundred and one Dalmatians, and the woman determined to turn them into a perfectly spotted fur coat. But who is that monster, that scene-stealer, that evil thing? Who is the woman behind it all? Before the car crash, before the dognapping, before furs became her only true love, there was another story. This is the story of Cruella De Vil—in her own words. Even the cruelest villains have best friends, true loves, and daring dreams. After all, nothing is as simple as black and white. In this first graphic novel adaptation of the New York Times best-selling Villains series, Arielle Jovellanos brings Serena Valentino's darkly captivating world to life with

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beautiful and haunting illustrations in a stunning new visual format.

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