

## Super Rabbit Racers A Branches Book Press Start 3

Pick a book. Grow a Reader! This series is part of Scholastic's early chapter book line, Branches, aimed at newly independent readers. With easy-to-read text, high-interest content, fast-paced plots, and illustrations on every page, these books will boost reading confidence and stamina. Branches books help readers grow! Help! Meanie King Viking is causing trouble in space! Super Rabbit Boy knows he can stop him. But can he fly a wobbly Level 1 rocketship, stop an army of space robots, and find King Viking? This latest Press Start! adventure is simply out of this world! With full-color art by Thomas Flintham!

Superheroes Gordon Blue and his brother Benny must rescue an opera star from the evil Dr. Screech before he turns her super high voice into a supersonic weapon. Bo and the other unicorns learn about dragons at school, but they have never seen them before. That is, until now! A blanket and a pair of glasses go missing from school, and the clues lead to the dragon caves! Will they meet a scary creature there? Or will they make a brand-new friend?

Super Rabbit Boy must travel back in time to stop King Viking!

Super Rabbit Racers!: A Branches Book (Press Start! #3) Scholastic Inc.

What will a group of monks do when their century-old monastery in New York City is threatened with demolition to make room for a new high-rise? What will a group of monks do when their two-century-old monastery in New York City is threatened with demolition to make room for a new high-rise? Anything they have to. "Thou Shalt Not Steal" is only the first of the Commandments to be broken as the saintly face off against the unscrupulous over that most sacred of relics, a Park Avenue address. Returning to bookstores for the first time in three decades, BROTHERS KEEPERS offers not only a master class in comedy from one of the most beloved mystery writers of all time but also a surprisingly heartfelt meditation on loss, temptation, and how we treat our fellow man.

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Super Rabbit Boy is racing in the Super Grand Prix car race--but among the other racers is King Viking and his team of cheaters, and they will do anything to win.

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acting strangely. Have they been turned into zombies?! This superhero knows that only a bad guy would steal brains! Kung Pow Chicken is hot on the evil Birdbrain's tail feathers--that is, until an army of zombies birdy-snatches him! What's a superhero to do?

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Super Rabbit Boy and Mega Mole Girl team up to stop King Viking in the latest installment of this USA Today bestselling series! Pick a book. Grow a Reader! This series is part of Scholastic's early chapter book line, Branches, aimed at newly independent readers. With easy-to-read text, high-interest content, fast-paced plots, and illustrations on every page, these books will boost reading confidence and stamina. Branches books help readers grow! King Viking, his robot army, and Miss Business are working together to create a perfect storm of trouble in Underland. It's up to Super Rabbit Boy and Mega Mole Girl to team up and save the day. But these two heroes are used to flying solo... Will they be able to save the day? Or will their squabbles spell disaster for Underland? Thomas Flintham's full-color art on every page brings energy and fun to this action-packed series!

Animal Town is in trouble! Mean King Viking and his dreaded robot army are spreading No Fun across the land. Only Super Rabbit Boy can save the day! But first he must get through many dangers, including sand traps, lava, and lots and lots of robots. Part of Scholastic's Branches line.

Super Rabbit Boy is competing in the All-Star Games Tournament!

In this colorful, hilarious graphic novel, a postman's bland routine turns into an oddball cosmic adventure when he starts a new route in the far reaches of the galaxy. A New York Public Library Best Book for 2020 Selected for the Little Maverick Reading List Bob is a dedicated and deadpan mail carrier, dedicated to making his deliveries no matter what. So he remains unfazed when assigned a new postal route that takes his space ship to new and surprising planets-- including one shaped like a bone, which is full of cosmic dogs who just can't wait to get a tasty bite out of a postman. The colorful art features intriguing and charming extraterrestrials, from a giant blue farmer to a small cactus-like creature, and cinematic views of awe-inspiring alien landscapes. Bob's adventures to make his five deliveries are as harrowing as they are hilarious in this award-winning graphic novel, perfect for fans of Jeff Smith's Bone comics. A Junior Library Guild Gold Standard Selection

Andy may be a little socially awkward, but thanks to his awesome atomic pencil-which can bring doodles to life-he's far from an ordinary dweeb. Look out, evil-doers ... here comes SUPER DWEEB! Mona, the cool new girl at school, has somehow talked Andy

into becoming a costumed crimefighter. Now, thanks to his snazzy superheroic stylings, he's gained both an army of fans, and an arch-enemy ... and he can't decide which is worse! The president-for-life of Andy's fan club is his little brother, Oscar, and while he may not have a superpower, Oscar's still super-determined to become Andy's sidekick. Andy is definitely not up for having a little kid following him around! Meanwhile, witness the diabolical origin story of Doctor Eraser-Butt -- the sinister super-scientist, whose bulbous behind can obliterate objects from existence. Suitable for readers aged 6-11. How do we love numbers? Let us count the ways: They're on street signs and bus stops, featured on phones, thermometers, chalkboards, and scales. They show the time and the date, and help us to measure distance, sizing, and so much more. This spirited picture book by beloved author-illustrator Taro Gomi will charm and inform the youngest of readers, offering them a unique—and useful—look at a key concept we count on. Plus, this is the fixed format version, which looks almost identical to the print edition.

Rip and Mei have been invited to play a beta release of the top secret new game from INREAL GAMES. Once they start playing, they're amazed by how true to life everything feels, looks, and smells. They collect materials to build a house, find food, an

Describes how the characteristics of some animals that may appear to be weaknesses are critical for finding food or staying safe, from the size of the Amapo frog to the stink of the hoatzin's feathers.

Join Kylo Ren, Captain Phasma, and more in three all-new, hilarious, never-before-seen stories!

Freddy is back--with a twist--in this sinister graphic novel adaptation of the bestselling YA novel *Five Nights at Freddy's: The Twisted Ones!* It's been a year since the horrific events at Freddy Fazbear's Pizza, and Charlie is just trying to move on. Even with the excitement of a new school and a fresh start, she's still haunted by nightmares of a masked murderer and four gruesome animatronic puppets. Charlie thinks her ordeal is over, but when a series of bodies are discovered near her school bearing wounds that are disturbingly familiar she finds herself drawn back into the world of her father's frightening creations. Something twisted is hunting Charlie, and this time if it finds her, it's not letting her go. With electrifying art from Eisner Award-nominated artist Claudia Aguirre, and even more horror than ever before, fans won't want to miss this graphic novel adaptation straight from the mind of *Five Nights at Freddy's* creator Scott Cawthon.

NOW A MAJOR MOTION PICTURE FROM FOX 2000 STARRING MILO VENTIMIGLIA, AMANDA SEYFRIED, AND KEVIN COSTNER MEET THE DOG WHO WILL SHOW THE WORLD HOW TO BE HUMAN The New York Times bestselling novel from Garth Stein—a heart-wrenching but deeply funny and ultimately uplifting story of family, love, loyalty, and hope—a captivating look at the wonders and absurdities of human life . . . as only a dog could tell it. “Splendid.” —People “The perfect book for anyone who knows that compassion isn’t only for humans, and that the relationship between two souls who are meant for each other never really comes to an end. Every now and then I’m lucky enough to read a novel I can’t stop thinking about: this is one of them.” —Jodi Picoult “It’s impossible not to love Enzo.” —Minneapolis Star Tribune “This old soul of a dog has much to teach us about being human. I loved this book.” —Sara Gruen

The sequel to Gordon Korman's *SWINDLE*---the Man With A Plan is back! When Griffin Bing's class goes to a floating zoo, they don't expect to see animals being treated so badly. They don't expect to find Cleo, Dog Whisperer Savannah's pet monkey who's been missing for weeks. And they really don't expect to have to hide the animals once they've rescued them! Hilarity ensues as Griffin's team once more pulls off a heist . . . trying to break the animals back into a (better) zoo!

Join hero Super Rabbit Boy, meanie King Viking, and more friends and foes as they race in the Super Cup Grand Prix. Super Rabbit Boy really wants to win. But with tricks, traps, and speedy racers to beat, it won't be easy. Can he outrace everyone, or will he spin out of control?

Special edition slipcase edition of John Green's Paper Towns, with pop-up paper town. From the bestselling author of *The Fault in our Stars*. Quentin Jacobsen has always loved Margo Roth Spiegelman, for Margo (and her adventures) are the stuff of legend at their high school. So when she one day climbs through his window and summons him on an all-night road trip of revenge he cannot help but follow. But the next day Margo doesn't come to school and a week later she is still missing. Q soon learns that there are clues in her disappearance . . . and they are for him. But as he gets deeper into the mystery - culminating in another awesome road trip across America - he becomes less sure of who and what he is looking for. Masterfully written by John Green, this is a thoughtful, insightful and hilarious coming-of-age story.

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When hero Super Rabbit Boy disappears, it's up to Robo-Rabbit Boy to power up and save the day!

Enter Dragon Land, Level Two of a virtual reality game where things are all too real! Rip and Mei escaped Dig World, only to find themselves still trapped inside the game. And it's only getting harder to stay alive! Now known as the Dragon Riders, Rip and Mei are stuck in a fantasy land with bandit bullies, spying firebugs, and warring dragon clans-while being followed by a grumpy dragon who owes them a life debt! Can they survive an epic battle and complete their quest for the Etherstone?

King Viking has a new giant robot to help him take over the Animal Town. Super Rabbit Boy must stop him, but he needs a secret item. And to get the item, he has to defeat a dragon, escape a dungeon, and avoid lots and lots of robots. Can Super Rabbit Boy finish in time to save Animal Town?

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Super Rabbit Boy is put to the test in the most exciting quest yet!

This glittery early chapter book series is all about friendship! This series is part of Scholastic's early chapter book line called Branches, which is aimed at newly independent readers. With easy-to-read text, high-interest content, fast-paced plots, and illustrations on every page, these books will boost reading confidence and stamina. Branches books help readers grow! Meet the

amazing Stardust Girls -- Marlo, Bella, Carly, and Allie! They all live and work at the Stardust Circus. Marlo, the new girl, is eager to make friends. The other girls welcome her and she tries everything to fit in -- trapeze, tightrope walking, juggling, and even dog training -- all with hilarious results. Marlo wants to shine in the spotlight, but what will her special talent be? With black-and-white illustrations throughout, this glittery series is full of sparkle and friendship!

**NEW YORK TIMES BESTSELLER • This instant classic explores how we can change our lives by changing our habits. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Wall Street Journal • Financial Times** In *The Power of Habit*, award-winning business reporter Charles Duhigg takes us to the thrilling edge of scientific discoveries that explain why habits exist and how they can be changed. Distilling vast amounts of information into engrossing narratives that take us from the boardrooms of Procter & Gamble to the sidelines of the NFL to the front lines of the civil rights movement, Duhigg presents a whole new understanding of human nature and its potential. At its core, *The Power of Habit* contains an exhilarating argument: The key to exercising regularly, losing weight, being more productive, and achieving success is understanding how habits work. As Duhigg shows, by harnessing this new science, we can transform our businesses, our communities, and our lives. With a new Afterword by the author "Sharp, provocative, and useful."—Jim Collins "Few [books] become essential manuals for business and living. *The Power of Habit* is an exception. Charles Duhigg not only explains how habits are formed but how to kick bad ones and hang on to the good."—Financial Times "A flat-out great read."—David Allen, bestselling author of *Getting Things Done: The Art of Stress-Free Productivity* "You'll never look at yourself, your organization, or your world quite the same way."—Daniel H. Pink, bestselling author of *Drive* and *A Whole New Mind* "Entertaining . . . enjoyable . . . fascinating . . . a serious look at the science of habit formation and change."—The New York Times Book Review

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Chase and Ava are ready for their next adventure! When they touch a glowing cube in their magic suitcase, they jump forward in time! In the future, they find awesome flying cars and tons of robots. But they don't have much time to explore... bad guy

Olive and Beatrix are working on their science fair projects when something crazy happens: the projects combine and turn into a stinky, moldy blob monster! Can Olive and Beatrix stop the blob before it swallows up the school?

Super Rabbit Boy falls down a pipe and discovers himself in a mirror reality where everyone good is now evil, including his mirror self, Super Rabbit Boss, and he must make friends with King Viking (now one of the good guys) and somehow defeat his alter

ego in order to save this world--and somehow find a way back to his own reality. Super Rabbit Boy has to fight through gaming gaffs and glitches in the latest installment of this USA Today bestselling series! Pick a book. Grow a Reader! This series is part of Scholastic's early chapter book line, Branches, aimed at newly independent readers. With easy-to-read text, high-interest content, fast-paced plots, and illustrations on every page, these books will boost reading confidence and stamina. Branches books help readers grow! When Sunny finds a list of cheat codes for his game, Animal Land gets turned topsy-turvy! With new weird and wonderful powers and effects, Super Rabbit Boy finds his latest adventure filled with easy modes, hard modes, and secret levels. It's more fun than ever... until the game starts to glitch! Can Super Rabbit Boy make his way through the madness and still save the day? Thomas Flintham's full-color art on every page brings energy and fun to this action-packed series!

Enter Dig World, Level One of a virtual reality game where things are all too real! Rip and Mei have been invited to play a beta release of the top secret new game from INREAL GAMES. Once they start playing, they're amazed by how true to life everything feels, looks, and smells. They collect materials to build a house, find food, and craft weapons. But soon they're faced with real danger. If they don't find a way out in three days, they'll be stuck FOREVER. Can they survive attacks from goblins, flametigers, fire lizards, and massive spiders to win the game?

Help! Meanie King Viking is causing trouble out in space! Super Rabbit Boy knows he can stop him. But can he fly a wobbly Level 1 rocketship, stop an army of space robots, and find King Viking?

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