

The City Of Ember Graphic Novel Jeanne Duprau

A deadly plague has devastated Earth, killing all the adults. Lisa and her younger brother Todd are struggling to stay alive in a world where no one is safe. Other children along Grand Avenue need help as well. They band together to find food, shelter, and protection from dangerous gangs invading their neighborhood. When Tom Logan and his army start making threats, Lisa comes up with a plan and leads her group to a safer place. But how far is she willing to go to protect what's hers?

While visiting the small town of Yonwood, North Carolina, eleven-year-old Nickie makes some decisions about how to identify both good and evil when she witnesses the townspeople's reactions to the apocalyptic visions of one of their neighbors.

The aliens have arrived. And they're hungry for electricity. In the Earth of the future, humans are on the run from an alien force—giant blobs who suck up electrical devices wherever they can find them. Strata and her family are part of a caravan of digital rescuers, hoping to keep the memory of civilization alive by saving electronics wherever they can. Many humans have reverted to a pre-electrical age, and others have taken advantage of the invasion to become dangerous bandits and outlaws. When Strata and her brother are separated from the caravan, they must rely on a particularly beautiful and rare robot pony to escape the outlaws and aliens—and defeat the invaders once and for all. A stunning middle grade fantasy about a girl who used to be a dragon and her adventure to save her new home—from Even the Darkest Stars author Heather Fawcett. Perfect for fans of the Nevermoor and His Dark Materials series. Ember

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St. George is a dragon. At least she was before her adoptive father—a powerful but accident-prone Magician—turned her into a human girl to save her life. Unfortunately, Ember’s growing tendency to burst into flames at certain temperatures—not to mention her invisible wings—is making it too dangerous for her to stay in London. The solution: ship Ember off to her aunt’s research station in frigid Antarctica. Though eccentric Aunt Myra takes getting used to, Ember quickly feels at home in a land of ice storms, mischievous penguins, and twenty-four-hour nights. She even finds herself making friends with a girl genius called Nisha and a mysterious orphan named Moss. Then she discovers that Antarctica is home to the Winterglass Hunt, a yearly tradition in which rare ice dragons are hunted for their jeweled scales. Furious, Ember decides to join the hunt to sabotage it from the inside. But being an undercover dragon isn’t easy—especially among dragon hunters. Can a twelve-year-old fire dragon survive the dangers that come her way in the Antarctic wilderness and protect the ice dragons from extinction?

The first book in the number one bestselling Alex Rider series. In the first book in the number one bestselling Alex Rider series by Anthony Horowitz, fourteen-year-old Alex is forcibly recruited into MI6. Armed with secret gadgets, he is sent to investigate Herod Sayle, a man who is offering state-of-the-art Stormbreaker computers to every school in the country. But the teenage spy soon finds himself in mortal danger.

A prequel to the modern-day classic The City of Ember. This highly acclaimed adventure series has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! Nickie will grow up to be one of the first citizens of the city of Ember. But for now, she’s an eleven-year-old girl whose father was sent away on some mysterious

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government project. So when the opportunity to move presents itself, Nickie seizes it. But her new town of Yonwood, North Carolina, isn't what she'd anticipated. It's a place full of suspicion and mistrust, where one person's visions of fire and destruction have turned the town's citizens against each other. Nickie explores the oddities around her—her great-grandfather's peculiar journals, a reclusive neighbor who studies the heavens, a strange boy who is fascinated with snakes—all while keeping an eye out for ways to help the world. Or is it already too late to avoid a devastating war? Praise for the City of Ember books:

Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred

There's a new witch in town! Life in Brooklyn takes a strange turn when Effie discovers MAGIC runs in the family. A middle-grade graphic novel adventure filled with magical hijinks for fans of Phoebe and Her Unicorn and Making Friends. Could there really be witches in Brooklyn?! Effie's aunts are weird. Like, really WEIRD. Really, really, really WEIRD! The secretly-magic kind of weird and that makes Effie wonder . . . does this mean she can do magic, too? Life in Brooklyn takes a strange twist for Effie as she learns more about her family and herself. With new friends who will do whatever they can

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to be there for her, a cursed pop-star, and her magically-inclined aunts--Effie's life is about to get interesting.

In this Hugo Award–winning alternative history classic—the basis for the Amazon Original series—the United States lost World War II and was subsequently divided between the Germans in the East and the Japanese in the West. It's America in 1962. Slavery is legal once again. The few Jews who still survive hide under assumed names. In this world, we meet characters like Frank Frink, a dealer of counterfeit Americana who is himself hiding his Jewish ancestry; Nobusuke Tagomi, the Japanese trade minister in San Francisco, unsure of his standing within the bureaucracy and Japan's with Germany; and Juliana Frink, Frank's ex-wife, who may be more important than she realizes. These seemingly disparate characters gradually realize their connections to each other just as they realize that something is not quite right about their world. And it seems as though the answers might lie with Hawthorne Abendsen, a mysterious and reclusive author, whose best-selling novel describes a world in which the US won the War... The Man in the High Castle is Dick at his best, giving readers a harrowing vision of the world that almost was. “The single most resonant and carefully imagined book of Dick’s career.”
—New York Times

In 1967, after a session with a psychiatrist she'd never seen before, eighteen-year-old Susanna Kaysen was put in a taxi and sent to McLean Hospital. She spent most of the next two years in the ward for teenage girls in a psychiatric hospital as renowned for its famous clientele—Sylvia Plath, Robert Lowell, James Taylor, and Ray Charles—as for its progressive methods of treating those who could afford its sanctuary. Kaysen's memoir encompasses horror and razor-edged perception while

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providing vivid portraits of her fellow patients and their keepers. It is a brilliant evocation of a "parallel universe" set within the kaleidoscopically shifting landscape of the late sixties. *Girl, Interrupted* is a clear-sighted, unflinching document that gives lasting and specific dimension to our definitions of sane and insane, mental illness and recovery.

An enchanting graphic novel about a feud, a friendship, and two girls forever changed. Based on the beautifully hand-crafted animated adventure, *WolfWalkers*, this graphic novel features an introduction and exclusive original art from film co-creator Tomm Moore and co-Art Director Maria Pareja. Watch the stunning, Golden Globe-nominated film available on Apple TV+ now. In a time of superstition and magic, a young apprentice hunter, Robyn Goodfellowe, journeys to Ireland with her father whose job it is to wipe out the last wolf pack. Robyn, unable to hunt with her father and sick of being confined, sneaks out to explore the forbidden lands outside the city walls. There, Robyn befriends a free-spirited girl, Mebh, a member of a mysterious tribe of WOLFWALKERS rumored to have the ability to transform into wolves by night. After learning that WOLFWALKERS aren't to be feared, Robyn decides she must protect Mebh and her pack from the hunters. As the girls search for Mebh's missing mother, Robyn uncovers a secret that draws her further into the enchanted world of the WOLFWALKERS and risks turning her into the very thing her father is tasked to destroy. This graphic novel makes a great gift for readers of all ages and includes a special introduction, written and illustrated by film cocreator,

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Tomm Moore, and co-Art Director, Maria Pareja. WolfWalkers is created by Cartoon Saloon, the award-winning Irish studio behind some of the industry's most renowned animated films including Song of the Sea and The Secret of Kells. Praise for WolfWalkers: "Lovely to behold." -- The New York Times "A visually dazzling, richly imaginative, emotionally resonant production...." -- The Hollywood Reporter "Kids need movies like this that respect their intelligence, center strong female characters and question policies of blind obedience.... [Moore] brings everything together...leaving audiences with another stunning artwork for the ages" -- Variety "Enchanting...intoxicating." -- The LA Times "Offers an alternative vision of what popular art for children might be." -- The New Yorker "Likely to captivate viewers young and old." -- WSJ "It's glorious, gorgeous, and more than a little profound." -- Vulture This title will be simultaneously available in hardcover. © 2020

Wolfwalkers

A coming-of-age middle-grade graphic novel featuring a girl with severe allergies who just wants to find the perfect pet! At home, Maggie is the odd one out. Her parents are preoccupied with getting ready for a new baby, and her younger brothers are twins and always in their own world. Maggie loves animals and thinks a new puppy to call her own is the answer, but when she goes to select one on her birthday, she breaks out in hives and rashes. She's severely allergic to anything with fur! Can Maggie outsmart her allergies and find the perfect pet? With illustrations by Michelle Mee Nutter, Megan Wagner Lloyd uses inspiration from her own experiences

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with allergies to tell a heartfelt story of family, friendship, and finding a place to belong.

When a roamer trades them an ancient book with only a few pages remaining, Lina and Doon return to Ember to seek the machine the book seems to describe in hopes that it will get their new community, Sparks, through the winter.

In 2001, audiences first met and fell in love with a twelve-year-old criminal mastermind named Artemis Fowl. Since then, the eight-book series about his adventures has sold over twenty-five million copies throughout the world. To coincide with the major motion picture coming from the Walt Disney Studios in August 2019, here is an all-new graphic novel adaptation of the book with crisp, accessible storytelling and clear, cinematic perspectives. Readers of all ages can now follow the siege at Fowl Manor between Artemis and the fairies in action-packed, full-color panels.

There's something strange behind the basement door...After the tragic death of their father, Emily and Navin move with their mother to the home of her deceased great-grandfather, but the strange house proves to be dangerous. Before long, a sinister creature lures the kids' mum through a door in the basement. Em and Navin, desperate not to lose her, follow her into an underground world inhabited by demons, robots and talking animals. They enlist the help of a small mechanical rabbit named Miskit and together they face the most terrifying monster of all and Em finally has the chance to save someone she loves.

Heather and Picket are extraordinary rabbits with

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ordinary lives until calamitous events overtake them, spilling them into a cauldron of misadventures. They discover that their own story is bound up in the tumult threatening to overwhelm the wider world. Kings fall and kingdoms totter. Tyrants ascend and terrors threaten. Betrayal beckons, and loyalty is a broken road with peril around every bend. Where will Heather and Picket land? How will they make their stand?

What does all the magic in the world matter if it can't save the ones you love? For self-proclaimed bookstore lovers and fans of Pages & Co. comes an exploration of the way war can shape a family, in the tradition of Pax and Wolf Hollow. It's 1944 Sutton, NY, and Poppy's family owns and runs, Rhyme and Reason, a magical bookshop that caters to people from all different places and time periods. Though her world is ravaged by World War II, customers hail from the past and the future, infusing the shop with a delightful mix of ideas and experiences. Poppy dreams of someday becoming shopkeeper like her father, though her older brother, Al, is technically next in line for the job. She knows all of the rules handed down from one generation of Bookseller to the next, especially their most important one: shopkeepers must never use the magic for themselves. But then Al's best friend is killed in the war and her brother wants to use the magic of the shop to save him. With her father in the hospital suffering from a mysterious illness, the only one standing between Al and the bookstore is Poppy. Caught between her love for her brother and loyalty to her family, she knows her brother's actions could have devastating consequences that reach

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far beyond the bookshop as an insidious, growing Darkness looms. This decision is bigger than Poppy ever dreamed, and the fate of the bookshops hangs in the balance.

"The Alpha and Omega teams are in a race for the six essential elements that can fuse into a new source of clean energy, but the elements are scattered throughout the galaxy, and the teams are running out of time."--

New York Times bestselling author Sabaa Tahir joins writer Nicole Andelfinger and artist Sonia Liao for an all-new original graphic novel introducing the dangerous world of An Ember in the Ashes to new readers and revealing an untold story of Elias and Helene's beginnings at Blackcliff Academy in this stirring standalone chapter in the series' mythology. Before they were on different sides of a revolution, Elias and Helene were comrades at Blackcliff Military Academy. When they're sent on a dangerous mission to steal a heavily-guarded poison on Isle South, they soon find themselves up against surprising enemies—including other recruits. As the true horror of their assignment is revealed, they will begin to confront the harrowing realities of Martial rule, their place in the system...and the choices they must make to survive.

Wynd seems like a regular boy in the fantastical world of Esseriel, except he's got a magical secret. Now he's set off on a journey with his best friend and the boy of his dreams to discover the magic in the world around him and, most importantly, within himself. **YOU CAN'T FIND YOUR HOME UNTIL YOU FIND YOURSELF.** Wynd lives a quiet life in Pipetown -- working at the local tavern, out of sight in the secret rooms beneath the floorboards, often stealing away to catch glimpses of the son of the castle's groundskeeper as he works. But Wynd also has a secret... magical blood betrayed by his pointed ears, forbidden within the city limits.

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His shaggy hair has obscured them for most of his life, but now that Wynd is a teenager they are growing too unwieldy to hide. Joined by his best friend Oakley and Thorn, the groundskeeper's son, Wynd's strange dreams and an encounter with the city guard send him on the most dangerous adventure he could imagine, where Wynd will discover the magic in the world around him and, most importantly, the magic within himself. The GLAAD Award-winning team of writer James Tynion IV (Batman, The Woods) and artist Michael Dialynas (The Woods) present a new young adult fantasy series about learning to spread your wings no matter the dangers that life puts in your way. An all-new official standalone graphic novel prequel to the New York Times best-selling YA series An Ember in the Ashes novels from creator Sabaa Tahir! **REBELLION IS FORGED IN THE HEART OF THE EMPIRE.** Before they were torn asunder, Laia lived happily and quietly with her Nan, Pop, and brother Darin within the Scholar district of Martial-ruled Serra. Although Laia is afraid to venture outside her home due to the heavy Martial presence, Darin loves to explore all parts of their home city... even those that are forbidden. A chance encounter with famed swordsmith Spiro Teluman, who sees in Darin a talent for forging weapons, leads him down a path that pulls him away from his family but towards hope for his people. While Laia is forced to take her brother's place accompanying Pop to combat a dangerous illness spreading quickly through Serra. When Laia discovers a surprising cure, will she brave exposure and the heavily-patrolled streets so she can save the city and someone she loves? New York Times bestselling author Sabaa Tahir joins writer Nicole Andelfinger and artist Sonia Liao for an all-new original graphic novel revealing the life of Laia and Darin in Serra before the tragedy that pulled them into the An Ember in the Ashes mythology.

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This stunning debut novel about grief and wonder was an instant New York Times bestseller and captured widespread critical acclaim, including selection as a 2015 National Book Award finalist! After her best friend dies in a drowning accident, Suzy is convinced that the true cause of the tragedy must have been a rare jellyfish sting--things don't just happen for no reason. Retreating into a silent world of imagination, she crafts a plan to prove her theory--even if it means traveling the globe, alone. Suzy's achingly heartfelt journey explores life, death, the astonishing wonder of the universe...and the potential for love and hope right next door. Oddlot Entertainment has acquired the screen rights to The Thing About Jellyfish, with Gigi Pritzker set to produce with Bruna Papandrea and Reese Witherspoon.

The City of Ember
The Graphic Novel
Random House Books for Young Readers

Roald Dahl's darkly funny masterpiece, *The Witches*, now available as a graphic novel from Eisner Award-winning artist Pénélope Bagieu! Witches are real, and they are very, very dangerous. They wear ordinary clothes and have ordinary jobs, living in ordinary towns all across the world -- and there's nothing they despise more than children. When an eight-year-old boy and his grandmother come face-to-face with the Grand High Witch herself, they may be the only ones who can stop the witches' latest plot to stamp out every last child in the country! This full-color graphic novel edition of Roald Dahl's *The Witches*, adapted and illustrated by Eisner Award winner Pénélope Bagieu, is the first-ever Dahl story to appear in this format. Graphic novel readers and Roald Dahl fans alike will relish this dynamic new take on a uniquely funny tale.

A David and Goliath story, *On The Books* is the first-hand comic strip account of the labor struggle at NYC's legendary Strand bookstore in the summer of 2012. Told by Greg

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Farrell—an employee of the store who interviewed numerous other members of the staff—the book examines the motives and actions of those involved, including the store, the staff, the union local, and the people of New York City. Through interstitial comic portraits Farrell gives voice to his comrades, who often share a nuance of the story that would have otherwise gone overlooked and provide a depth of opinion and fairness to accompany Farrell's often very personal interpretation of events. In ten short chapters the book explores at once the inner workings of our national retail environment, the struggle to exist within it as a young working person, the current state of the book trade, and the impact of the economic recession on all of these factors.

Suggests activities to be used in the classroom to accompany the reading of *Stuart Little* by E.B. White. With more than 3.5 million copies sold, the *City of Ember* books are modern-day classics. Lina and Doon's heart-pounding journey to save their people has captivated readers around the world, and the four adventures are bound together here for the very first time! *Escape the Dark. Discover the Adventure.* The city of Ember was built as a last refuge for the human race. But now with terrifying blackouts sweeping through the streets, Lina and Doon know it's only a matter of time before the lights go out and never come back on again. When Lina finds part of an ancient message, she and Doon explore long-forgotten parts of their dying city as they race to solve the mystery. If they succeed, they will have to convince everyone to follow them into danger and an exciting new world. But if they fail? The lights will burn out and the darkness will close in forever. The series begins with the groundbreaking dystopian novel *The City*

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of Ember, the story of a girl, a boy, and their beleaguered city. Through the sequel, *The People of Sparks*, the satisfying conclusion, *The Diamond of Darkhold*, and the prequel, *The Prophet of Yonwood*, author Jeanne DuPrau offers a vision of hope that, while sometimes flickering against the darkness, ultimately shines through, like the bright dawning of a new world.

Both volumes of the New York Times bestselling *The Graveyard Book* Graphic Novel are now available in a single-volume paperback edition! Each chapter in this adaptation by P. Craig Russell—now combined into one splendid volume—is illustrated by a different luminary from the comic book world, showcasing a variety of styles from a breadth of talent. Together, they bring Neil Gaiman's Newbery Medal-winning, nationally bestselling novel *The Graveyard Book* to new life in this gorgeously illustrated graphic novel adaptation. Inventive, chilling, and filled with wonder, Neil Gaiman's *The Graveyard Book* reaches new heights in this stunning single-volume paperback edition.

Now a major motion picture starring Alfie Woodard, Jessica Collins, John Heard, Jacinda Barrett, Cloris Leachman, and Talitha Bateman—in theaters October 2017! From acclaimed author Sarah Weeks comes a touching coming-of-age story about a young girl who goes on a cross-country journey to discover the truth about her parents, which the New York Times called "a remarkable novel." Perfect for fans of Rebecca Stead's *When You Reach Me* and Ali Benjamin's *The Thing About Jellyfish*. She doesn't know when her birthday is or who her father is. In fact, everything about Heidi and her

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mentally disabled mother's past is a mystery. When a strange word in her mother's vocabulary begins to haunt her, Heidi sets out on a cross-country journey in search of the secrets of her past. Far away from home, pieces of her puzzling history come together. But it isn't until she learns to accept not knowing that Heidi truly arrives. In the year 241, twelve-year-old Lina trades jobs on Assignment Day to be a Messenger to run to new places in her decaying but beloved city, perhaps even to glimpse Unknown Regions.

With more than 3.5 million copies sold, the City of Ember books are modern-day classics. Lina and Doon's heart-pounding journey to save their people has captivated readers around the world, and the four adventures are bound together here for the very first time! Escape the Dark. Discover the Adventure. The city of Ember was built as a last refuge for the human race. But now with terrifying blackouts sweeping through the streets, Lina and Doon know it's only a matter of time before the lights go out and never come back on again. When Lina finds part of an ancient message, she and Doon explore long-forgotten parts of their dying city as they race to solve the mystery. If they succeed, they will have to convince everyone to follow them into danger and an exciting new world. But if they fail? The lights will burn out and the darkness will close in forever. The series begins with the groundbreaking dystopian novel *The City of Ember*, the story of a girl, a boy, and their beleaguered city. Through the sequel, *The People of Sparks*, the satisfying conclusion, *The Diamond of Darkhold*, and the prequel, *The Prophet of Yonwood*, author Jeanne DuPrau

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offers a vision of hope that, while sometimes flickering against the darkness, ultimately shines through, like the bright dawning of a new world.

Having escaped to the Unknown Regions, Lina and the others seek help from the village people of Sparks. After fleeing an army of terrible monsters, Jacob Portman and his peculiar friends find themselves lost at sea, but the only person who might be able to get them ashore safely, their illustrious headmistress Miss Peregrine, is stuck in the form of a bird! Hoping to find a way to get Miss Peregrine back to normal--or as normal as a peculiar can get--the children journey to London. But no matter where they go, trouble lurks after them... Cassandra Jean's evocative visuals once again work seamlessly with Hollow City's vintage photographs and Ransom Rigg's twisting fantasy narrative to make for a wholly immersive reading experience for fans of the original novels, fans graphic novels, and fans of reading great stories alike!

The second volume of a glorious two-volume, four-color graphic novel adaptation of Neil Gaiman's #1 New York Times bestselling and Newbery and Carnegie Medal-winning novel *The Graveyard Book*, adapted by P. Craig Russell and illustrated by an extraordinary team of renowned artists. Inventive, chilling, and filled with wonder, Neil Gaiman's *The Graveyard Book* reaches new heights in this stunning adaptation. Artists Kevin Nowlan, P. Craig Russell, Galen Showman, Scott Hampton, and David Lafuente lend their own signature styles to create an imaginatively diverse and yet cohesive interpretation of Neil Gaiman's luminous novel.

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Volume Two includes chapter six to the end of the book. Since 2003, readers of all ages have been captivated by Jeanne DuPrau's bestselling dystopian story about a doomed city and the two children determined to escape it. Now new and old fans alike can celebrate The City of Ember with this deluxe edition, which includes an introduction by the author and a brand-new story!

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred

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Zelie Adebola remembers when the soil of Or sha hummed with magic. Burners ignited flames, Tiders beckoned waves, and Zelie s Reaper mother summoned forth souls. But everything changed the night magic disappeared. Under the orders of a ruthless king, maji were killed, leaving Zelie without a mother and her people without hope.

A thrilling graphic novel adaptation of Lauren Tarshis's bestselling *I Survived the Shark Attacks of 1916*, with text adapted by Georgia Ball and art by Haus Studio! Chet Roscow is finally feeling at home in his uncle's little New Jersey town. He has three new friends, and they love cooling off in the creek on hot summer days. But then comes shocking news: A massive shark has been attacking swimmers in the ocean along the Jersey Shore, not far from where Chet is staying. Fear is in the air. So when Chet spots a gray fin in the creek, he's sure it's his imagination running wild. It's impossible he's about to come face-to-face with a killer shark... right? Based on the real life events of the Jersey Shore shark attacks of 1916, this graphic novel brings Lauren Tarshis's New York Times bestselling *I Survived* series to vivid life. Perfect for readers who prefer the graphic novel format, or for existing fans of the *I Survived* chapter book series, these graphic novels combine historical facts with high-action storytelling that's sure to keep any reader turning the pages. Includes a nonfiction section at the back with historical photos and facts about the real-life shark attacks.

Winner of the Indigenous Voices Award, alternate format and an In the Margins Top Fiction Novel for 2020 Tasha

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Spillett's graphic novel debut, *Surviving the City*, is a story about womanhood, friendship, colonialism, and the anguish of a missing loved one. Miikwan and Dez are best friends. Miikwan is Anishinaabe; Dez is Inninew. Together, the teens navigate the challenges of growing up in an urban landscape – they're so close, they even completed their Berry Fast together. However, when Dez's grandmother becomes too sick, Dez is told she can't stay with her anymore. With the threat of a group home looming, Dez can't bring herself to go home and disappears. Miikwan is devastated, and the wound of her missing mother resurfaces. Will Dez's community find her before it's too late? Will Miikwan be able to cope if they don't?

The action is on the page, on your device, and out of this world! This multiplatform series is part sci-fi, all action-adventure. And you don't have long to wait—six books are coming all in one year! Earth is in danger! The only thing that can save our planet are six essential elements that can fuse into a new source of clean energy. But the elements are scattered throughout the galaxy. And it's up to the Voyagers—a team of four remarkable kids and an alien—to gather them all and return to Earth. The Voyagers' fifth stop is Planet Tundra and it may look like a giant marshmallow, but this is no winter wonderland—it's a winter nightmare! This frozen landscape is the deadliest the Voyagers have encountered yet. Then, when the Omega team finds themselves in trouble, only Team Alpha can save them. But if the tables were turned, would the Omegas do the same? Do you have what it takes to be a Voyager? Find

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out at VoyagersHQ.com.

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